



Metroidvania World KIT



Pixel Life Studio.

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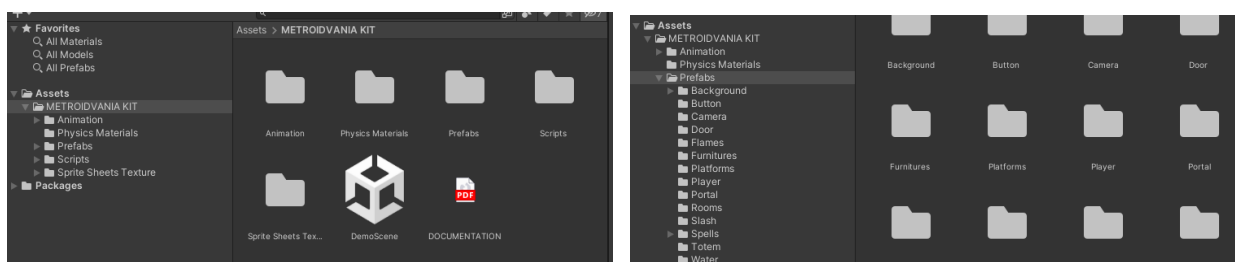
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First steps understanding the asset.

It may be a little overwhelming at first, a lot of folders and a lot of content may be difficult to understand. This explanation will help you understand this asset and the systems.

- The content is organized in respective folders.
- The 'Sprite Textures Folder' holds the master file/textures and sprites.

Example:



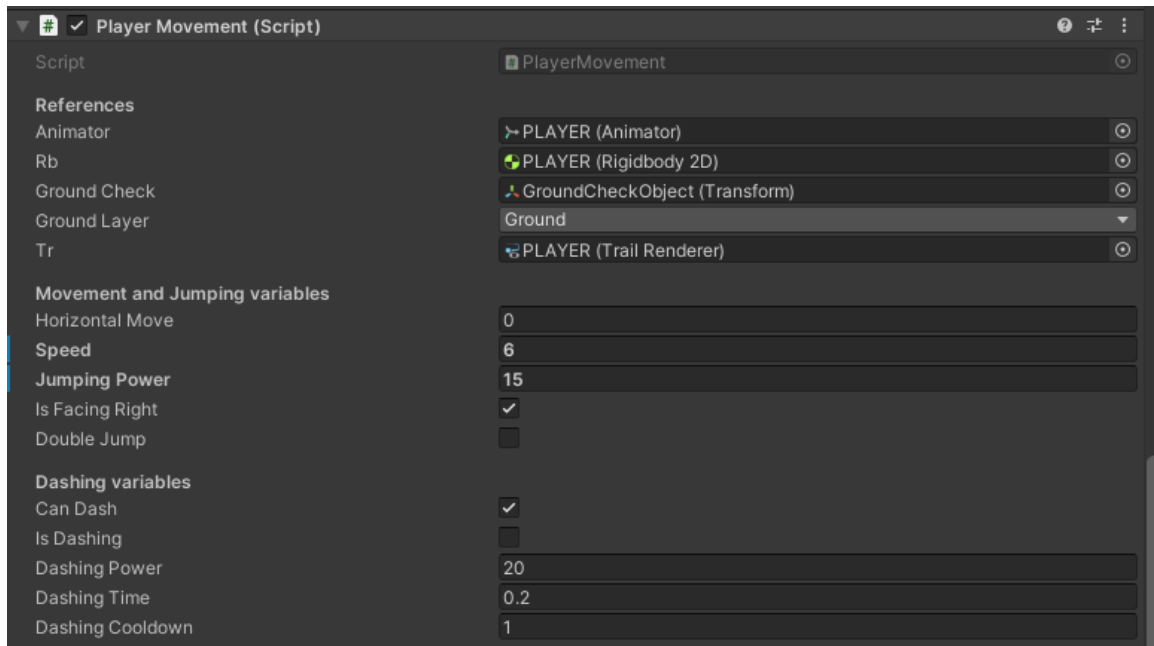


Player 2D Character.

How to setup the Player.

The Player prefab consist of a prototype 2D character with all movement script animations and simple melee and spell combat.

Player movement:



Using the old input system. (Horizontal and vertical).

