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## Introduction

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Inspired by human evolution and plans to colonize Mars and other planets - we created this pack, to help you create your own epic adventure into distant worlds.

Pack contains:

- 120+ hand painted sprites
- Two characters (Alien and Spaceman) cut and ready for animation.
- Platforms/background elements
- Two types of tiles + tiled platforms
- Game props
- PSD/PNG files

A few examples of what you can create using these assets.



**General tips:**

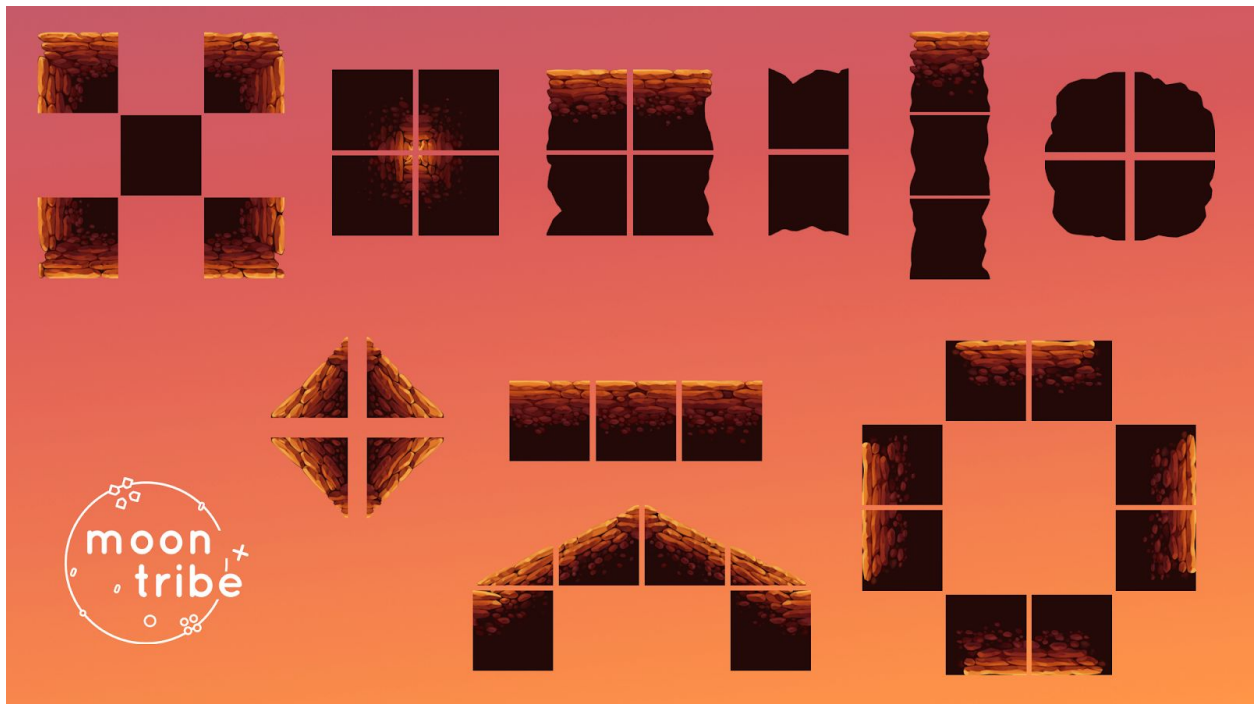
- Since this asset pack includes PSD files, you can modify all game elements according to your needs.
- If you are using Unity engine in your game we recommend to use Rule tiles from 2D extras, this will save you a lot of time in level prototyping.

