

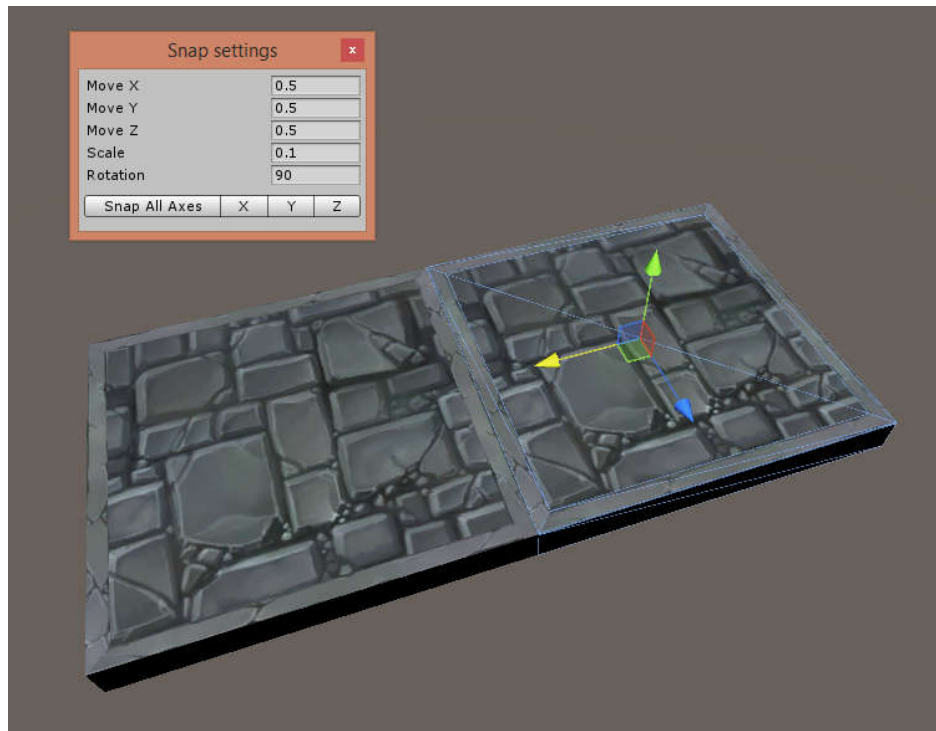
## **Mobile Dungeon Tileset**

Thank you for purchasing my mobile dungeon tileset! This is a fully modular dungeon tileset, aimed at being cheap enough to run on most mobile platforms. Here are a few pointers to help you create the best dungeons you can.

The 'Test\_Dungeon\_01' scene located in the Scenes folder is a good place to start. Here, I have used all of the included artwork to create an example dungeon, and is a good reference point to see what meshes best fit together, what can be created from the assets, etc. Below is a zoomed out view of the scene. The orange fog is distance based, and can be adjusted under the 'Lighting' tab.



All major building parts such as floors and walls can be found in Meshes/BuildingParts. Props, such as set dressing and player intractable objects can be found in Meshes/Props.



The tileset has been designed to be used with maya snapping set to 0.5 in all axis.



Lighting prefabs have all been set up, and are located in Assets/Prefabs. Simply drag one into the scene, for example 'Sconce', and the mesh, point light(s), and VFX will all be placed.

Extra FX, such as dust clouds, embers, and water splashes can be found in the Assetx/FX folder.

Door, chest, and pressure plate meshes are made from multiple parts, and all have animation keyframes attached for the basic actions e.g. open and close.

All meshes have handmade lightmap UVs set up and ready to go. If these aren't suitable, they can be overwritten with Unity's 'Generate Lightmap UVs'.

All textures can be found in Assets/Textures. Most textures are included at a higher resolution, and have been compressed inside Unity, for purposes of future-proofing. You can alter this texture compression through the 'Inspector' window, if the textures aren't at the size or quality you want.

*Please note: This package is purely artwork, and includes no gameplay mechanics, these will all have to be built or sourced seperately.*