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INTRODUCTION

      This is dark themed 2D pack with all required elements to build a dungeon environment for the 2d platformer game. Including different elements to create a parallax effect.

      Everything is well organized and ready for use. Please note to ensure that you can build a game for any device we draw props in high definition, this leads to big project size, you can reduce images in the different ways, using Unity tools or image editor.

      Also, we recommend building Sprite Atlases with elements that you will use in your project. This will greatly reduce the size and optimize your project.

Pack contains:
• ~500 hand-painted HD sprites
• Four tileable backgrounds in four colors each
• Two tile sets with tile palettes
• Prefabs for all elements
• Animated object (candles, magic lights, torches)
• Basic VFX (slimes, glowing platform, wisp)
• PSD files
• Demo Scene
• 4k ready.

VERSION

1.0 First release

How to work with tiles

This project includes a basic tile set in two colors. You can find ready to use tile palettes inside in Unity **Window>2D>Tile Palette**

What is tileset, and how to use it in Unity - you can learn from Brackeys video or Unity documentation. If you are more familiar with tiles we can recommend you to check Unity 2D extras GitHub

How to create a basic parallax effect

First, let's create new layers for foreground parallax and background parallax. Now let's set up your cameras. The first one for your non-paralax objects.


For example, you can use this camera for your player and main platforms. **Projection** should be **Orthographic** and have **Depth** according to the number of your cameras. If you have three cameras (foreground parallax, background parallax, and main layer) main layer camera should have depth 0, then the foreground camera will have depth 1 and background camera depth -1.