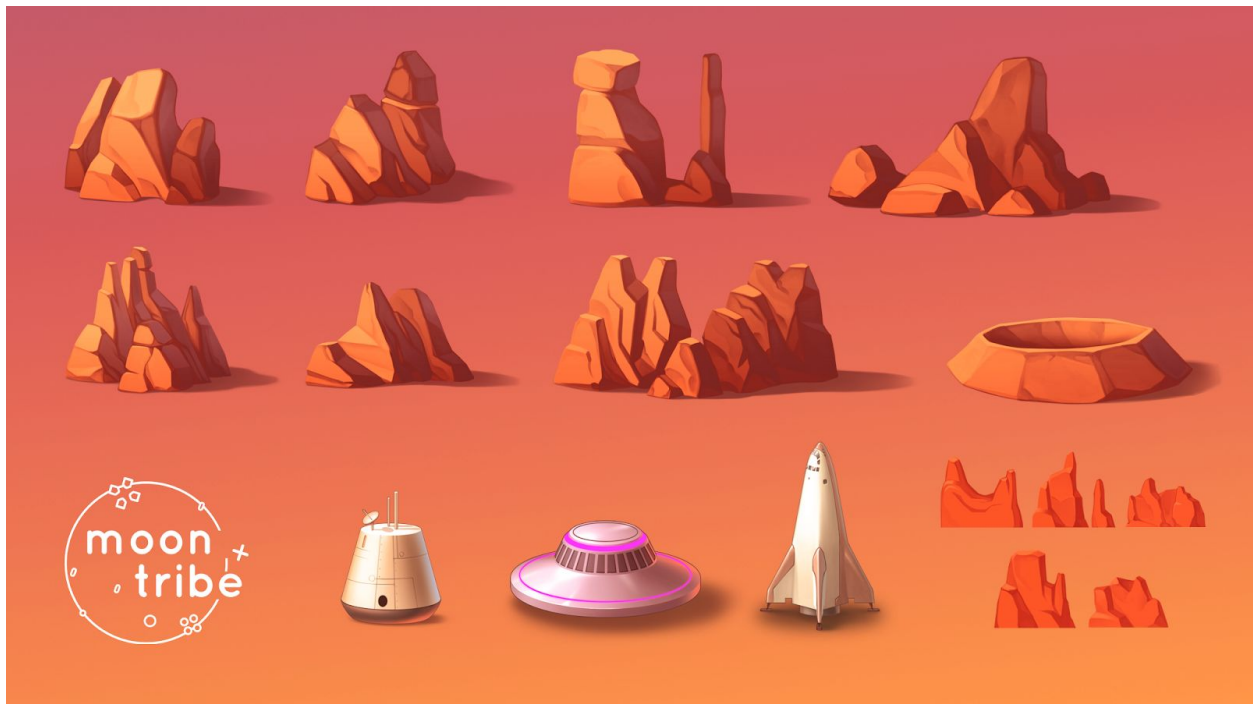
