The Simple Modular Dungeon pack was designed with walls, pillars, arches, and floors to be able to move in increments of 4 units on the X & Z axes. They are also able to be moved to another floor by moving the objects by a distance of 2.95 units on the Y axis. This was done by parenting all objects to an empty with a value of 2.95 in the Y transform, within the demo scene.

Pillars,walls,arches,and floors are also designed to be rotated 90 degrees on the Y axis to look like a different object via changing the viewing angle to the developer or player. Many of the props are able to be rotated along the Y axis by random values to prevent the user from recognizing that they are repeat prefabs.

When selecting where the objects should pivot from be sure to change the "Center" of the object pivot to the "Pivot" point. This will make your objects snap into position much easier using Unity's grid snap feature.

The objects are all designed to be realistic in scale, assuming that one unity unit is one meter.

To have a more stylized-look to your project, I recommend removing the normal map attached to materials or softening the strength of the normal.

If you run into any problems or have any questions about the pack, please reach out to me at Danmct1995@gmail.com!