CONTENTS OF THIS FILE

INTRODUCTION

Dark Themed 2D pack is a fully hand-painted game kite that includes all necessary art elements that most of the games need this includes: Environment, Tiles, Decorations, Characters(static and animated), UI, Player HUD and much more. Currently, we are working on new animations, so make sure to check the asset store for updates.

All PSD files are layered so you can easily manipulate them with art there. For example, remove/add glow or change element color.

Also, we recommend using Sprite atlases for all sprite animations. This will greatly reduce the size and optimize your project.

Pack contains:
• 750 hand-painted sprites sorted into sprite sheets + PSD filei + grayscale versions
• sorted sprite sheets
• 9 animated characters (Idle or Walk animation version 1.2) *
• 2 particle systems

- demo scenes
- tile pallets
- prefabs
- Apk preview

* Animation includes classic Sprite animation and Bone (Spine animation) including Spine project.

VERSION

1.0 First release

1.1 Minor fixes

1.2 Content Update:
- The new animated character "Hell Hound"

- New Game elements:

HOW TO WORK WITH ANIMATION

So in this project, we provide animated characters, they have two different types of animation. First is a classic sprite animation, you can use prefabs, or create your own Animation Clips (short video of how to set up sprite animation in Unity https://www.youtube.com/watch?v=RGYdzTOvKXQ). If you like you can use PNG sprite animation as it is.

Please Note:
You will need a copy of Spine Essential or Professional to have permission to use the Spine-Unity runtime in your game if you plan to release it. This project provides Spine animation and a Spine project for each animated character. From this point there are two ways:

First point - if you want to use the existing animation spine animations.

Step1: You will need to download the official Spine runtime for Unity. You can get it for free here: http://esotericsoftware.com/spine-unity-download
（we tested our animations with version 3.8 of Unity Spine runtime, should also work with later version).

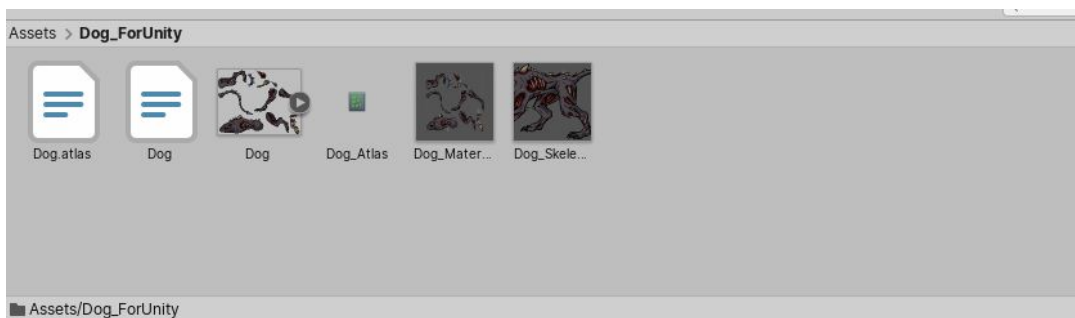**Step2:** Import it into your project
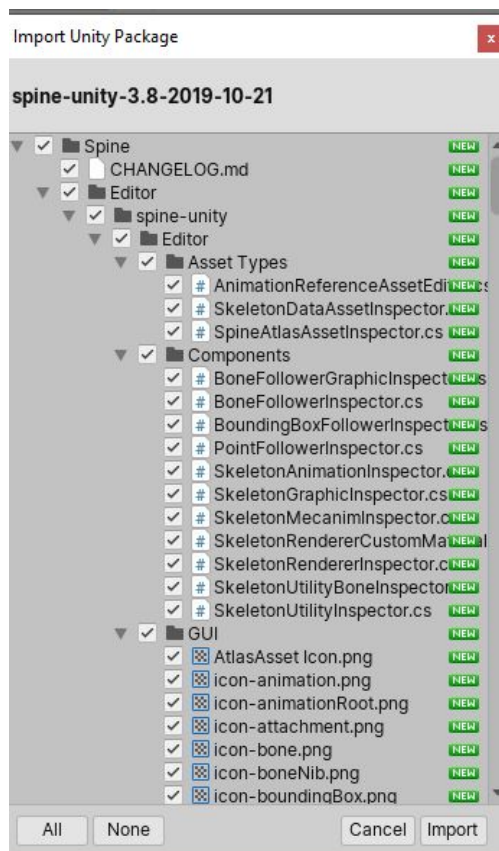
Step3: After you successfully imported Spine runtime into your project, you can start to work with animation. First, you will need to Reimport specific Folders, so Spine can auto-create all required files for you.
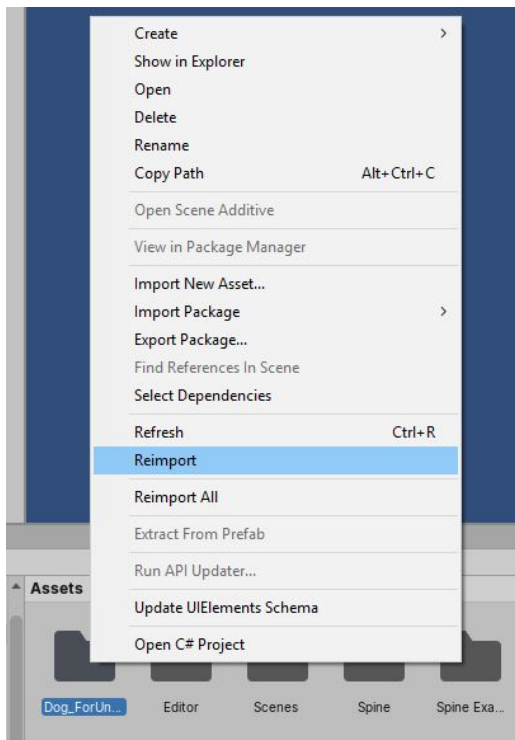
Folder before reimport looks like this:

