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Unity Assets - TopDown Engine v3.6

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The Unity Assets - TopDown Engine, Built-in Render Pipeline is the default general-purpose pipeline with limited customization, whereas the Universal Render Pipeline (URP) and High Definition Render Pipeline (HDRP) offer scriptable, customizable options for optimized graphics across various platforms.

This 2D and 3D engine includes a versatile character controller, a comprehensive game feel feedback system (MMFeedbacks), extensive content with demo levels, optimized scripts, and production-ready prefabs.

"Unity Assets - TopDown Engine" Samples:

It features an Inventory Engine for inventory management, an advanced AI system for creating complex behaviors without coding, a robust camera controller, and numerous tools for level creation. The engine supports local multiplayer, integrates More Mountains' libraries (Nice Touch, Inventory Engine, MMFeedbacks), and offers mobile controls and procedural generation capabilities. The well-documented codebase is designed for easy customization, facilitating the creation of unique adventure games.

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