📦 Sliced Sprite Pack – Players, Enemies & Game Elements

— by Mero Store Studios

Thank you for downloading the **Sliced Sprite Pack – Players, Enemies & Game Elements**!
 This asset pack is designed to help you quickly prototype or build polished 2D games with a wide variety of sprites and prefabs.

📂 Contents

- 🎨 **Tiles**
  - Grass, dirt, stone, platforms, etc.
- 💎 **Objects**
  - Coins
  - Diamonds
  - Leaves
  - Containers
  - Oil tanks
  - And more...
- 🧍 **Character Sprites**
  - Main player character
  - Various boss enemies
- 🧪 **Demo Scene**
  - A prebuilt scene showcasing how to use the assets
- 🧩 **Prefabs**
  - Ready-to-use prefabs for drag-and-drop development

🛠️ How to Use

1. Import the package into your Unity project.
2. Open the DemoScene to see assets in action.
3. Browse the Prefabs folder for pre-configured game objects.

4. Customize or extend the sprites as needed.

🔨 Notes

- All assets are created with performance and reusability in mind.
- The sprites are provided in high quality PNG format.
- Perfect for platformers, arcade games, or casual mobile projects.

💬 Support & Contact

Need help or have suggestions?

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🏷 Credits

This asset pack is developed and maintained by **Mero Store Studios**.
We appreciate your support and hope our assets help bring your game ideas to life!