DEADLY
HAZARDS & OBSTACLES

DOCUMENTATION

Deadly Hazards & Obstacles is a collection of deadly level obstacles. With over 160+ sprites, creating death traps and deadly obstacles has never been easier. This asset contains circular saw blades, spikes, throwing stars, axe blades, spiked balls, and spiked pillars.

Features

- 160+ sprites in total
- 61 circular saws
- 9 throwing stars
- 39 spike types
- 29 spike groupings
- 7 axe blades
- 9 spiked balls
- 2 spiked pillars
- 1 spiked log
- A few misc items (chain links)
- Vector source files Included (.ai)
- Unlimited color possibilities
- Example scene included
- Made with minimalistic styles games in mind
- Multi-platform compatible

Package Folders

- **Deadly Hazards & Obstacles:** All files associated with the asset
  - **Art:** PNG files of all the hazards/obstacles
  - **Scenes:** Scene with all the asset elements laid out
  - **Source Files:** Illustrator files (.ai) with vector images

Installation

Import the entire package into your project via the Asset Store.
Window->Asset Store-> Then find the asset ->Download->Import

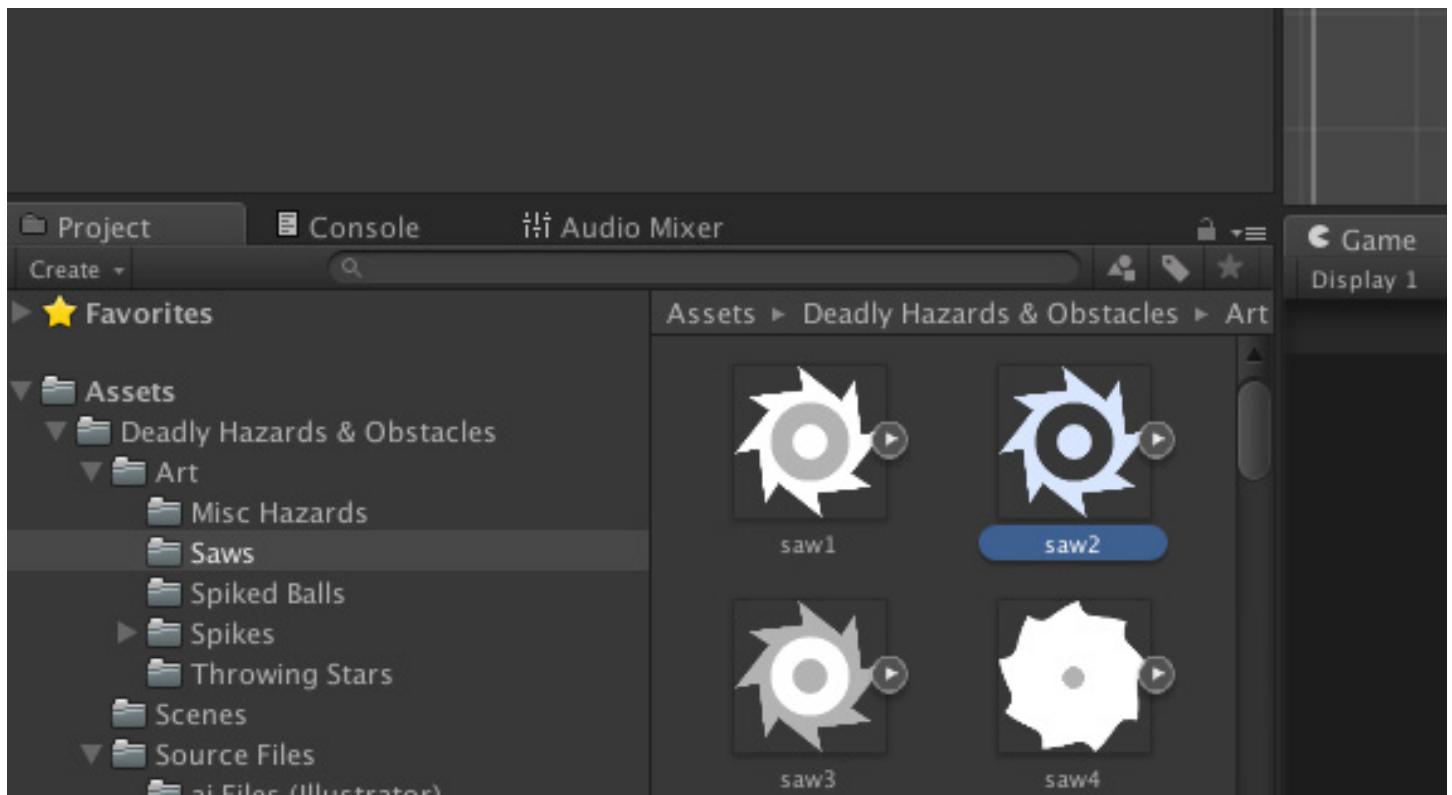If you have already purchased & downloaded the package onto your computer:
Assets->Import Package->CustomPackage->

