



## 2D Stone Age World

### READ ME

Thank you for supporting this asset!

We have developed this sprites to help you to create your own 2D platformer game.

This asset-pack contains an animated 2D character and atlases to build different levels for your project as well.

The atlases are easy to use and you can quickly make your own “2D Stone Age” game world.

If you have any questions, issues or feedback, then please e-mail us at:

[rafmanix.studios@gmail.com](mailto:rafmanix.studios@gmail.com)

**RAFMANIX Team**

**Version: 1.2 Free**

#### **Lizenz**

- You can use our free pack for your games and Tutorials or for your learning process.
- If you post this in a social media platform. All you need to do is add the URL-link to this product in the description or in the credits!

Than you can use it.

URL-link:

<https://assetstore.unity.com/packages/slug/86769>

**or short:**

<http://u3d.as/MUu>

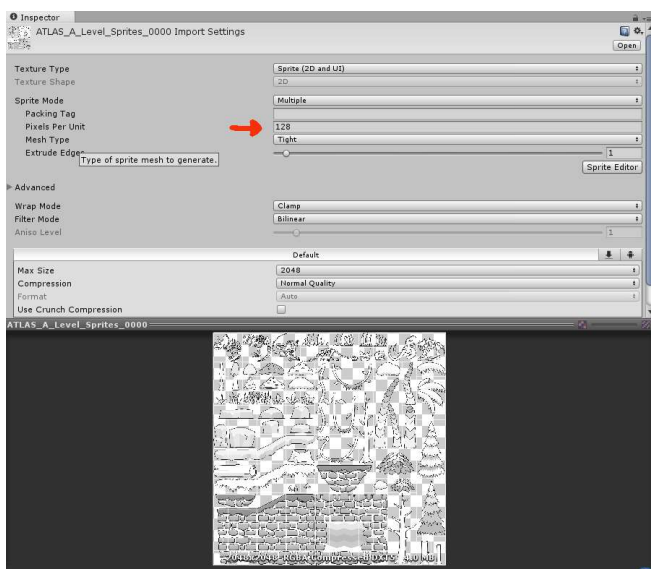
## **IMPORTANT:**

If you want to make modifications of our textures or sprites, atlas, etc... please make a copy and change them as you desire.

**Reason:** So, if we upload a new version, your work and modifications are not overwritten.

Thank you!

## **Settings:**



Make sure your texture type settings are:

- Pixels per unit is set to - **128**

so you can use unity standard grid to place the tile-sprites easy with **“STRG”** button.

Or scale it according to your game grid settings!

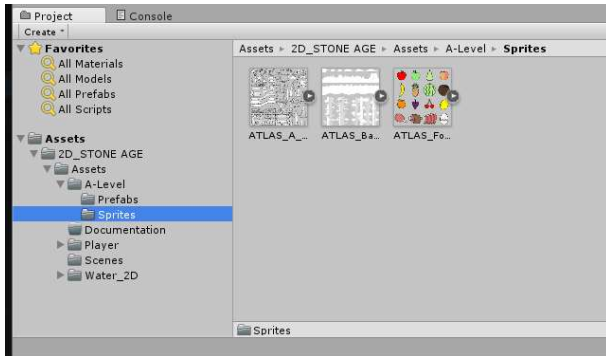
## **Prefabs:**

The prefabs, in the package, are only examples what you can make with this sprites.

You can use them, if you like or build your own prefabs!

## 1 - Chose your atlas

3 atlases are included and are ready to use to build your own levels.



### ***Atlas\_A\_Level:***

- 2048 x 2048 sprites color white to black

### ***Atlas\_Backgrounds:***

- 2048 x 2048 Sprites color white to black

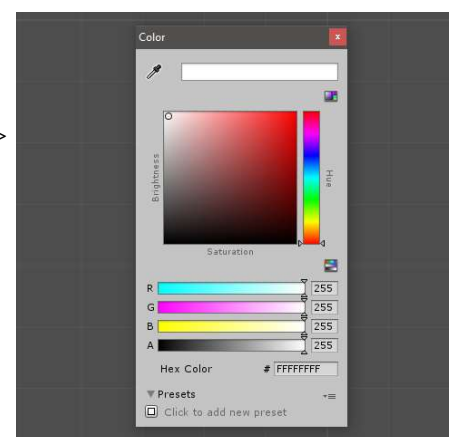
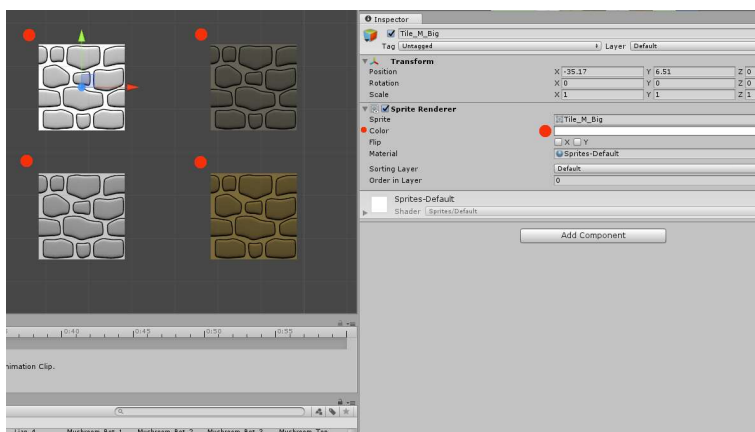
### ***Atlas\_Food:***

