

Unity Asset - Space Combat Kit v2.7.1

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Accelerate the development of your space game with the Space Combat Kit, a robust framework suitable for a wide range of space games, from mobile arcade titles to intricate space simulations. This feature-rich package eliminates the need for intricate coding, allowing you to concentrate on crafting the unique and enjoyable aspects of your game.

- **Physics-Based Spaceship Controller:** Develop various spacecraft, from nimble fighters to colossal capital ships. The controller offers extensive customization options, encompassing features inspired by popular space games.
- **Camera System:** Includes cockpit and third-person perspectives, cockpit look-around, camera shakes, death camera, and third-person camera collision handling. Easily expandable to add more camera views.
- **Weapons and Loadout System:** Offers a diverse array of weapons, such as projectile guns, laser weapons, homing missiles, and turrets. The comprehensive loadout system allows players to configure and save their ship loadouts. Features weapon groups and dynamic reconfiguration during gameplay.
- **Radar System:** Built for performance and efficiency, featuring target boxes, lead target indicators, 2D/3D radar, target selection, target hologram, and more. Easily customizable for different target types.
- **Health and Damage System:** Allows individual subsystem targeting, damage, and includes energy shields, slow ship detonation, and an easy workflow for making any object damageable and explodable.
- **Resource System:** Introduces boost fuel consumption, ammunition, energy usage, heat production, and other resource-driven gameplay mechanics. Customize your ship's behavior based on factors like heat production.
- **Spaceship AI System:** Includes obstacle avoidance, patrolling, formation flying, and combat behaviors for both space fighters and capital ships.
- **Floating Origin System:** Handles large space scenes seamlessly.
- **Objectives System:** Set up player objectives, display them on the UI, and create waypoints.
- **Ship Enter/Exit System:** Easily enter and exit spaceships during gameplay, compatible with any character controller.
- **Pooling System:** Efficiently handles numerous objects in the scene, such as projectiles, explosions, and effects.
- **Rumble System:** Adds camera shakes and gamepad rumbles for enhanced immersion.
- **Vehicle/Module System:** Establishes a foundation for adding functionality and modules to ships, swappable during loadout or gameplay.
- **Menu System:** Includes pause, game over, loadout, and controls menus.
- **Modular Design:** Enjoy a modular, event-driven design for easy customization through the inspector. Code is neatly written, documented, and extendable through inheritance.

Benefits:

- **Time-Saving:** Build the foundation of your game quickly, enabling rapid testing and progress towards release.
- **Customization:** Easily customize with a modular, event-driven design.
- **Continuous Support:** Benefit from active development and community-driven updates, ensuring no support request goes unanswered.



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