

ULTIMATE GAME COMPONENTS

50 drag-and-drop gameplay systems. No coding required.

50 Components

Multiplayer Ready

Zero Setup

UE 5.2 - 5.7



Installation

- 1 **Copy the folder.** Put UltimateGameComponents into your project's Plugins folder.
- 2 **Open your project.** Plugin loads automatically.
- 3 **Add components.** Select any actor, click "Add Component", type "Easy". Pick what you need.

No base class changes. No GameMode setup. No DataTables. Just add components and go.



How It Works

Every component follows the same 4-step pattern:

- 1 **Add the component** to your actor
- 2 **Set values** in the Details panel
- 3 **Call functions** from your Blueprint
- 4 **Bind events** to react to changes

Multiplayer: Everything auto-replicates. You don't need to worry about networking.

Mix and match: Every component is standalone. Some auto-detect siblings (Hunger finds Health for starvation damage) but they work fine alone.

Game Recipes

Pick your genre. Add these components. Press Play.



Survival

Health + Hunger + Thirst + Stamina + Inventory + Crafting + Day Night + Temperature



RPG

Health + Mana + Level + Gold + Inventory + Equipment + Quest + Dialogue + Shop



Action

Health + Shield + Damage + Cooldown + Score + Timer + Spawn



Stealth

Health + Stealth + Detection + Inventory + Checkpoint + Quest



Base Builder

Inventory + Crafting + Building + Day Night + Spawn + Save



Social Sim

Dialogue + Relationship + Quest + Gold + Shop + Day Night

Vital Stats

Health

MULTIPLAYER

Your character can take damage, heal, die, and come back to life.

WHAT TO SET IN DETAILS PANEL

Max Health		100
Health Regen	HP per second after delay	0
Regen Delay	Wait after damage before regen	3s
Invincibility Duration	Seconds of i-frames after hit	0
Destroy On Death	Auto-destroy actor on kill	Off

WHAT YOU CAN DO (BLUEPRINT NODES)

Take Damage → give damage amount and who caused it

Heal → restore HP by amount

Kill → instant death

Revive → bring back at % of max HP

Get Health Percent → 0 to 1 for your HP bar

Is Dead → true or false

EVENTS YOU CAN BIND

On Damaged fires when hit. Gives: damage, current HP, who hit you

On Healed fires when healed

On Died fires on death. Gives: who killed you

On Revived fires when brought back

On Health Changed fires on ANY HP change. Perfect for HP bar!

Mana

MULTIPLAYER

Magic resource. If not enough mana, the spell won't fire.

WHAT YOU CAN DO

Use Mana → give cost → **true if enough, false if not**

Restore Mana → potions, rest, etc.

Has Enough Mana → **check before showing spell available**

EVENTS

On Mana Empty when you try to cast but can't

On Mana Full when fully restored



Stamina

MULTIPLAYER

AUTO

Drains while sprinting. Costs for dodge/jump. Regens after you stop.

WHAT YOU CAN DO

Start Draining → call when sprint starts

Stop Draining → call when sprint stops

Use Stamina → one-time cost for dodge/jump → **true/false**

EVENTS

On Exhausted stamina hit zero. Block sprint here!

On Stamina Recovered fully recharged



Hunger

MULTIPLAYER

AUTO-DRAIN

Drops automatically. At zero, your character takes starvation damage.

WHAT YOU CAN DO

Eat → restore hunger (eating food)

EVENTS

On Hungry below threshold. Show warning!

On Starving at zero. Character is dying!

Auto-damage: If you also have Health on the same actor, starvation damage happens automatically.



Thirst

MULTIPLAYER

AUTO-DRAIN

Same as Hunger but for water. Call Drink to restore.



Oxygen

MULTIPLAYER

AUTO

Drains underwater. Recovers on surface. Drowning damage at zero.

WHAT YOU CAN DO

Enter Water → starts draining

Exit Water → starts recovering



Progression



Level / XP

MULTIPLAYER

Add XP, auto level up, earn stat points. Three curves: Linear, Exponential, Custom.

WHAT YOU CAN DO

Add XP → give amount. Auto levels up! Can gain multiple levels at once!

Spend Stat Point → true if had points

Get XP Progress → 0 to 1 for your XP bar

EVENTS

On Level Up gives: new level + stat points earned



Gold

MULTIPLAYER

Currency. Spend Gold returns false if not enough. Get Formatted Gold gives "1.2K", "3.5M".

WHAT YOU CAN DO

Add Gold / Spend Gold / Can Afford

Get Formatted Gold → "1,234" or "1.2K" or "3.5M"



Skill Points

MULTIPLAYER

Unlock skills by name. Spend points. Check if unlocked. Reset all.

WHAT YOU CAN DO

Unlock Skill → give name + cost → true if unlocked

Is Skill Unlocked → true/false

Reset Skills → refunds all points



Reputation

MULTIPLAYER

Multi-faction rep. -100 (Hostile) to +100 (Exalted). Help = rep up, hurt = rep down.

WHAT YOU CAN DO

Add Reputation → faction name + amount (positive or negative)

Get Reputation Level → Hostile / Unfriendly / Neutral / Friendly / Honored / Exalted

Inventory



Inventory

MULTIPLAYER

Slots with stacking and optional weight limit.

