



Fantasy Monsters

By Hippo Games

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1 ONLINE HELP

Join our [Discord](#) channel.

2 ABOUT

Fantasy Monsters is our new asset with animated monsters. Use it with Hero Editor to create your amazing game! It contains monster sprites and simple animations.



3 DO YOU LIKE IT?

If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!

4 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

5 HIRE ARTIST

Need exclusive art work? Our artist is [ready for hire](#)! Please email to hippogamesunity@gmail.com!

6 FEATURES

- Each monster has its' own sprite atlas
- Average resolution is 1024x1024 px
- All monsters are animated with Unity animation system
- Each monster has Idle, Ready, Walk, Run, Attack and Death animations
- Useful scripts included (Monster.cs, LayerManager.cs, AnchorManager.cs)
- Quick support
- Asset manual and script reference included

7 TECH SPECS

- Unity 2020+
- Clean C# source code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

8 SETUP & TEST GUIDE

1. Download and install unity package
2. Make sure you have [Assets/FantasyMonsters/](#) folder added to your project
3. Open demo scenes with monsters
4. Run

9 EDITOR USAGE

- Use buttons to play Animation

10 HOW TO PLAY ANIMATIONS

Use [Monster.cs](#) script attached to all monsters. Call [SetState](#), [Attack](#), [Spring](#) or [Die](#) methods.

11 HOW TO EDIT AND CREATE ANIMATION

We made all our animations with built-in Unity animation system. Therefore, you can edit them and create your own.

- You can find all animations in [Animation](#) folder
- [Controller.controller](#) contains all animation data
- Use [Animation](#) window to edit and create animations
- Use [Animator](#) window to edit transitions

12 LAYERS AND LAYER MANAGER

Use [SortingGroup](#) to manage monster overlapping. It is attached to all monsters.

There is [LayerManager](#) attached to all Characters. It contains ordered character sprite list and handles sprite overlapping. All sprites have [Sorting Layer](#) as multiples of ten: 0, 10, 20, 30 and so on. That way we will be able to insert new layers in future.

13 SCRIPT REFERENCE

Please refer to [ScriptReference.chm](#) if you have any questions about code samples.