Also, make sure that your main layer camera has **Culling Mask** set to only non-parallax layers.
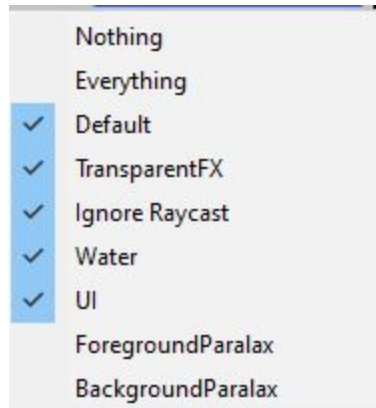
Now let's move to parallax cameras. They should be set as children for your main camera but should use different settings. **Projection** should be set to **Perspective**, and they should have appropriate **Depth** and **Culling Mask**.
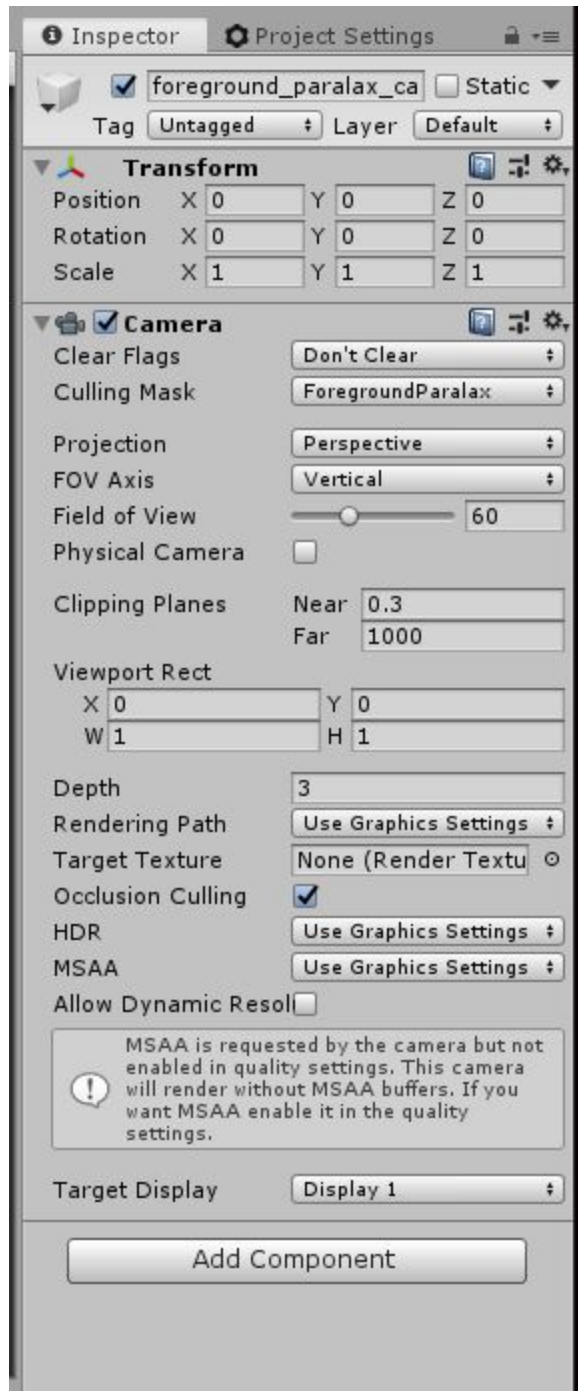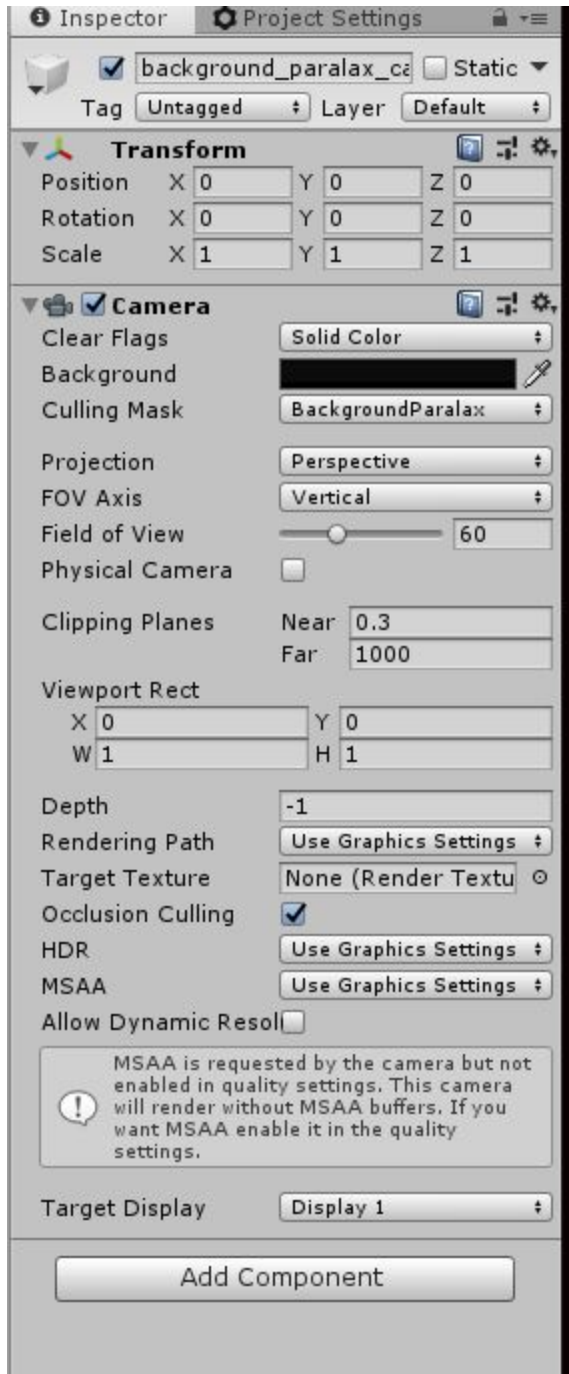