WHAT YOU CAN DO

Add Item → item name + quantity → true if added, false if full

Remove Item → item name + quantity

Has Item → do you have enough?

Is Full → true/false



Equipment

MULTIPLAYER

8 slots: Head, Chest, Legs, Feet, Main Hand, Off Hand, Accessory 1, Accessory 2.

WHAT YOU CAN DO

Equip → pick slot + item. Auto-unequips old item.

Unequip → returns removed item name



Hotbar

MULTIPLAYER

1-12 quick slots. Assign items, scroll through, use active one.

Combat

Damage

7 damage types, per-type resistances, critical hits. Call Deal Damage on target and everything happens automatically.

Fully automatic. Just call Deal Damage. Crits, resistances, HP reduction all handled for you.

Status Effects

MULTIPLAYER

AUTO

Burn, Poison, Freeze, Stun, Bleed, Slow, Silence, Blind. Stackable. Auto-expire.

WHAT YOU CAN DO

Apply Effect → pick type + duration + strength. Stacks if already active.

Is Affected By → is this effect active?

Cooldown

Per-ability cooldowns. Start cooldown, check if ready, get progress for radial UI fill.



Combo

Define button sequences. Report each input. If matched in time, On Combo Completed fires!



Aggro

AUTO

Put on enemies. Tracks who dealt most damage. Get Top Threat tells AI who to attack.



Defense



Shield

MULTIPLAYER

Absorbs damage before HP. Leftover passes through. Auto-regens after delay.



Armor

MULTIPLAYER

Per-slot armor with durability. Higher armor = less damage. Breaks after enough hits.

Survival



Crafting

Define recipes. Craft auto-removes ingredients from Inventory and adds output.

Needs Inventory on the same actor. Crafting auto-finds it.



Building

Place structures. Grid snapping, overlap checking. Start Placement, move preview, Confirm.



Day / Night

MULTIPLAYER

AUTO

Time cycle. Set day length in seconds. Drag your sun light for auto-rotation. On Dawn / Noon / Dusk / Midnight events.



Temperature

MULTIPLAYER

AUTO

Too cold or hot = damage. Enter/Exit temperature zones. Clothing warmth protects.

World



Waypoint

AUTO

Set destination. Get distance + direction. Auto-fires On Waypoint Reached when you arrive.



Spawn / Waves

Spawn enemies in circle or run timed waves. Report Kill counts down. Auto-triggers next wave.



Loot Drop

Loot table with drop chances. Roll Loot generates random items. Call on enemy death.

Interaction



Dialogue

NPC conversations with branching choices. On Dialogue Line fires with speaker, text, and choices. Build your UI from that event!



Shop

Buy checks gold + adds to inventory. Sell removes from inventory + gives gold.
Auto-finds Gold and Inventory on buyer.



Feedback



Floating Text

Damage/heal numbers. Bind On Floating Text to your widget for display.



Screen Effects

Flash Screen (damage flash), Fade To/From Black. Works out of the box using engine camera system.



Minimap Marker

Add to any actor. Set type (Player/Enemy/Quest/Shop), color, icon. Get position for rendering.

Persistence



Save

Save/Load by slot name. Store any data by key. Auto-saves player position. On Before Save / On After Load events for custom data.



Checkpoint

MULTIPLAYER

Set Checkpoint saves position. Respawn At Checkpoint teleports back.



Settings

Volume, resolution, fullscreen, VSync, FOV, sensitivity. Save/Load persists between sessions.

Objectives



Quest

Accept quests, track objectives, auto-complete when all done. Update Objective increments progress.



Achievement

Report progress, auto-unlocks at target. On Achievement Unlocked fires with title for popup.



Tutorial

Show-once hints. Mark Completed prevents repeat. "Press E to interact" that only shows once.



Stealth



Stealth

MULTIPLAYER

Player visibility: Hidden / Suspicious / Detected. Crouch + light + movement modifiers. Hiding spots.



Detection

AUTO

Put on enemies. Sight cone + line of sight. Detection meter fills 0 to 1. On Target Spotted / Fully Detected / Lost events.

Audio

Music

Background music with real crossfade. Set exploration + combat tracks. Call Enter/Exit Combat to switch.

Footstep

Map surface materials to sounds. Call Play Footstep from anim notifies. Auto-detects surface.

Social

Party

Add/remove members. Max size. Optional XP sharing.

Companion

MULTIPLAYER

Commands: Follow, Stay, Attack, Return. Auto-teleports if too far. On Companion Died if health hits zero.



Relationship

MULTIPLAYER

NPC affinity 0-100. Enemy → Rival → Stranger → Acquaintance → Friend → Close Friend. Give Gift adds affinity.



Navigation



Fast Travel

Discover locations, travel between them. Optional gold cost and cooldown.



Map Marker

Add/remove markers (Quest/Shop/Enemy/Custom). Get Markers In Radius for map rendering.



Teleport

Teleport to location, actor, or linked portal. Cooldown between uses.

Game Flow



Score

MULTIPLAYER

Score with multiplier that decays. High score tracking. Formatted display (1,234,567).



Timer

MULTIPLAYER

AUTO

Countdown or count-up. Pause/Resume. Get Formatted returns "02:35". On Timer Expired. Optional auto-restart.