

## **All material content has been classified by folder**

- Base Assets: Contains the basic materials for the tutorial content
  - Background: Scene background
  - Card: Card Prefab images
  - Intents: Enemy intent icons
  - Map Icons: Icons used on the map
  - UI Element: All game UI
- Characters PSD: PSD source files for game characters
- Extra Assets: Game asset expansion pack
  - Backgrounds: New battle scene backgrounds (64)
  - Skill icons: New skill icons (115)
- Intro Timeline: Opening comic
- Spine Animations: Character skeleton animation material

## **How to use:**

1. First go to the Spine official website to download the latest SDK file, download address: <https://esotericsoftware.com/spine-unity-download>
2. Install the downloaded spine-unity.unitypackage resource package into Unity
3. Reload Unity to use all spine animations

The project provides two demo scenes

- Assets Demo: Basically demonstrates the layout and UI layout of the actual battle scene
- Intro: A pre-made opening Timeline demo.

**所有的素材内容已经按照文件夹进行分类了**

- Base Assets 包含教程内容的基本素材
  - Background 场景背景
  - Card 卡牌Prefab图片
  - Intents 敌人意图图标
  - Map Icons 地图上使用的图标
  - UI Element 所有游戏UI
- Characters PSD 游戏人物的PSD源文件
- Extra Assets 游戏素材扩容包
  - Backgrounds 新增对战场景背景（64张）
  - Skill icons 新增技能图标（115个）
- Intro Timeline 片头漫画
- Spine Animations 人物骨骼动画素材

**使用方法：**

1. 首先去Spine官网下载最新的SDK文件，下载地址：  
<https://esotericsoftware.com/spine-unity-download>
2. 将下载的 spine-unity.unitypackage 资源包安装到 Unity当中
3. 重启 Unity 可以使用的 Spine 动画文件了

项目提供两个演示场景

- Assets Demo 基本演示实际对战场景的摆放和UI布局
- Intro 提前制作好的片头Timeline演示