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

                                                                                RAFMANIX Team

Version: 1.3 Free

<u>**License:**</u>

The license terms are subject to Asset Store "Terms of Service" and "EULA" you can find these on the unity website.

<u>Short important overview:</u>

- You can use this asset pack and modify as you desire for your different projects and/or learning processes.

- If you are using our assets, a citation is required to give credit to the creator of the asset, either as a link to the used product or name of the creator.

- It is **prohibited** to resell the asset, graphics or any content associated to the asset to third party or any other stores!

<u>**Info:**</u>

If you have an older <u>Version of Unity,</u> make a copy of the sprites in your Project folder and set your sprite settings new, so these matches your version of unity.
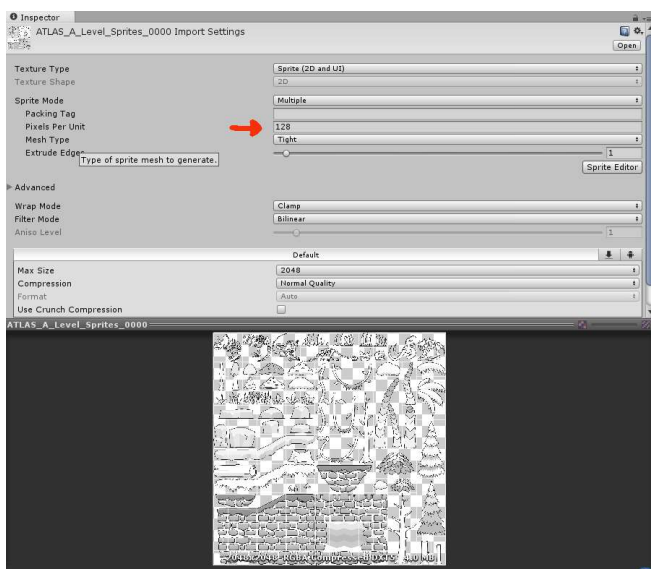
IMPORTANT:

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 grit to place the tile-sprites easy with **"STRG"** button.
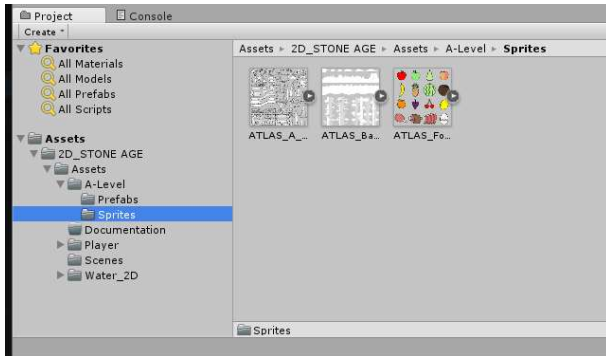
Or scale it according to your game grid settings!

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
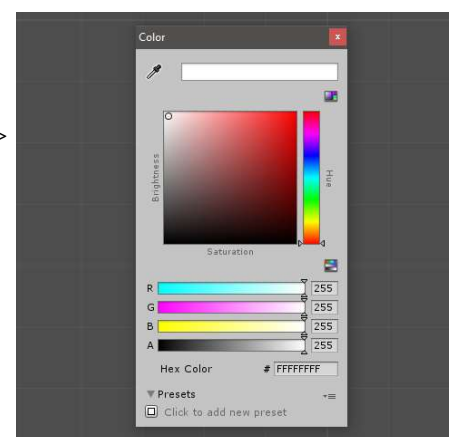
Atlas_Backgrounds:

- 2048 x 2048 Sprites color white to black
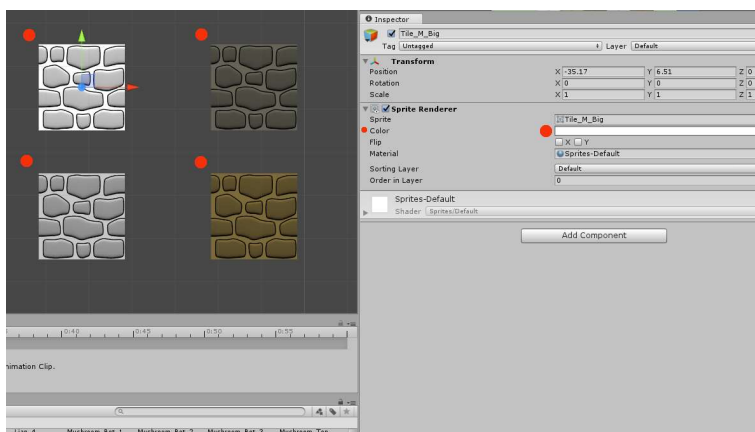
Atlas_Food:

