

## Documentation Shared v1.0.0

The Shared Unity Asset Pack is used in our other modular Asset Packs to share scripts, materials, prefabs and more, across the different asset packs.

### Features

- Universal Quit function for the Unity Editor and game builds
- Simple capsule dummy prefab for player and enemy

### Quickstart Demo

Open the Demo Scene Assets/Demo/DemoScenes/Shared and hit play.

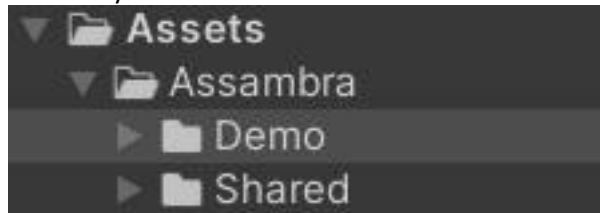
### Integrating

First check <https://github.com/Assambra/Shared/blob/main/UNITYPACKAGEMANAGER.md> if you need to install additionally packages via the Unity Package Manager.

Get the latest Asset Pack <https://github.com/Assambra/Shared/releases> and add it to your Unity Project.

### Folder Structure

We always use the same folder structure in all asset packs so the others can integrate seamlessly.



### Demo

Here you can find all the demo related assets. If you don't need a demo you can always delete it completely.

### Shared

Shared is the package related assets folder.