Now lets put some game objects into the scene. Please note that paralax cameras both use 3D rules, so the Z-axis will play a lot in this trick. You can check the game objects in our demo scene and see how we used Z-axis and scale to create a parallax effect. There are other ways to get the same effect but this one doesn't require any code.
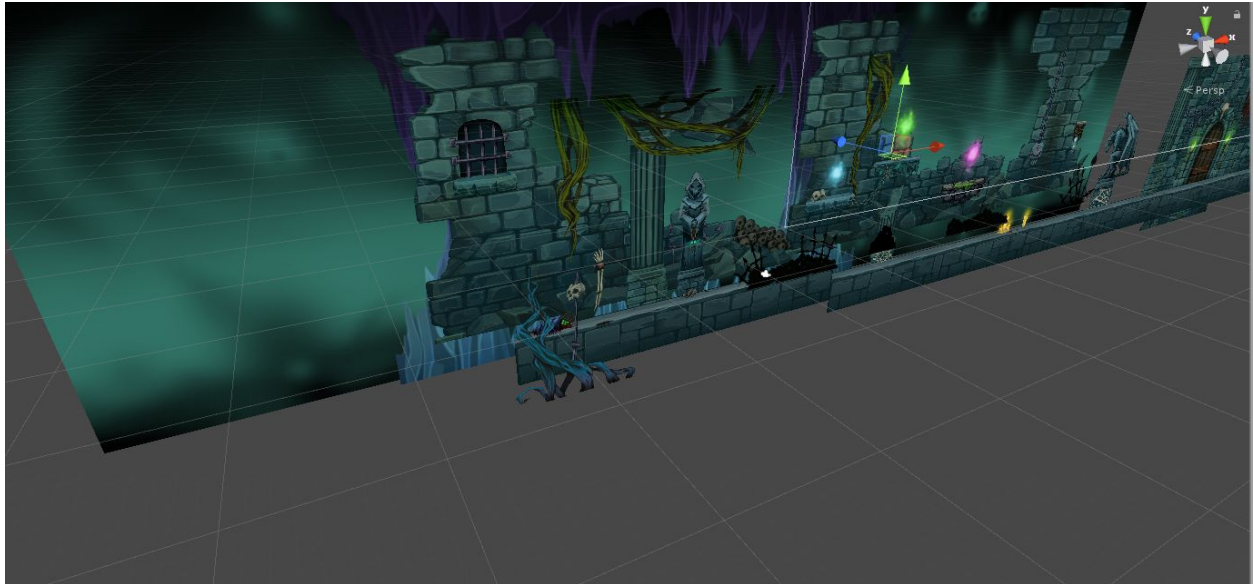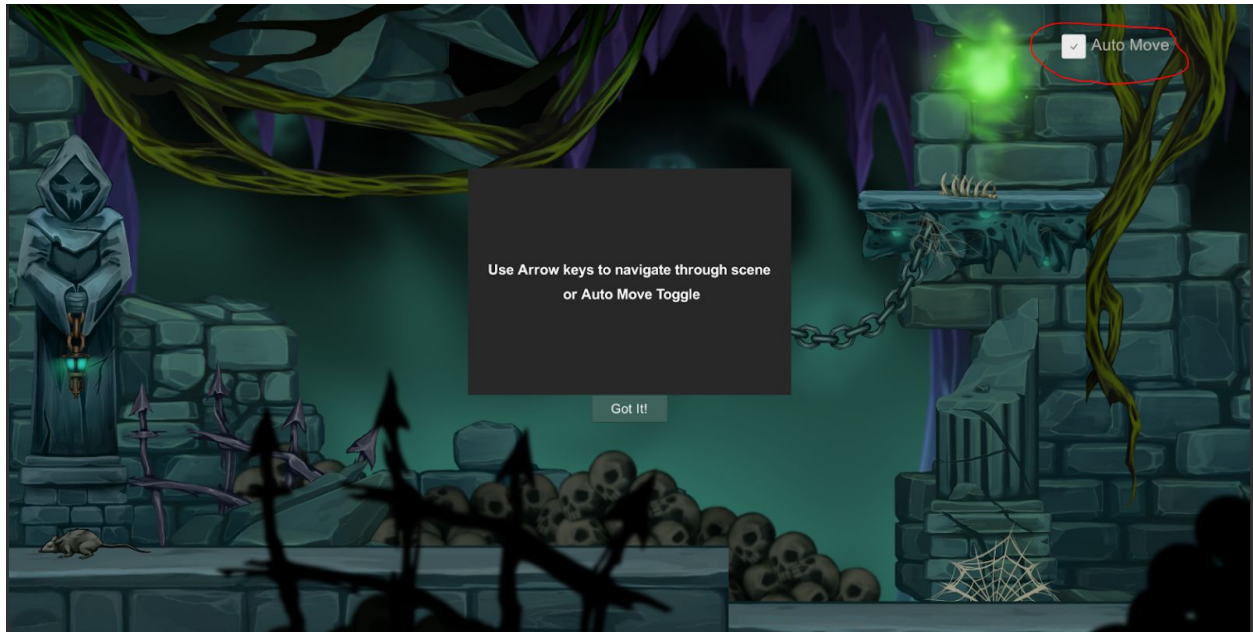

