1. Overview

The 2D-Ocean theme Parallax Background Template from Mero Store Studios is a powerful, easy-to-use asset designed to enhance the visual depth of 2D games. Featuring 12 high-quality, professionally designed backgrounds, each with multiple layered images, this template allows you to implement a stunning parallax effect effortlessly. Some backgrounds contain up to 7 layers, giving you control over the visual depth and dynamic movement in your game environments.

This package comes complete with a Looping_Speed_Manager script that lets you easily adjust the speed of each background layer, creating a smooth and immersive parallax scrolling effect. The asset is ideal for side-scrolling or endless-runner games and works seamlessly with Unity's 2D toolkit. A fully functional demo scene is included to show how to integrate the asset into your projects quickly.

2. Package Contents

• 9 High-Resolution Backgrounds:

o Each background is meticulously crafted for high quality and performance. o All backgrounds consist of multiple layers to create a natural parallax scrolling effect, with some including up to 7 layers for greater depth and immersion.

• LoopingSpeedManager Script:

o Custom Unity script that manages the parallax scrolling speed of background layers.

o Easily adjustable from the Unity Inspector to fine-tune the parallax effect.

• Drag-and-Drop Prefabs:

o Each background comes as a ready-to-use prefab, making integration into your game fast and simple.

• Demo Scene:

o Includes all 12 backgrounds with the LoopingSpeedManager script applied to demonstrate their parallax effect in real-time.

• Detailed Documentation:

o Step-by-step instructions to help you understand how to use, modify, and integrate the asset into your Unity project.

3. Installation Instructions

1. Download and Import:

a. After purchasing the asset from the Unity Asset Store, download it and import the package directly into your Unity project.

2. Folder Structure:

a. Backgrounds/: Contains the 12 background prefabs, each fully layered and ready for use.

b. Scripts/: Contains the LoopingSpeedManager.cs script for controlling the parallax speed.

c. Demo Scene/: A fully functional demo that shows how the backgrounds work with the parallax effect enabled.

3. Setting Up the Backgrounds:

a. Drag any of the prefabs from the Backgrounds/ folder into your scene.

b. Each prefab is pre-configured with multiple layers, and the parallax scrolling effect is handled by the LoopingSpeedManager script attached to each layer.

4. How to Use the Prefabs

1. Adding Backgrounds:

a. Drag and drop the desired prefab from the Backgrounds/ folder into your scene.

2. Customizing Parallax Speed:

a. Select a prefab in your scene.

b. Under each layer, you will find the LoopingSpeedManager script component in the Inspector.

c. Use the speed slider (ranging from 0.0 to 0.5) to adjust the speed of that particular layer's movement.

d. This flexibility allows you to create a sense of depth by making the background layers move at different speeds relative to the camera.

3. Previewing the Effect:

a. Hit Play in Unity to see the parallax backgrounds in action. Experiment with the speed variable to get the perfect scrolling effect that matches your game's environment.

5. Customization Tips

• Layer Adjustments:

o You can modify or add new layers to each prefab if you wish to create a unique parallax background. Simply ensure each new layer has the LoopingSpeedManager script attached and adjust the speed to fit the desired parallax depth.

• Speed Variation:

o For a strong parallax effect, set the background layers to different speed values. The closer the layer is to the camera (e.g., the foreground), the faster the speed should be. Layers further away should move slower to simulate realistic depth.

• Combining Backgrounds:

o Feel free to mix and match elements from different backgrounds to create unique combinations for your game scenes. You can also duplicate prefabs and modify them to suit specific themes or levels in your game.

6. Licensing & Restrictions

• Allowed Usage:

o You can use these assets in both personal and commercial projects, such as video games and apps.

o Customizing the backgrounds and scripts for your projects is fully permitted. o You are allowed to use this asset in combination with other assets to create new products for sale.

• Prohibited Usage:

o Directly reselling or redistributing this asset (or any part of it) without significant modification is strictly prohibited.

o Sharing this asset on public or private repositories is not allowed unless it is part of a project or game.

7. Support & Contact Information

We are committed to ensuring you have the best experience with our 2D Parallax Background Template. If you encounter any issues or have questions about customizing the asset, please don't hesitate to reach out!

Mero Store Studios Contact:

• Email: merostore8848+assetbackground@gmail.com

• Website: merostorestudios.blogspot.com

Feel free to contact us for:

• Troubleshooting issues with the asset.

• Help with customization or usage.

• Suggestions for future updates or improvements.