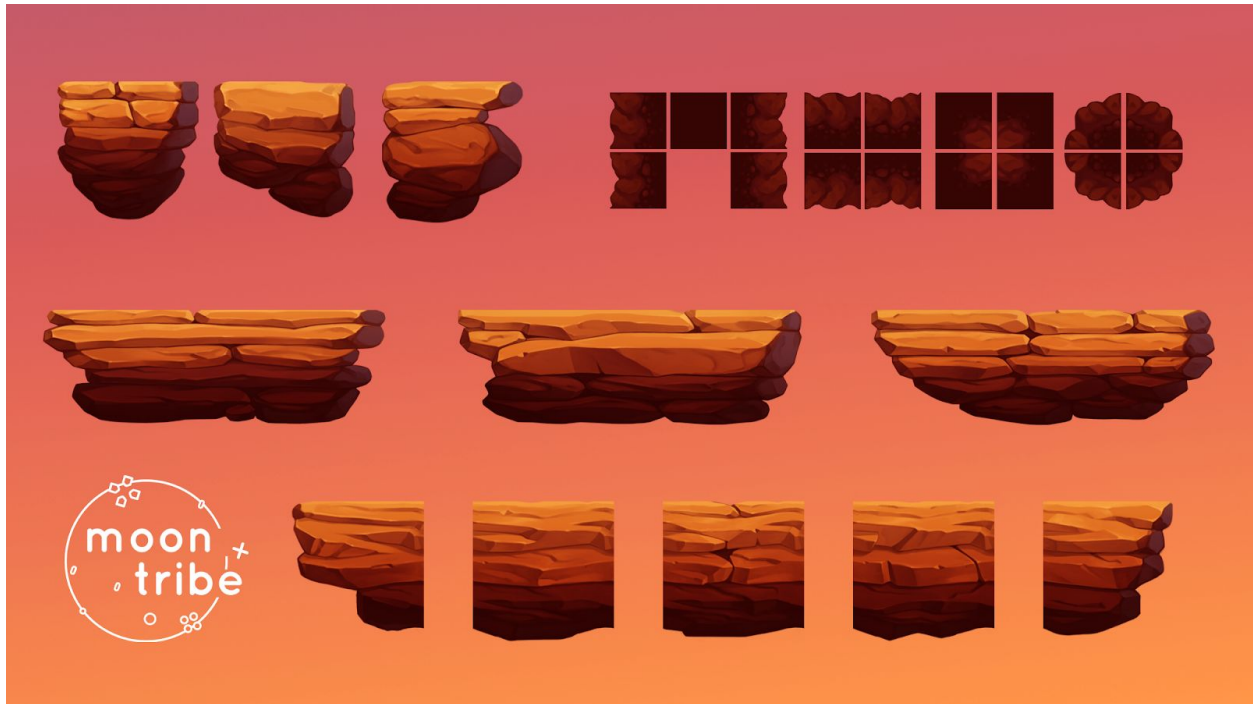
**Versions**