- 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.
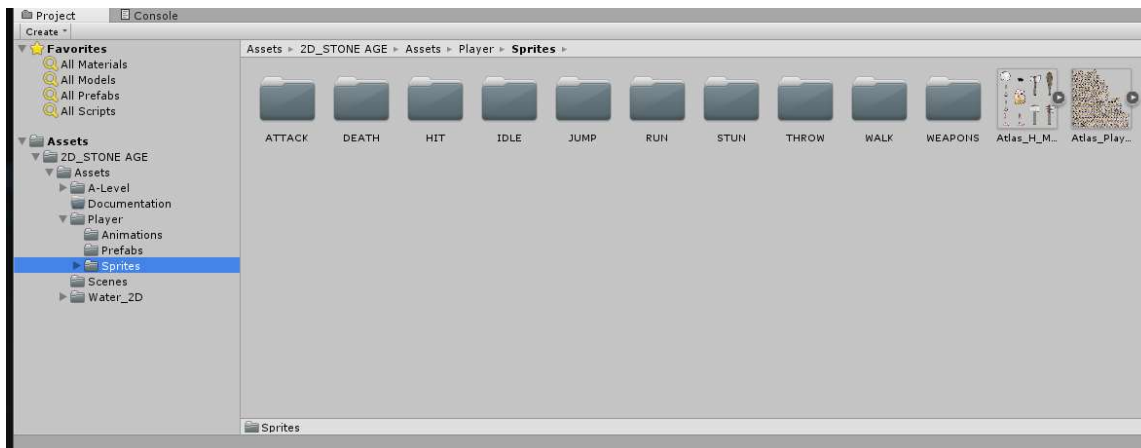
Examples:

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"*
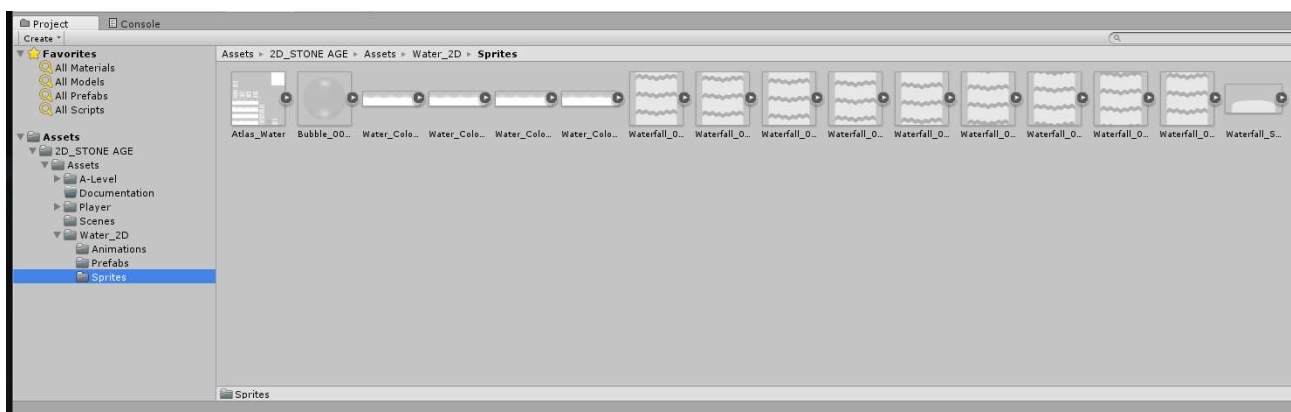
We have made 3 prefabs to show you how you can make animated water or use particle effects for the bubbles.

Prefabs: *Water, Waterfall, Tar with Bubbles*