A **W** **S** **D** for movement.

Left Shift for dashing.

Q for shoot spell

E for melee attack

F for interact and open doors

GroundCheckObject used to detect if the player is grounded and can jump.

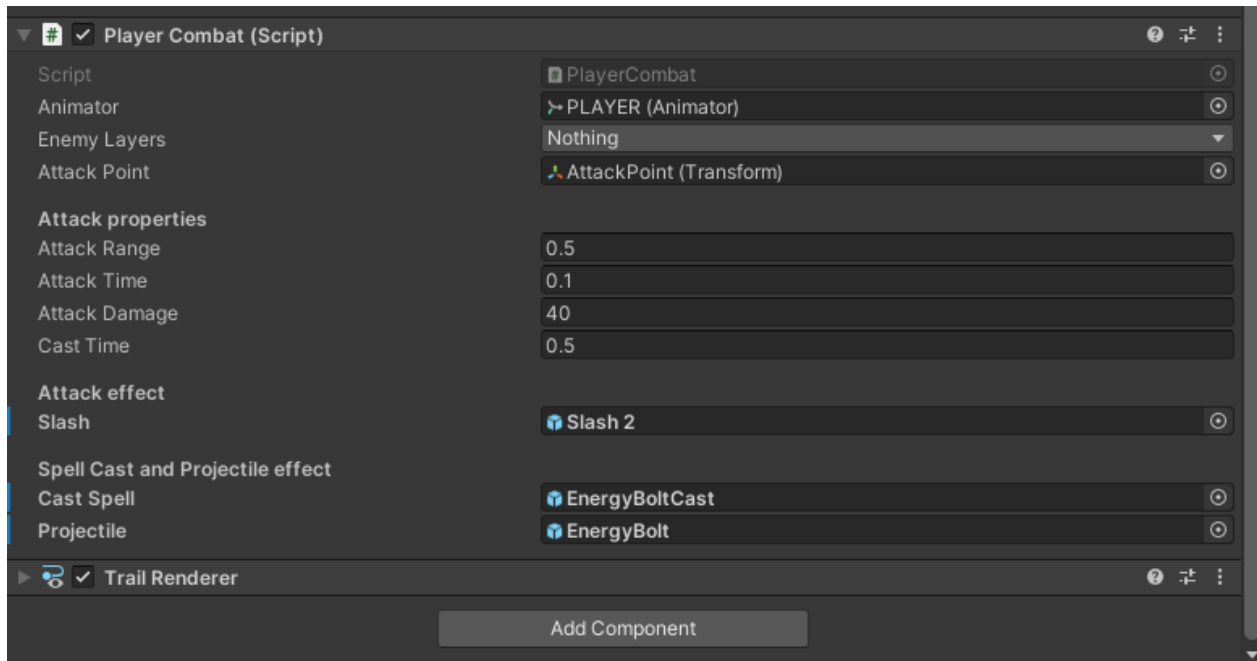
All walkable surfaces should have “**Ground**” as a layermask to allow jump and double jump.





Simple combat mechanics are implemented to illustrate and help to prototype.

Player combat:



Attack effect: you can drop a Slash effect prefab here for Melee Attack

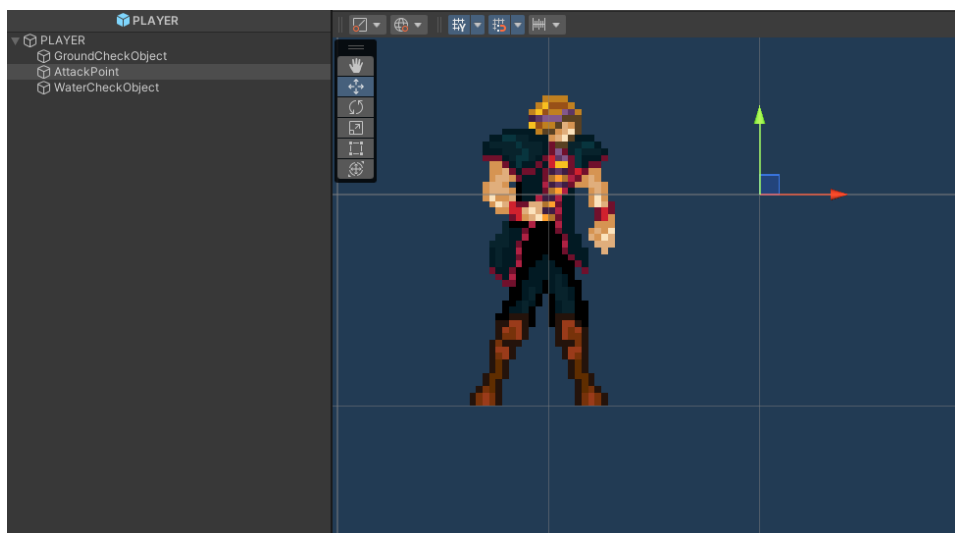
Cast spell: you can drop a castSpell prefab here.

