1. Turned off the fog for better performance.

2. Deleted unnecessary text obejcts from UI.

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.

11. Simplified enemies detection gameobject mesh.

12. Turned off physic collisions and raised fixed timestep for performance.

13. Code refactoring and optimizations: using singletons, choosing level menu, caching components, removed duplicated code, deleted FindObjectOfType<T> method calls, simplified update methods for performance and clean code.

14. Used [SerializedField] private fields for incapsulation and performance instead of public fields and using GetComponent method.

15. Fixed bug with possibility to win by clicking dead enemy.

16. Fixed bug with visible shadow plane after enemy’s death.

17. Made possibility to restart game.

18. Added particles shot effect to enemies and rock particles strike effect to player.