Tiny Platformer - Forest Asset Pack Documentation

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1. Introduction

The **Tiny Platformer - Forest Asset Pack** is a collection of pixel art sprites designed for 2D platformer games. It includes tilesets, backgrounds, characters, and props, all organized for easy use. This package also provides a demo scene showcasing how the assets can be used.

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2. Package Structure

The files are organized into the following folders:

- **Background**: Contains PNG images for background scenery.
- **Demo**: Includes a demonstration scene named *Demo Scene*.
- **Props**: Contains PNG props such as trees, rocks, and bushes.
- **Sprites**: Contains character sprites, including heroes and enemies, in PNG format.
- **Tile Palette**: Contains palettes configured for the tileset, ready for use with Unity's Tilemap system.
- **Tileset (16x16)**: Contains PNG tiles with 16x16 pixel dimensions.

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3. How to Use

1. **Import the Package**
   - Open Unity (version 2020.3 or later).
   - Import the package via the *Asset Store* or drag the .unitypackage file into your project.
2. **Open the Demo Scene**
   - Navigate to the `Demo` folder and open the *Demo Scene* to view an example of how the sprites and tilesets can be used.
3. **Use the Tilesets**
   - Use the files in the `Tileset` folder to create custom maps.
   - The palettes in the `Tile Palette` folder are pre-configured for use with Unity's Tilemap tool.
4. **Apply Backgrounds and Props**
   - Backgrounds are ready to be used as scene backdrops.
   - Props can be placed as static objects in the scene.

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4. System Requirements

- Unity version 2020.3 or later.
- Standard Rendering Pipeline compatibility.

5. Contact

If you have any questions or issues with the package, feel free to contact me at [publiluizdemelo@gmail.com].