

JACK SLASKI

TECHNICAL GAME DESIGNER

ARMS & ASSETS

A UE5 Blueprint prototype focused on modular combat, inventory, item upgrades, and player-driven economy systems.



CORE SYSTEMS

INVENTORY SYSTEM

DRAG & DROP UI

GEM SLOTS

PLAYER SIGNATURES

DATA-DRIVEN ITEMS

HOTBAR SYSTEM

ITEM UPGRADING

ARMOUR SUITS

XP SYSTEM

ENTITY FRAMEWORK

WEAPON FRAMEWORK

RANDOM STAT GENERATION

UNIQUE ITEM IDS

ADMIN TOOLS

PLAYER DRIVEN ECONOMY



UE5 | UI | BLUEPRINT | AUDIO
VFX | DATA SYSTEMS | MODULARITY

