Documetation for Hand-painted 2D Skeleton Warrior Enemy Asset:

1. Download the asset
2. Import the asset into your project
3. Configure the animator controller according to your requirements
4. Add the prefab based on your installed render pipeline (built-in or URP) to your scene.
For the URP there are the sprites with already assigned normalmap.
5. Use the individual body parts to create your own animations.
6. Enjoy your game development experience!

Thank you for choosing this Hand-painted 2D Skeleton Warrior enemy asset and we hope it will enhance your game development experience!