Example of background and foreground elements
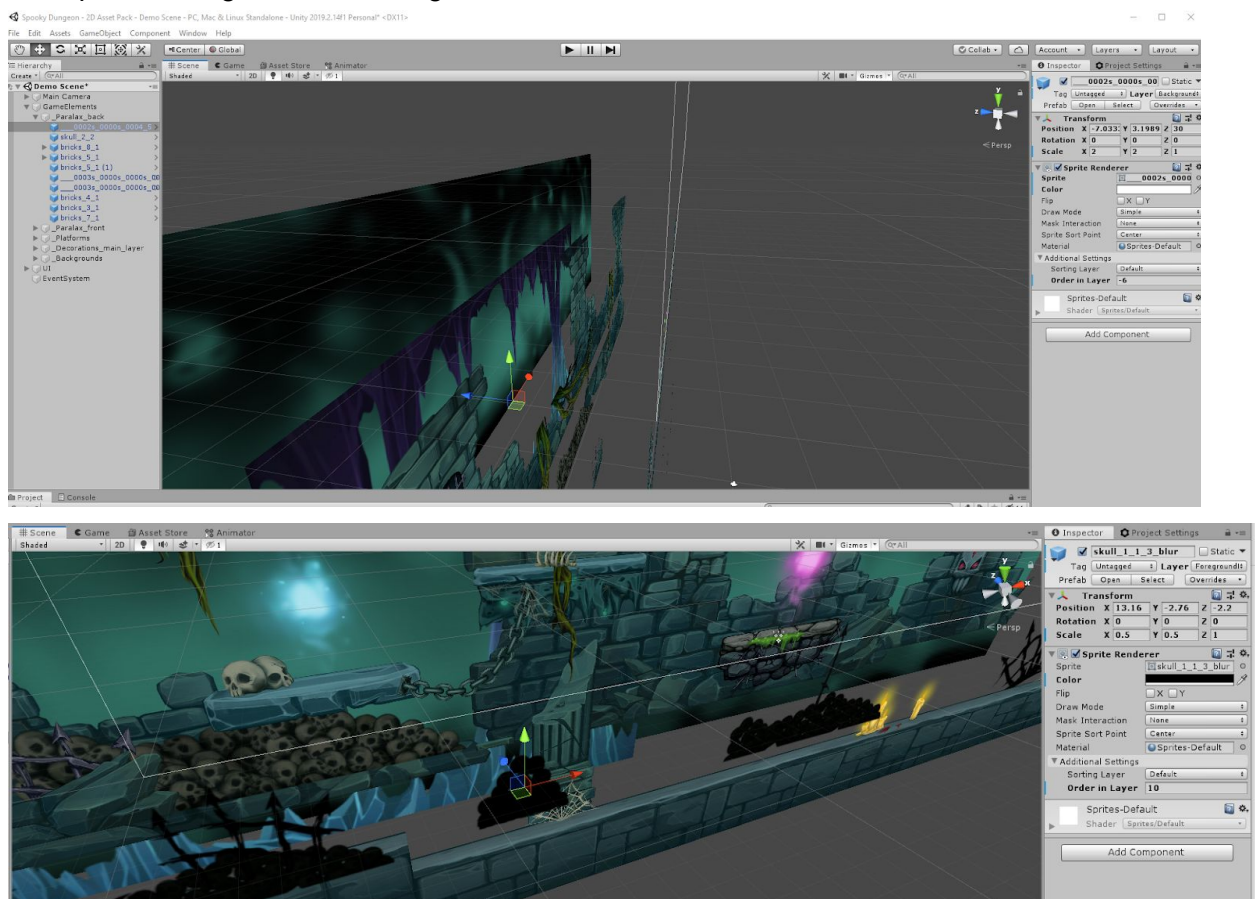
CONTROLS

There is a Demo Scene in the project where you can see an example of how to build parallax backgrounds using provided props. There are two ways to navigate through the scene, you can use left and right keys or check the auto move box.

SCRIPTS

There are two scripts in this pack all of them were 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);
- *SMoothmovement* - (Control Script for smooth camera movement);

TROUBLESHOOTING

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

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