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Unity Asset - Blaze AI Engine v3.2.0

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Unity Asset - Blaze AI Engine v3.2.0: Introducing Blaze AI, a comprehensive and highly customizable enemy AI engine designed to meet all your gaming needs, whether your game features melee combat, ranged attacks, or cover shooting mechanics.

Blaze AI's framework-free approach sets it apart, allowing you the freedom to integrate it seamlessly with any system or asset. With Blaze, you can design your AI behaviors in any way you see fit without being tied to a specific methodology or framework.

Critical features of Blaze AI include modular and state-independent design, dynamic behavior switching, and ease of animation integration. With Blaze, you can easily switch between AI behaviors on the fly, dynamically adjusting to the changing game environment.

Blaze AI also supports off-mesh links, allowing AI agents to navigate complex terrain easily. Additionally, Blaze offers companion mode, allowing you to create friendly AI characters to assist the player throughout their journey.

With support for ragdoll physics, spare states (emotes), and a wide range of customization options, Blaze AI empowers you to create unique and engaging enemy AI for your game.

Blaze AI ensures your game runs smoothly and efficiently with optimized performance and thorough documentation. Experience the power and flexibility of Blaze AI today and take your game to the next level.

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