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Introduction

When you import the asset into your project, you'll get a MooseStache folder, containing three subfolders. Here's a rundown of the contents of these folders, and of the general folder structure.

Common

This folder contains all the scripts and visual assets <u>necessary</u> for the engine to work. The main structure is made of the following folders:

- **Animations**: all the animations.
- **Fonts**: the font(s) used.
- **Materials**: all materials used such as the sprite flashing material.
- **PrefabBrushes**: all prefab brushes to be used with Unity's tile palette.
- **Prefabs**: all the prefabs used/necessary for the demo scene.
- **Scripts**: the "core" of the engine, pretty much every script goes here.
- **Shaders**: contains any shader included in the engine such as the sprite flashing shader.
- **Sprites**: all the sprites included with the engine such as character, objects, and tilemap sprites.
- **TilePalettes**: contains the tile palettes and it's tiles to be used with Unity's tile palette feature.

Demos

Demos contains the demo scenes included in the engine. These are used to showcase features or the engine as a whole.

- **MainDemoScene**: scene used to showcase all of the features of the engine.
- **MinimalScene**: example scene which has the minimun required elements for the engine to work properly.

Third-Party

ThirdParty contains scripts and resources that are not directly specific to the Pixel Top-Down Shooter Engine:

- **MonsterLove**: an intuitive Unity3d finite state machine (FSM). Designed with an emphasis on usability, without sacrificing utility. All credits to MonsterLove (https://github.com/thefuntastic/Unity3d-Finite-State-Machine).

- **Ocias:** a simple Unity3d pixel art camera, Solves the key issues with pixel art rendering in Unity with no headaches (including UI/Canvas). All Credits to Ocias (https://github.com/AlexanderOcias/UnityPixelArtCamera).

- **TileMap Tools**: Unity's tilemap tools, used to expand on and add new features to the tilemap such as Prefab Brushes, Animated Tiles, etc. More info here (https://unity3d.com/es/learn/tutorials/topics/2d-game-creation/intro-2d-world-building-w-tilemap?playlist=17093).

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Disclaimer: This is part of the documentation for the Pixel Top-Down Engine made by MooseStache.