- 512 x 512 sprites colored

## 2 - Change the color

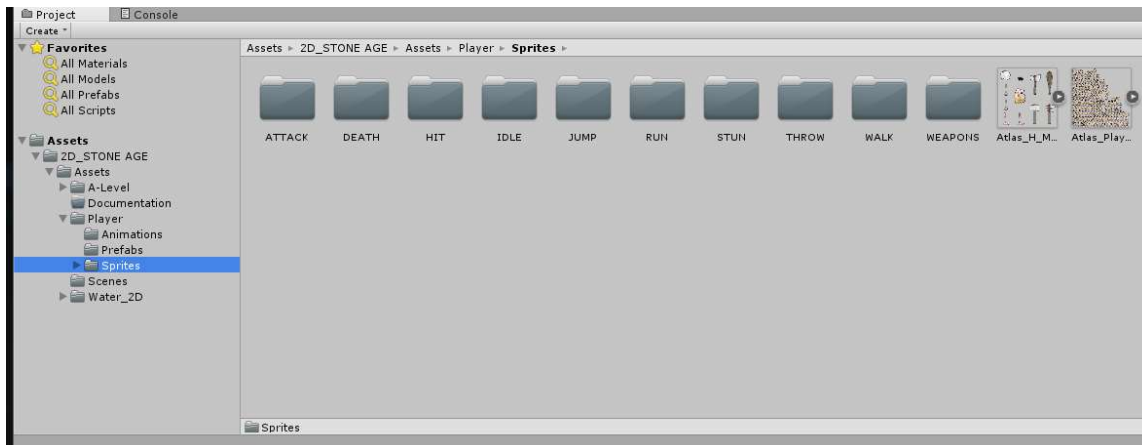
In all sprite atlases, *Atlas\_A\_Level*, *Atlas\_Backgrounds*, *Atlas\_Water*, you can change the color yourself with the sprite renderer.

Examples:



### 3 - Player sprites and animations

In the folder, **Player- Sprites**, you will find 2 compressed atlases with animations included.  
All animations and animator controller are in the folders “Animations”.

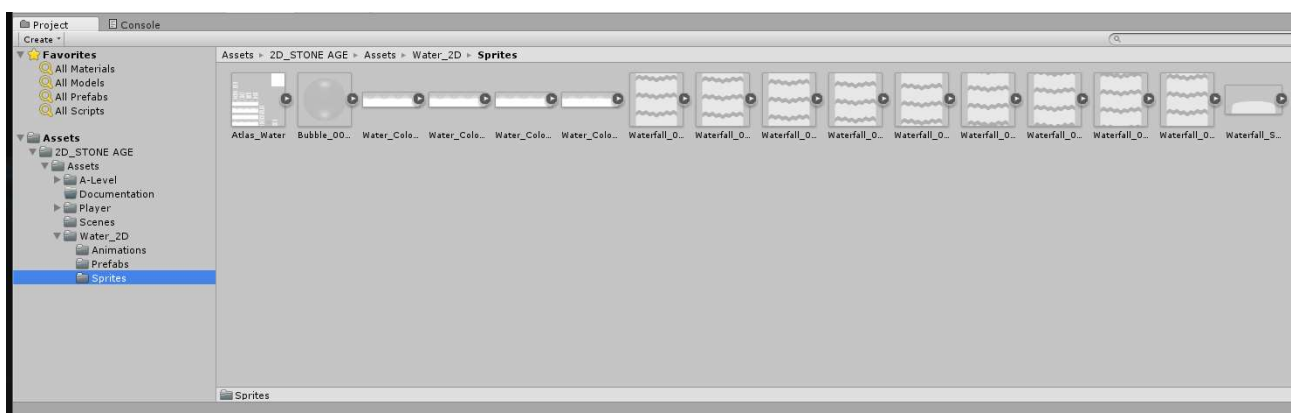


Folders: **ATTACK, DEATH, HIT, IDLE, JUMP, RUN, STUN, THROW, WALK, WEAPONS** have their animation sprites separated. You will find the same sprites in the **Atlas\_Player** to reduce your draw calls and storage.

The **Atlas\_H\_M** is a separate atlas, where you can build your own animations for the character and his weapons.

### 4 – Water and waterfall

The Folder **Water\_2D** contains all water sprites and the compressed atlas: “**Atlas\_Water**”



We have made 3 prefabs to show you how you can make animated water.

**Prefabs: Water, Waterfall, Tar with Bubbles**