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1.0 First release







In the next version we plan to add some additional game elements and character animation (Sprites + Spine).

## Unity special

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### General Project Settings

This project (Version 1.0) was uploaded using Unity 2019.4.0 (LTS) - 2D Preset. But in case you are using a different version of Unity there should not be any problems. Some limitations might take place if you are using lower than Unity 2018, mostly this will affect tile palettes since they were added in that version. But sprites and animations can be used in any version of Unity Editor.

If you plan to use it with URP (Universal Render Pipeline) you can check Brackeys ([video1](#), [video2](#)), or use official [Unity documentation](#). This will help you to set everything correctly and jump into the creation process.

### Prefabs

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There are prefabs for all sprites in this pack. However please note that prefabs were made from static sprites without normal maps, this means if you need an object with a normal map you will need to create a new prefab for that.

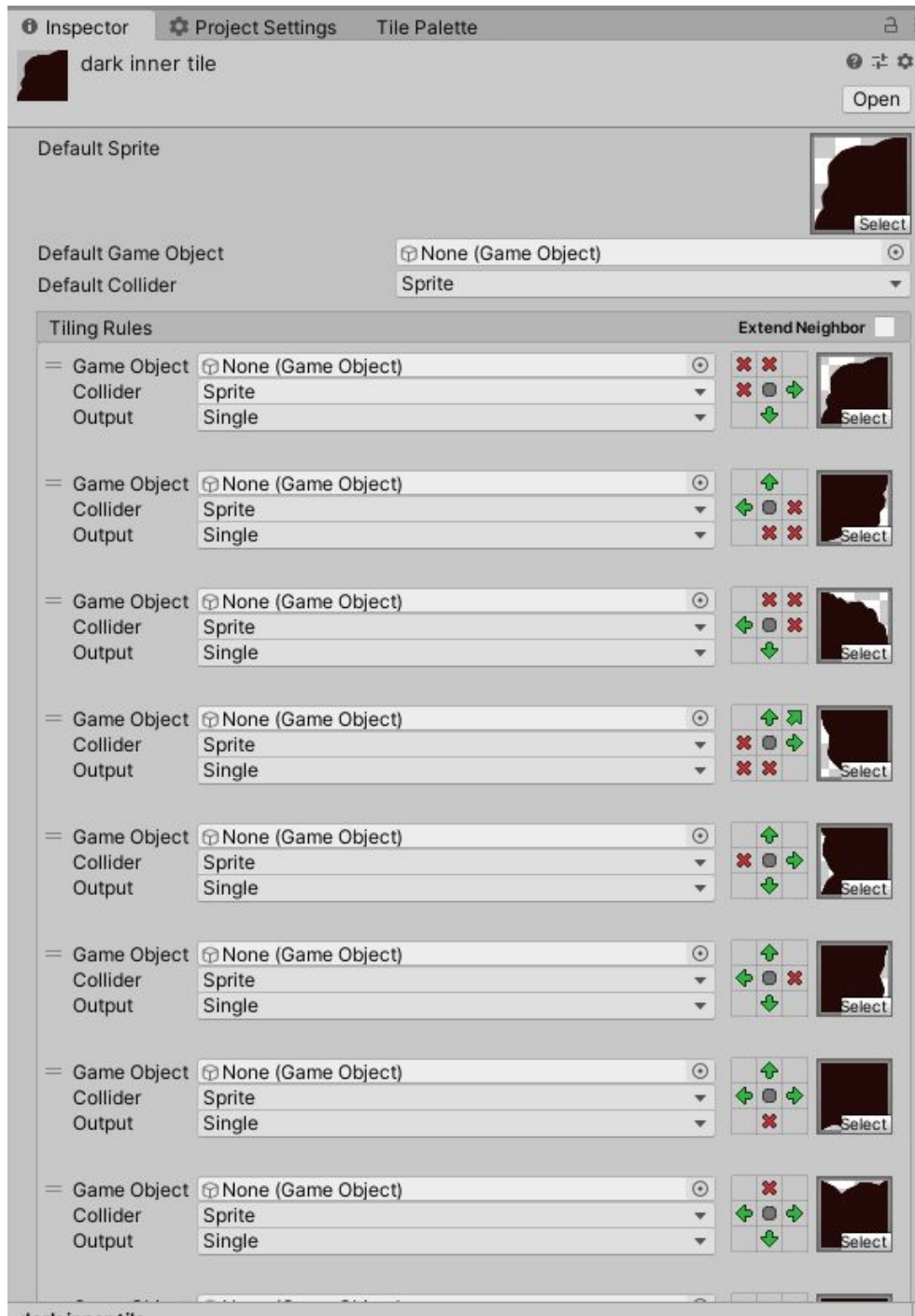


#### *Prefabs location*

### Rule Tiles and 2D extras

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To fully use the potential of these assets we added, some features from [Unity 2D Extras](#) official github. One of the most useful things is Rule tiles, that allow to create generic tiles with some additional rules. Below you can see an example of rule tile for empty tunnels.

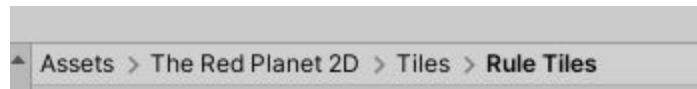


### *Rule tile example*

More about rule tiles you can read in the documentation and [tutorial](#), or watch some youtube [videos](#) that explain this concept. Basically it will make your life much easier when you will work on terrain, pipes, canals etc. Also, rule tiles support animated tiles.

