Asset Store

Hyper Casual - Basketball Asset Map Court - Mascot Character

File Structure

1) Hyper Casual - Basketball Asset Map Court

   a) Scene
      i) You can view the models from the Edited Scene.

   b) Fbx
      i) You can move the car model you bought to your
          project that you want to be in this folder,
          only with this fbx.

   c) Prefabs
      i) Prefab versions of models.

   d) Materials
      i) The materials of the objects are in this folder

   e) Sprite
      i) UI images of models