Unity asset - JU TPS 3 - Third Person Shooter GameKit Vehicle Physics v3.0.42

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Render Pipeline Compatibility

JU TPS seamlessly integrates with Unity's render pipelines, offering compatibility with multiple options to suit your project's needs. Whether you prefer the default Built-in Render Pipeline, the flexible Universal Render Pipeline (URP), or the high-fidelity High Definition Render Pipeline (HDRP), JU TPS ensures your graphics are optimized across various platforms.

Additional Compatibility Information

JU TPS operates independently of the render pipeline, allowing effortless conversion of shaders to your desired Render Pipeline configuration.

JU TPS is a comprehensive Template/GameKit designed to streamline the development process of third-person shooter games. Loaded with an array of features, it empowers developers to create immersive gameplay experiences with ease.

 Controller Features:

- Third Person Control with intuitive handling
- Realistic Locomotion for enhanced immersion
- Seamless Rotation mechanics for smooth gameplay
- Root-Motion Support for dynamic character movement
- Adjustable Collider for precise interaction
- Advanced Ragdoll System for realistic physics simulation
- Body Part Damage System for Immersive Combat Mechanics
- Advanced Foot Placement System for natural character animation
- Customizable Actions for tailored gameplay experiences
- Drive Vehicles System for diverse gameplay mechanics
- Gravity Switching System for unique level design possibilities

Gameplay Styles:

- Third Person Shooter for intense action sequences
- First Person Shooter for immersive combat encounters
- Top Down for strategic gameplay experiences
- Sidescroller for classic arcade-style adventures

 Input Features:

- Seamlessly Integrated with the New Input System for enhanced control
- Cross-platform support for Keyboard, Gamepad, and Mobile devices

Artificial Intelligence Features:

- Vehicle AI for dynamic vehicular behavior
- Zombie AI for challenging enemy encounters
- Patrol AI for strategic enemy movements

Inventory and Item Features:

- Inventory System for managing player resources
- Weapon System for diverse arsenal management
- Melee Weapons for close-quarters combat
- Throwable Items System for tactical gameplay
- Armor/Clothing System for customizable character upgrades
- Dual Wielding System for dual weapon proficiency

Vehicle Physics Features:

- Motorcycle Physics Included for thrilling rides
- Car Physics Included for realistic driving experiences
- Custom Vehicle Physics Support for tailored vehicle behavior

Camera Features:

- Third Person Shooter Camera (TPS) for dynamic perspective
- First Person Shooter Camera (FPS) for immersive viewpoint
- Sidescroller/TopDown Camera System for versatile gameplay styles
- Expandable Camera System for customized camera behavior
- Camera State Triggers for dynamic scene transitions

Tools/Utils/Bonus Included:

- JU Icon Generator for personalized branding
- JU Fracture Generator for dynamic object destruction
- Destructible Objects System for Interactive Environments
- Camera Shaker for immersive feedback
- Slowmotion Feature for cinematic moments
- Pixel Quality Scaler for optimized performance

With JU TPS, game developers can effortlessly bring their vision to life, creating captivating third-person shooter experiences tailored to their specifications.

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