After reimport it should look like this:

Spine will generate additional files, and you are ready to go.

Note: In case you already had Spine runtime you won't need to reimport specific folders.

Step4: Now it is time to create Spine Animation in your scene, for this you should click in your project Hierarchy > Create > Spine> SkeletonAnimation
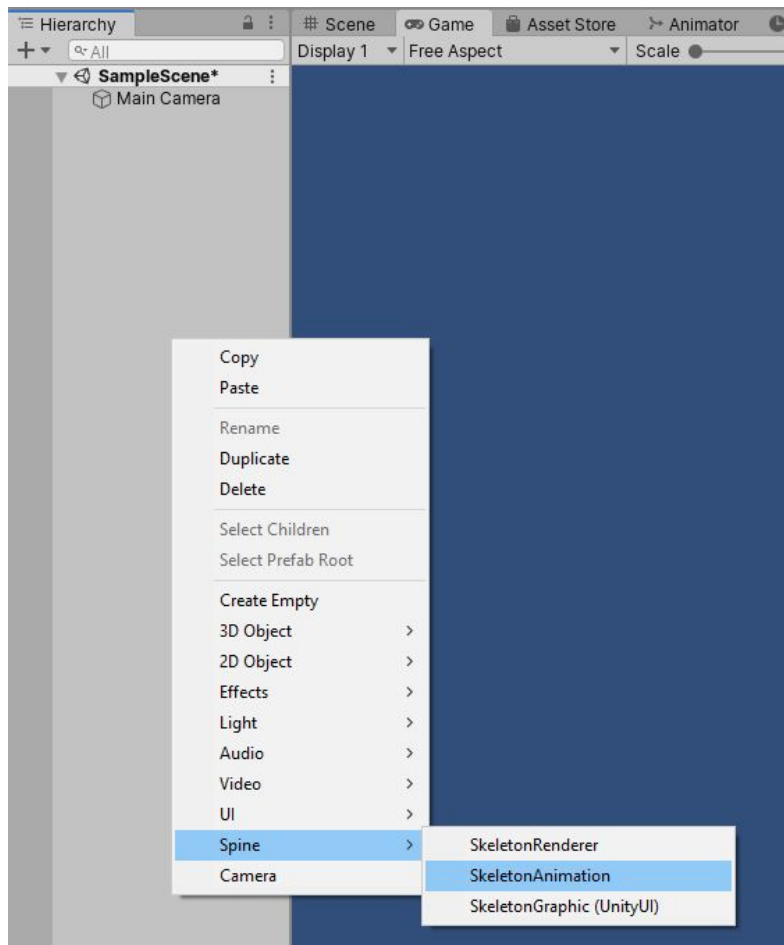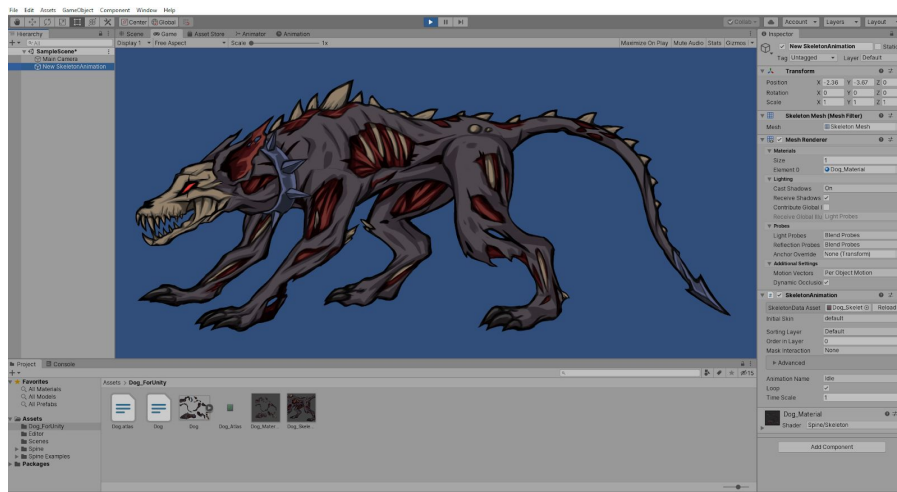

