

Drone Combat Simulation –

Unity Project Welcome to Drone Combat Simulation, a Unity-powered game featuring intelligent enemy AI, smooth drone controls, and cinematic missile attacks. This project showcases patrol behavior, raycast targeting, dynamic explosions, and guided missiles using red circle impact markers. ---

Features

- WASD + Q/E drone movement
- Missile targeting with ground impact indicators
- Enemy patrol using NavMeshAgent
- Bullet and missile impact damage
- Visual effects for explosions and firing
- Camera follow system
- Fully commented and beginner-friendly scripts ---

Download Project The full project is available via Google Drive due to its large size.

Click here to download the ZIP

(https://drive.google.com/file/d/1Fp_sADQSIUnsdW5bhGT8MCShyX4po6pd/view?usp=sharing) ---

How to Use

1. Download and unzip the project folder.
2. Open Unity Hub → click Open → select the unzipped folder.
3. Hit Play in the Unity editor to dive into the action! ---

Final Note Thank you for checking out this project! Feel free to explore, modify, or expand the system — and reach out if you build something awesome from it