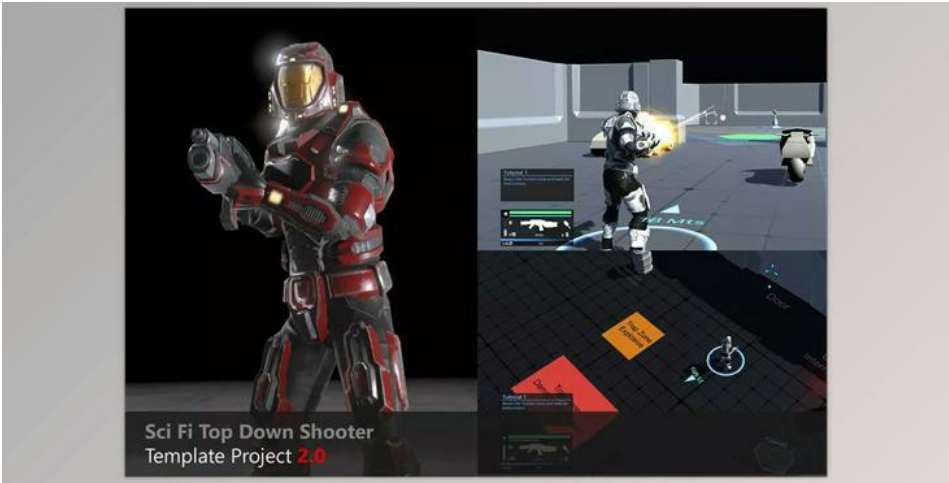




Unity Asset - Sci Fi Top Down Game Template v2.2

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The **Unity Asset - Sci Fi Top Down Game Template** introduces several new features and improvements to enhance the gameplay experience. Notable additions include a minimap, enemy loot drops, and various bug fixes.

How to use minimap, enemy loot drop and soldier character models to design your project?

You can use "Unity Asset - Sci Fi Top Down Game Template" to design your project.

Key features include a customizable soldier character model, two weapon models (pistol and rifle), extensive animations, a comprehensive character controller and inventory system, and a customizable weapons component. Four pre-made weapons are available: pistol, rifle, rocket launcher, and shotgun.

"Unity Asset - Sci Fi Top Down Game Template" Samples:

The player HUD displays health, stamina, and weapon stats, while an objective radar guides the player. The standard camera rig follows the player with smooth transitions and effects. Players can interact with automatic doors, and panels, and pick up items. Basic enemy AI and spawner components are included, along with a waypoint route system for enemy navigation. The animation sets cover various actions for unarmed, pistol, and rifle states, including movement, aiming, shooting, and other interactions.



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