STEP5:

Select Skeleton Animation File from your project folder and drag it into the specific field in the Skeleton animation on the Inspector tab.
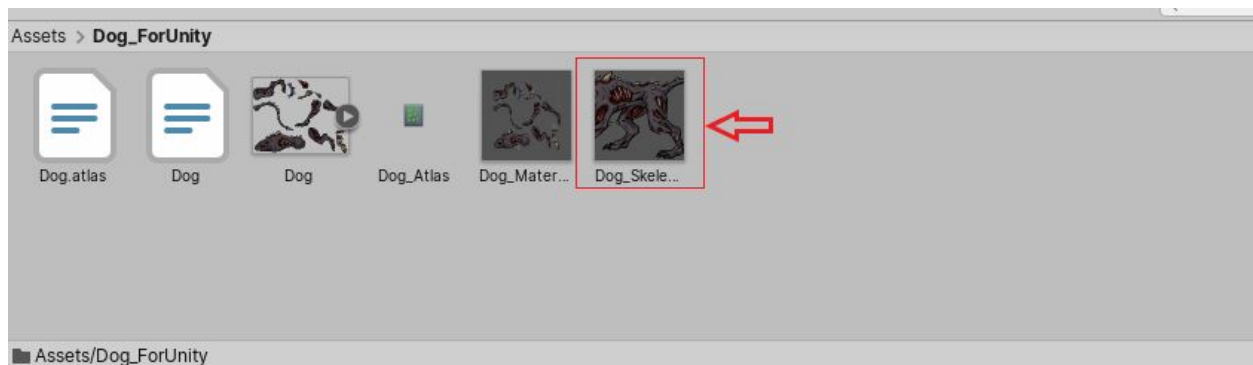
Now when everything is set up, you can start working with Spine animation in your project.

Here are a few videos that will help you to get familiar with Spine animations:
https://www.youtube.com/watch?v=sh3pnVFtsGI
https://www.youtube.com/playlist?list=PLwGl7Ikd_6GRFo7d0uRu_fN2RIlvkxW7b

Spine User Guide
**Spine-Unity Documentation**

2nd point:
If you are familiar, with Spine and we have added an exported spine project for each of the characters, you can open them with Spine and create your own animations or modify the existing ones.

