

THIRD PERSON SHOOTER BUNDLE



Thank you for acquiring the **Third Person Shooter Bundle** for the *Unity 3D* engine!

This package is your starter pack to instantly create your own **third-person shooter** game. It contains the **Cover + Shooting System**, a third person player controller featuring **covering** and **shooting** behaviors, besides the basic player movements, and the **Enemy AI** package, a complete **AI** system for NPCs, with a fully plug and play configurable **Finite State Machine**, featuring ready to use enemy humanoid NPCs that can **patrol**, **search** and perform **engage** actions (like **shooting**, **reloading**, **take cover**, etc.).

Did you enjoy the asset? Please consider leaving a review on the *Unity Asset Store*, it is really important and will be very appreciated!

SETUP NOTES

Within the folder of each package (**Cover+Shoot** and **EnemyAI**) you will find a README manual, containing all necessary information for faster setup, and also extra information upon specific package features. Support and other related contact info can also be found in the respective package manual.

[Support contact](#)

[Author's page](#)