(Spell divided into 3 parts, CASTING - PROJECTILE - EXPLOSION)

Projectile: you can drop a projectile here that matches your spell cast.

(Projects self-destructs after colliding to prevent accumulating objects)

(Projects will be fired on **AttackPoint** position conserving Player direction)



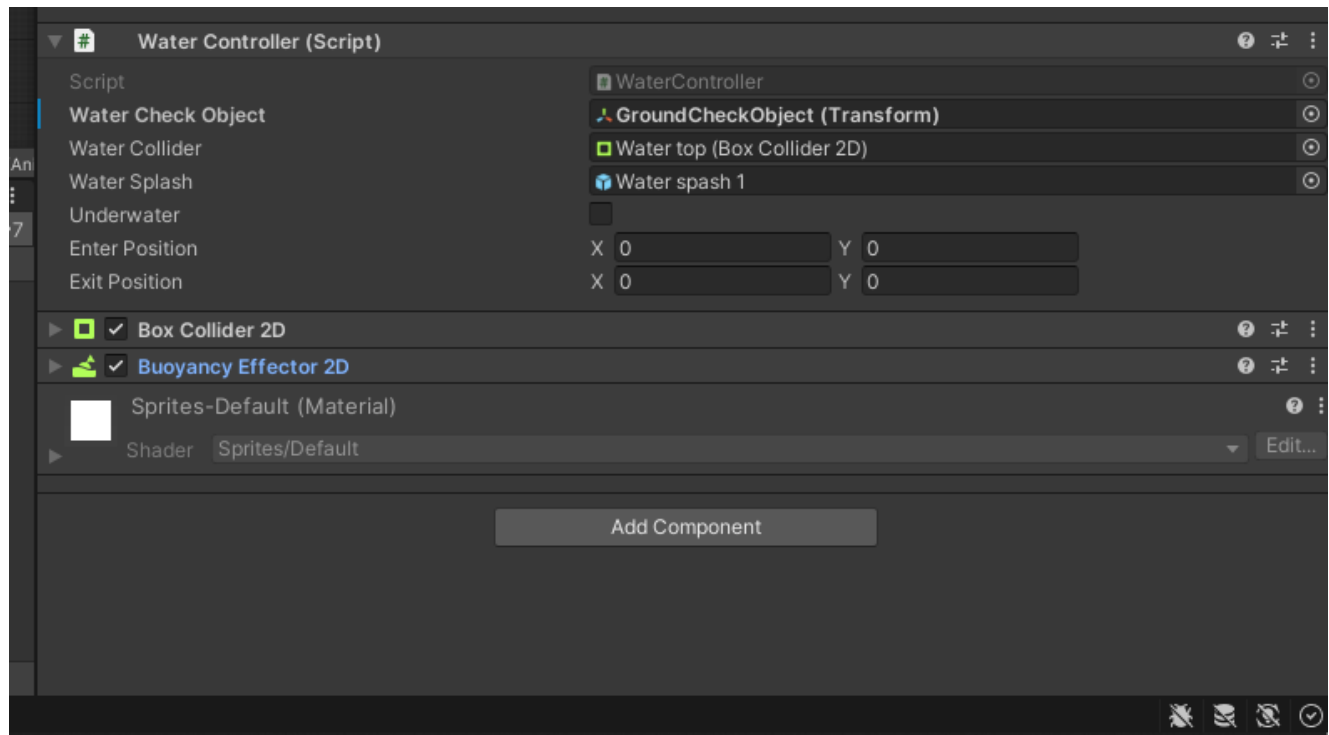


All top water bodies must be configured after placement with the **GroundCheckObject** transform or **WaterCheckObject** transform.

