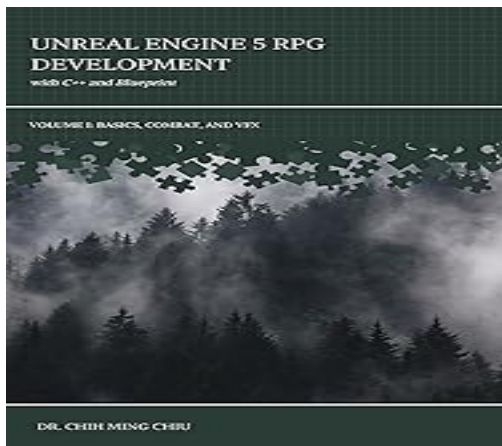


Unreal Engine 5 RPG Development with C++ and Blueprint: Volume I: Basics, Combat, and VFX By Chihming Chiu



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