



Unity Asset - Traversal (Game Creator 1) v0.1.6

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The **Unity Asset - Traversal (Game Creator 1)** module enables characters to navigate environments with various built-in and customizable obstacles and climbable elements.

Key abilities include vaulting, precise jumping, ledge stepping or mantling, surface climbing with ledges and holds, taking cover, ladder climbing, balance walking, wall-running, zip-line sliding, and using a customizable grapple hook. No initial configuration is needed, as everything functions out of the box and is extendable via an open API.

"Unity Asset - Traversal (Game Creator 1)" Samples:

The module employs a custom animation system rather than a mechanism. Additionally, Game Creator offers an expanding suite of integrated modules such as Inventory, Dialogue, Quests, Stats, Behavior, Shooter, and Melee, all managed through Game Creator's Module Manager.



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