Note: Illustrator files are included in this package and can be accessed from your project files after importing the package. Look for them within the Source Files -> ai Files Folder.
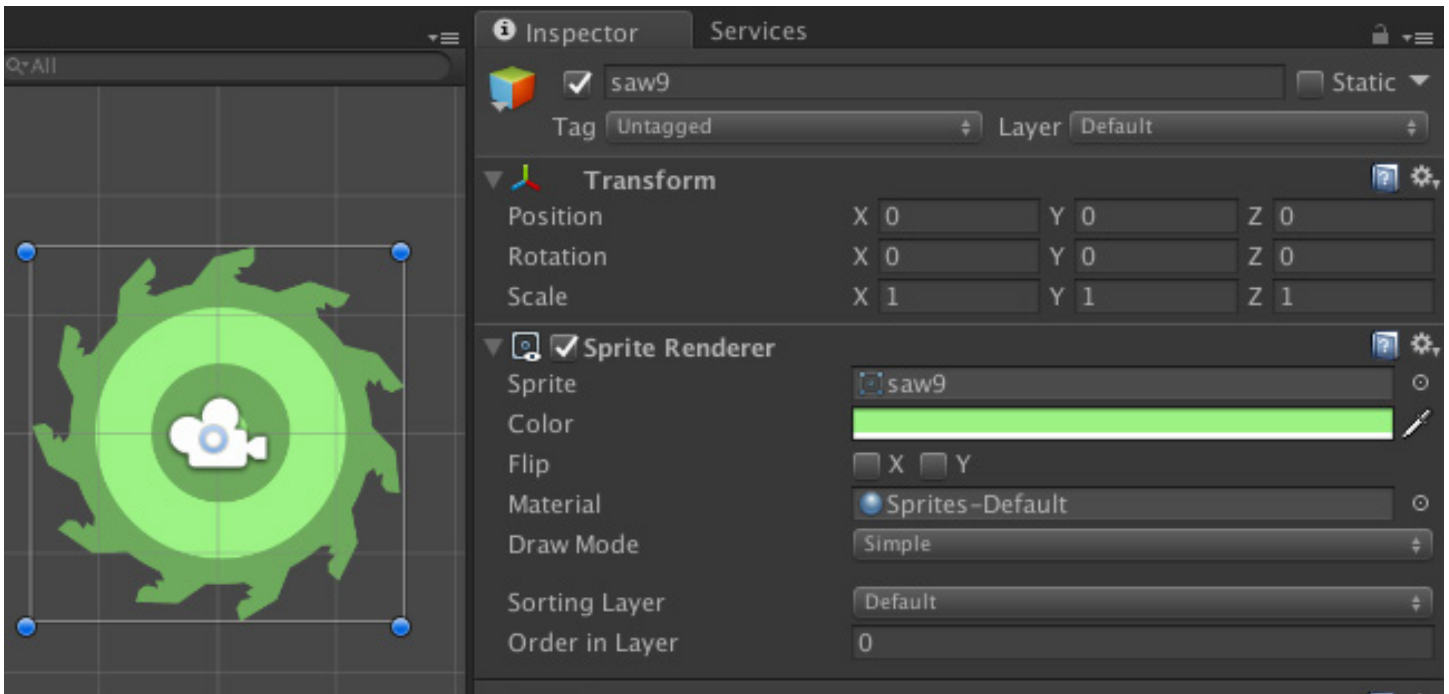
HOW TO USE

Sprites

Using the Project window, navigate to the specific sprite you want to use from within the Art folder. Then click and drag it into your Hierarchy or Scene.

From there you can change things such as the sprite color, position, scale, etc. in the Inspector. You can also flip the sprite.

Illustrator Files

If you would like to edit the images you can open the .ai files in Adobe Illustrator. From there you can change the color, size, or shape of elements. Once you are done editing the vector you can save the desired image as a PNG and re-import it back into Unity. Adobe Illustrator CS3 or newer is required to edit the Illustrator files.

Support

Email: info@vitalzigns.com
Website: http://vitalzigns.com/

Version History

v 1.0 – initial release 5/19/17