CONTROLS

There are two demo scenes in this pack. UI Scene that demonstrates options for different menu panels. And Demo Scene that demonstrates part of the environmental elements, animated characters some character HUD options. To navigate through Scene please use UI interactive elements.
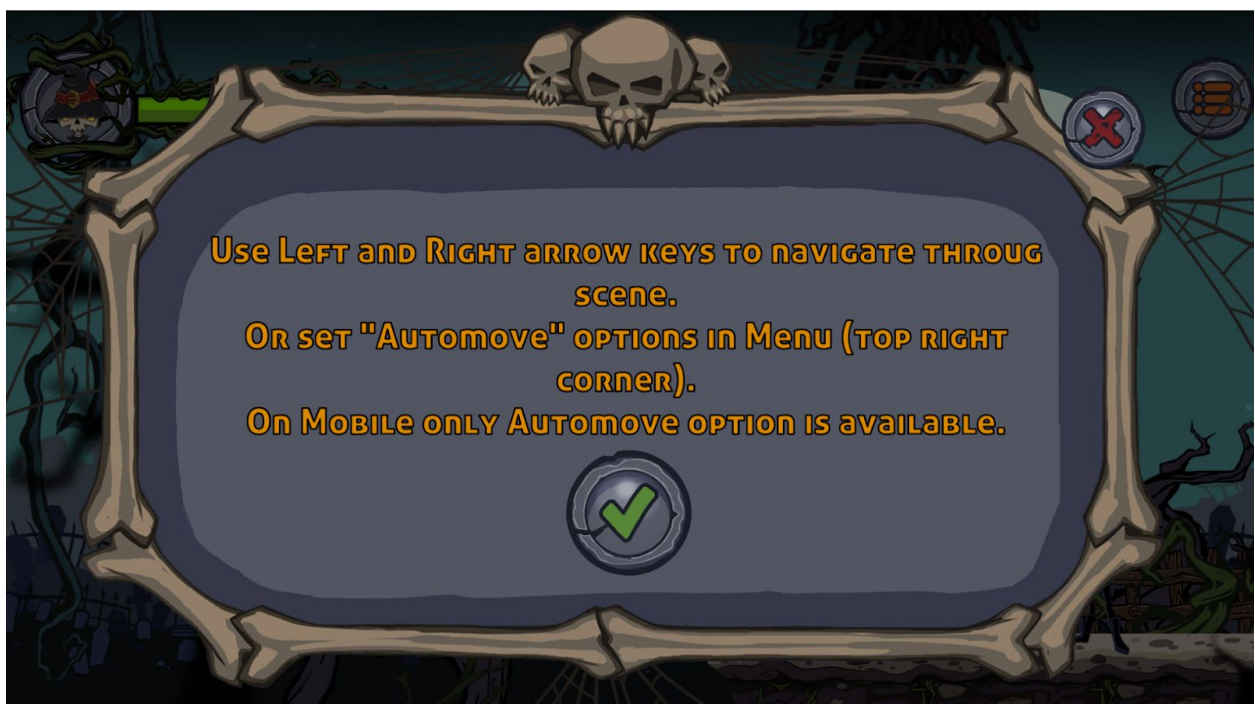
SCRIPTS

There are 2 scripts in this pack all script made for a demo scene with testing purposes but you can use them in your projects.

- *Mover* - (Control Script, support manual control with arrows and auto-move option);
- *LevelController* script that allows scene switching.
- *NavManager* script that controls panel switching on New Elements Scene.

TROUBLESHOOTING

If you have any problems or suggestions please feel free to contact our team info@moon-t.com
or moontribestudio@gmail.com

Make Sure to follow us on social media:
Facebook
Instagram
Twitter

And check our other Assets:
https://assetstore.unity.com/publishers/19428

LEGAL INFO

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Otherwise, you are not allowed to use this pack since you are A) Breaking the law B) You are
stealing other people's hard work.