1. Turned off the fog for better performance.

2. Deleted unnecessary objects from scene.

3. Simplified scene navigation and settings in player’s NavMeshAgent script for better performance.

4. Removed mesh colliders from trees and enemies’ detecting gameobjects, game doesn’t need those components.

5. Changed terrain mesh collider to box collider – it cheaper.

6. Changed shaders for enemies and player to cheaper ones for performance.

7. Added to enemies gameobjects rigidbody component, because non-static colliders (enemies’ transforms are rotating) for performance.

8. Used one material instead of four ones for rocks because they are the same (better batching).

9. Used one material with cheaper shaders instead of two different ones for trees.

10. Set one directional light, turned off realtime lighting and shadows for environment and remade lightmapping for performance.