

Unity asset - Mech Combat Kit 2.3.0

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The Mech Combat Kit stands as a robust framework designed for crafting diverse mech games, ranging from arcade-style experiences to intricate mech simulations featuring extensive player customization and upgrades.

Render Pipeline Compatibility: The Mech Combat Kit seamlessly integrates with Unity's render pipelines, offering compatibility with the default Built-in Render Pipeline, the versatile Universal Render Pipeline (URP) for optimized graphics across various platforms, and the High Definition Render Pipeline (HDRP) for creating cutting-edge, high-fidelity graphics on high-end platforms.

- **Controller System:** The kit includes a Rigidbody-based controller with both cockpit and third-person perspectives. It features smooth and enjoyable movement, built-in foot Inverse Kinematics (IK) to handle bumps and ramps effortlessly, and even includes a jetpack capability.
- **Camera System:** Enjoy cockpit and third-person perspectives with an easily expandable workflow to add more camera views. Features include cockpit look-around, camera shakes, death camera, and third-person camera collision handling.
- **Weapons and Loadout System:** A comprehensive system that offers various weapons, including projectile guns, laser weapons, flamethrowers, and swarm missiles. Players can configure mech loadouts, save them to slots, and spawn them during gameplay. The system also supports weapon groups, weapon group rebinding during gameplay, and more.
- **Radar System:** Built for performance and efficiency, the radar system includes target boxes, 2D radar/minimap, target selection options (Next, Nearest, Front), and the ability to add custom target boxes and radar icons.
- **Health and Damage System:** Enables individual limb damage with HUD representation, affecting mech control. It includes energy shields and a workflow to make any object damageable and explodable.
- **Resource System:** Introduces gameplay mechanics driven by resources, such as jetpack fuel consumption, ammunition usage, and heat production. Players can experience consequences like mech explosions when heat production is too high.
- **AI System:** Incorporates mech enemies with patrol routes, capable of attacking the player and defending their base.
- **Objectives System:** Allows setting up objectives, displaying them on the UI, and creating waypoints for players to follow.
- **Pooling System:** Efficiently manages objects in the scene, such as projectiles, explosions, and effects.
- **Rumble System:** Adds camera shakes and gamepad rumbles for enhanced immersion.
- **Vehicle/Module System:** Provides a foundation for adding functionality and modules to mechs that can be swapped during loadout or gameplay.
- **Mech Enter/Exit System:** Enables players to easily enter and exit mechs during gameplay with a character, compatible with third-party character controllers.
- **Ragdoll System:** Turns enemies into ragdolls upon death, with a user-friendly wizard for setup.
- **Menu System:** Includes a pause menu, game over menu, loadout menu, and controls menu.
- **Additional Features:** A plethora of utility scripts and components to assist in building out mech games.

Benefits:

- **Feature-Rich:** Save time by building the foundation of your game quickly, allowing for rapid testing of creative ideas and progress toward release.
- **Easy Customization:** Enjoy a modular, event-driven design that allows powerful customization from the inspector. Code is neatly written, documented, and easily extendable through inheritance.



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- **Active Support and Updates:** Benefit from continuous development and updates based on community feedback, ensuring that no support request goes unanswered.



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