

CONTENTS OF THIS FILE

- [Introduction](#)
- [Versions](#)
- [Unity Special](#)
 - [General project settings](#)
 - [Controls](#)
 - [Scripts](#)
 - [Water Shader](#)
- [Troubleshooting](#)
- [Legal Info](#)

Introduction



A hand-painted set of 5 different themes. Assets in this pack are very versatile, you can build a lot of interesting levels using them or even the entire game.

Pack contains:

- Five themed levels:
 - Lava
 - Swamp
 - Fantasy
 - Underwater
 - Frozen
- Tileset and tile palette for every level
- 550+ sprites sorted by theme + simplified PSD files
- 30 particle systems
- Custom water shader (URP)
- Animated portal set for each world
- Demo scenes

Versions

1.0 First release

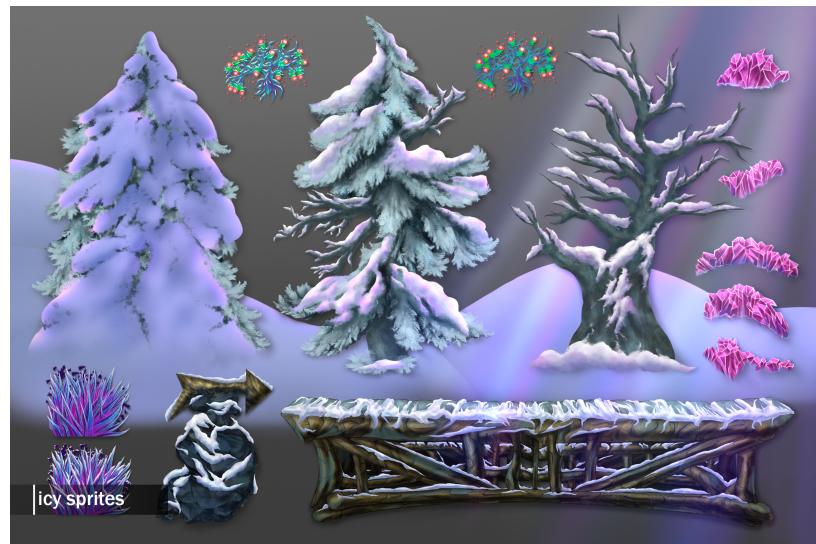
1.1 New Underwater level added

- Custom water shader added

1.2 Animated portals added

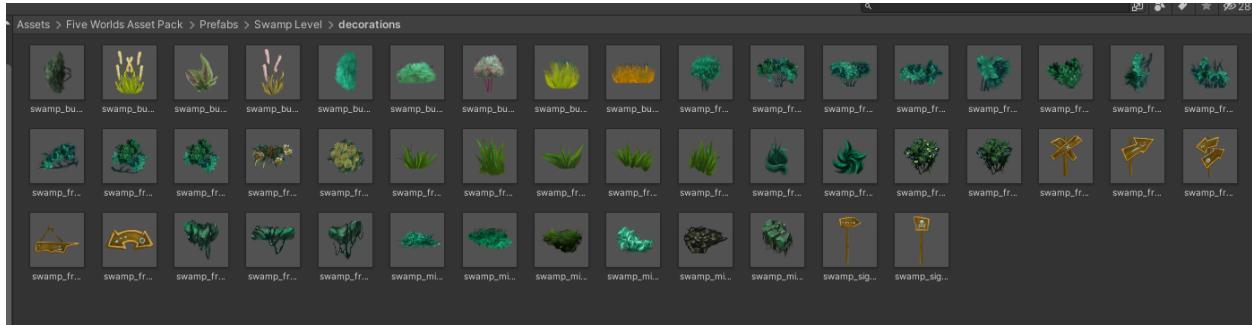
2.0

- The project upgraded to version 2019.4
- File naming and structure changed (now it will be much easier to navigate)
- Missing prefabs added
- New Frozen Level added



2.1 Added URP version with updated water shader using Shadergraph

2.2 Added 36 new swamp decorations



Unity special

General Project Settings

This project (Version 2.2) was uploaded using Unity 2019.4.0 (LTS) - 2D Preset (for Built-in Renderer) and Unity 2021.3.7f1 LTS for URP renderer. In case you are using a different version of Unity, there should not be any problems.

Controls

Controls descriptions are presented in every scene on start, but if you won't see them use the "Left Arrow" Key to scroll left and the "Right Arrow" Key to scroll right. Also, you can manually toggle Auto Move in every demo scene.

Scripts

There are 4 scripts in this pack all except the shader script made for a demo scene with testing purposes.

SMothmovement - for smoother camera movement (you can configure "smoothness" by changing its value in settings);

mover - control scripts (supports manual controls and auto movement) if you are using an operating system

you may need to change Key Codes in this script to use manual controls;

VingettesUI - to switch vignettes effect in an underwater scene

UnderwaterUI - to switch water type in an underwater scene

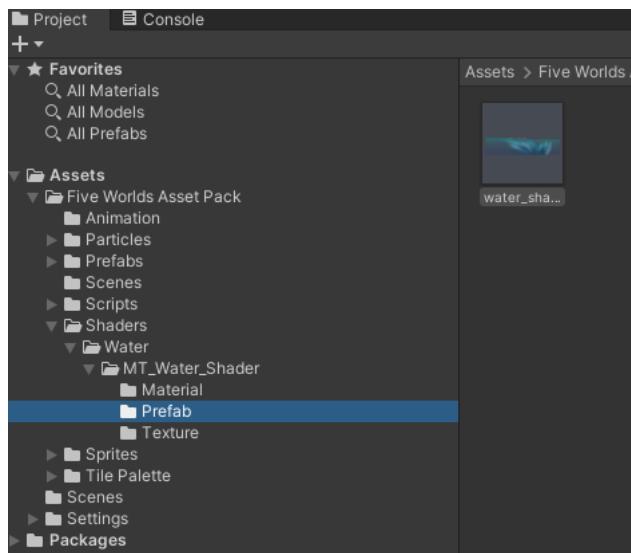
Level Controller to allow switching across the scenes