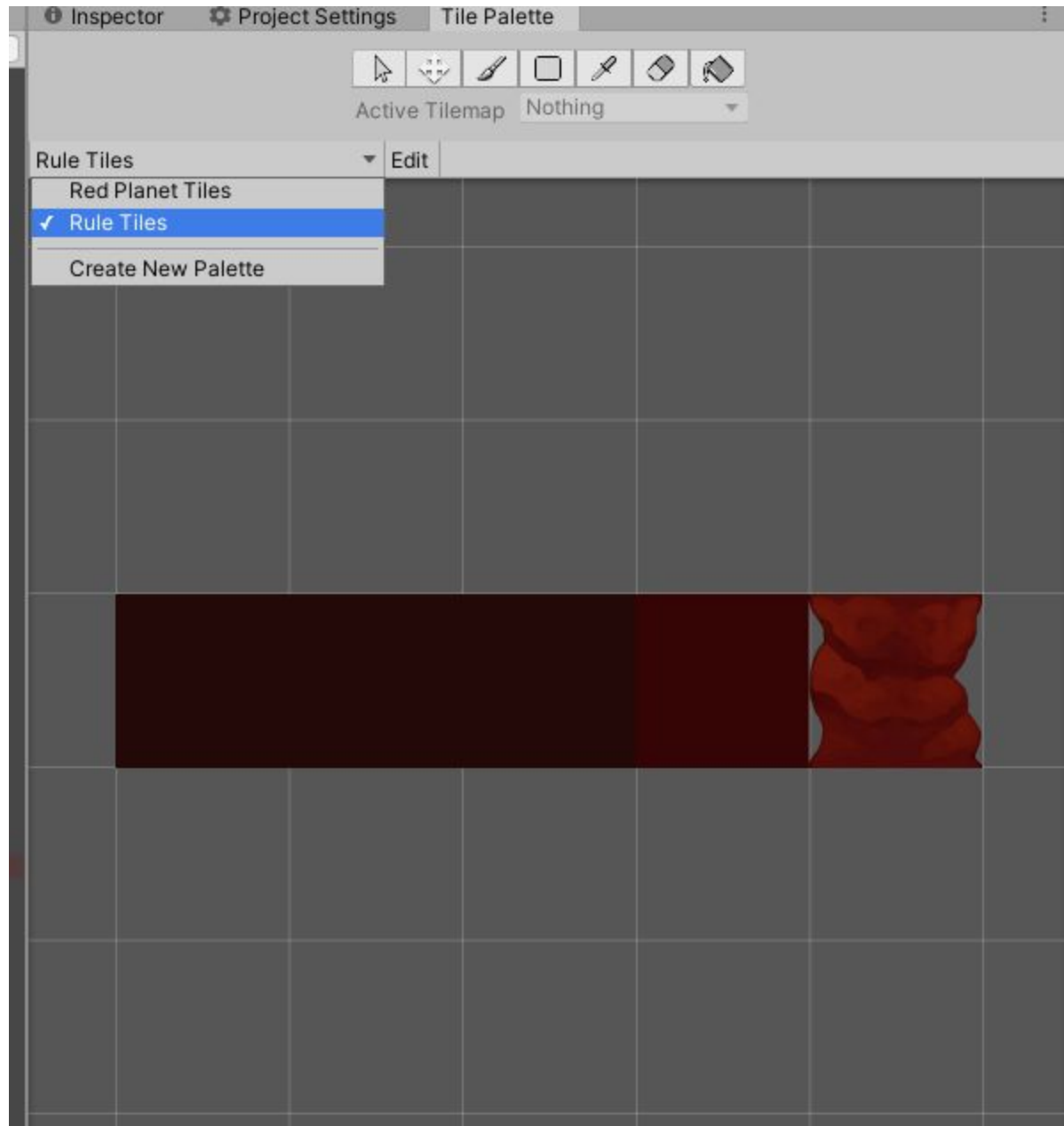
We created rule tiles and tile palette for most of the elements that suits this concept they are located here:





### *Rule tiles location*

The only tiles that we avoided getting added as rule tiles are animated water tiles, since we plan to replace them with some shaders, because animated tiles are very unefficient.



*Tile palette with Rule tiles*

## Troubleshooting

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We are happy to hear back from you, our main goal is to provide developers with a powerful tool that will help you to bring your imagination into life and of course have fun in the process.

If you have any problems or suggestions please feel free to contact our team [info@moon-t.com](mailto:info@moon-t.com)



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## Legal Info

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It was hard work to create this pack, so you are allowed to use it in your projects only if you purchased it at Unity Asset Store or other legal stores. 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.