So the splash animation plays in the **EnterPosition** stored in code when Player enters the water and leaves the water on the **ExitPosition**.

(Some examples rooms with water are provided to help understand)

Example:



Water splash: you can drop a water splash effect prefab

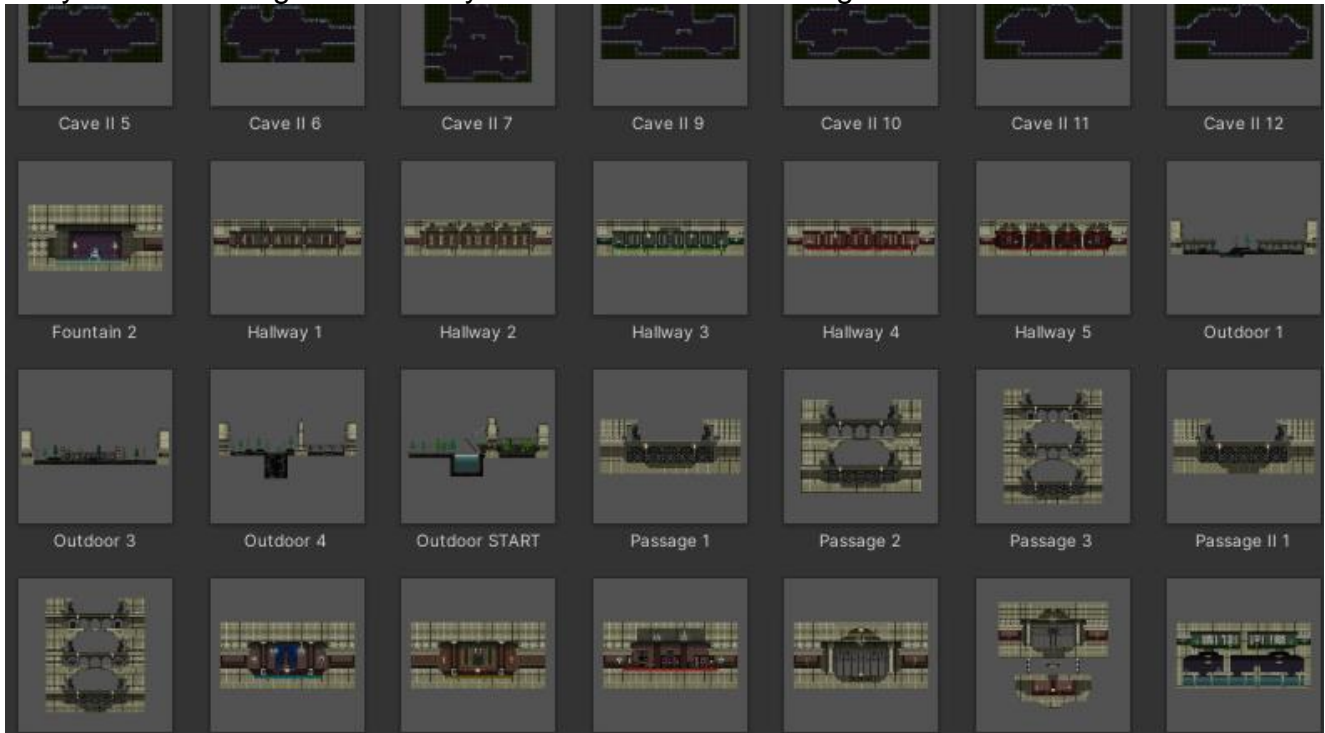




A large variety of Rooms prefabs are provided to help understand and facilitate the creation of new scenarios and biomes.

All Rooms prefabs have been configured with a collider and are ready to use just drag and drop it.

They are interchangeable so they can connect and work together.





A large variety of Furniture's prefabs are provided to help understand and facilitate the creation of new scenarios and biomes.

All Furniture's prefabs have been configured and are ready to use just drag and drop it.
(For interaction a collider trigger must be added)

Some furniture's have breaking animations and pulse animations check the Furniture's Animation folder.