TouchController for mobile demo builds

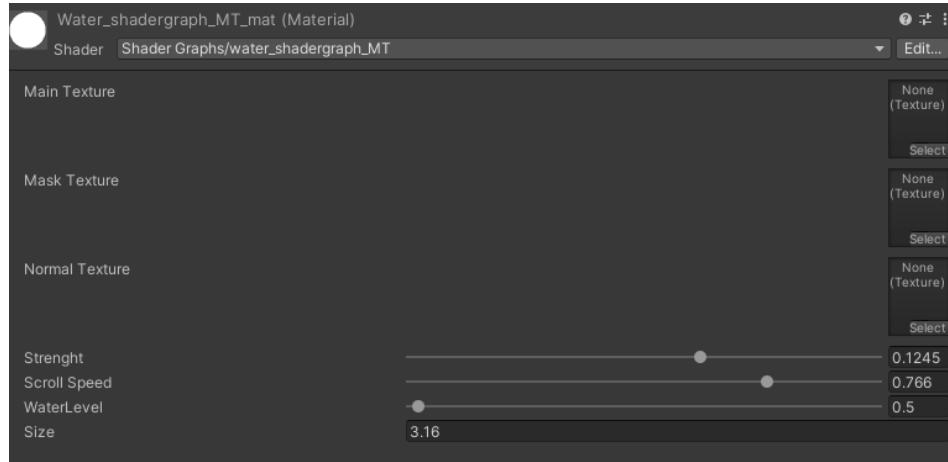
Water Shader

URP version

In the URP version, we use a new water shader created with shadergraph package, it is much more efficient compared to the one we used in the Built-in version. Still, it has almost the same options as the old one. You can locate all shader files in the "Shaders" folder.

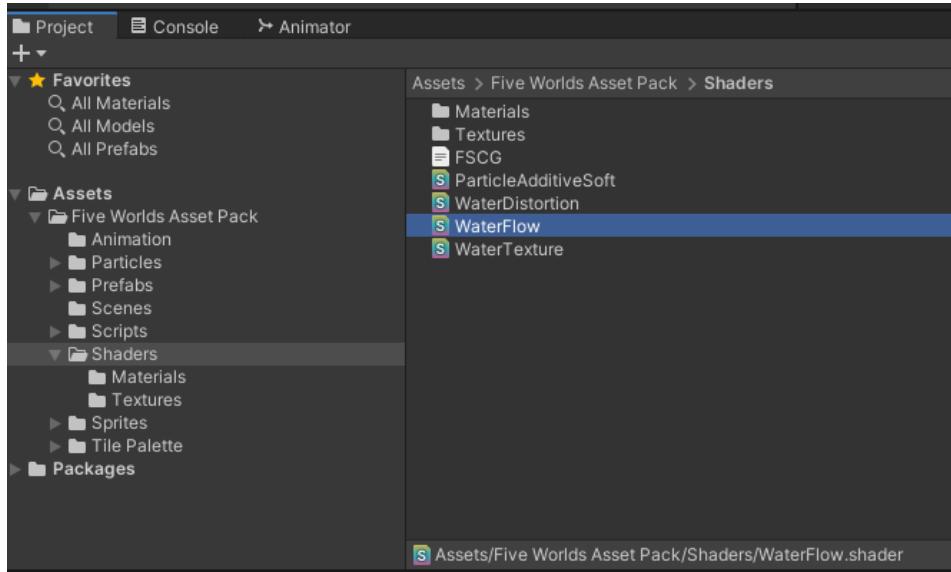


Here is the list of options that water shader supports, so it has main water texture, optional mask, and normal texture. Also, there are a few options to control water waves.



Built In Shader

If you are using the default 2D renderer there we use a different shader. It is our custom build shader. It is pretty versatile and has a lot of options, we planned to add collision detection and other fancy stuff but currently, I don't have eta or estimates when we will be able to deliver this functionality. Shader Files are located in the corresponding folder including some test stuff, you are free to play with, but it is not documented so I don't recommend doing this unless you want to have some fun or know a lot about shaders.



There is a prefab in the Prefabs>Water folder, but you can add a Water behavior script and set FS/Wave shader to a material to any sprite. Settings allow changing wave behavior through the script and through shader options. Bumped texture allows for generating noise.



Please note that this script is still in Beta, and I am not sure when we will be able to fully document it and add all of the planned features. Currently, it is working and has all of the basic functions for simple but fancy water.

Troubleshooting

We are happy to hear back from you. Our main goal is to provide developers with a powerful tool that will help you bring your imagination to life and have fun in the process.

If you have any problems or suggestions please feel free to contact our team at info@moon-t.com



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<https://assetstore.unity.com/publishers/19428>

Legal Info

It was hard work to create this pack, so you are allowed to use it in your projects only if you purchased it at Unity Asset Store or other legal stores. Otherwise, you are not allowed to use this pack since you are:

- A) Breaking the law.
- B) You are stealing other people's hard work.