

Apocalypse Alphagram

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Features

- Character Movement
 1. Character Movement (w,a,s,d)
 2. Character Jump (Space)
 3. Crouch (C)
 4. Fire (Mouse – Left Button)
 5. Zoom in Out (Mouse – Right Button)
 6. Pickup (F)
- Inventory System
 - Inventory Item Change (G , 1, 2 , 3, 4)
- Dynamic Inventory Slots for different guns
- Dynamic Ammo Icon
- Different Gun Type
 - AR
 - SMG
 - Pistol
- Gun Pickup Widget (Dynamic)
- Ammo Pickup Widget (Dynamic)
- Gun Rarity
 - Damaged
 - Common
 - Uncommon
 - Rare
 - Legendary
- Different Ammo
 - 9mm
 - AR Ammo
- Auto Ammo pickup
- Gun Fire
 - Auto
 - Manual
- Gun Swap If inventory is full
- Auto Inventory Slot animation before gun pickup
- Muzzle Flash
- Smoke Beam
- Hit Flash

- Reload System
 - Auto when Magazine is Finished
 - Manual by Clicking R
- Health Bar
 - Enemy
 - Character
- Healing Medicine (Increase Health Percentage)
- Explosive Barrels (Decrease Health for both Character And Enemy)
- Enemy Damage
 - Body Shot
 - Headshot
- Enemy AI
 - Patrols Between Two Points
 - Chase to Attack if character enters enemy's zone
 - Attacks when character shoot him
- Different Animation Montage
- Usage of Data Table
- Different Crosshair for Different Guns