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INTRODUCTION

This pack contains hand-painted dungeon themed tiles, decorations, and game elements. There are two types of isometric wall and floor tiles, you can see the difference in the screenshots. Everything is cut and ready for use.
Simplified PSD source/Sprite Sheets/Tile Palette/Animations/Prefabs included.

The project is well organized and ready for use.

Pack contains:

• 900+ hand painted sprites + grayscale version

• normal maps for each sprite (version 1.1)

• 200 + game elements

• 2 types of walls in two color options

• 2 types of floor tiles in two color options

• animated decorations and traps (version 1.1)

• animated water tiles(type 1) and traps (version 1.1)

• sprite sheets/PSD files/Png files

VERSION

1.0 First release

1.1 Changelog:

- Added prefabs for all elements

- Added normal maps for all sprites/sprite sheets

- Added animated water tiles (type 1 in two colors)

- Added animated traps and lighting elements

- Fixed some gaps for walls option 2 (sprites/sprite sheet/PSD)

- * **Please note/to add normal maps to this pack we had to rework completely all sprite sheets and some sprites. So if you are using it in the existing project you might lose some references.**
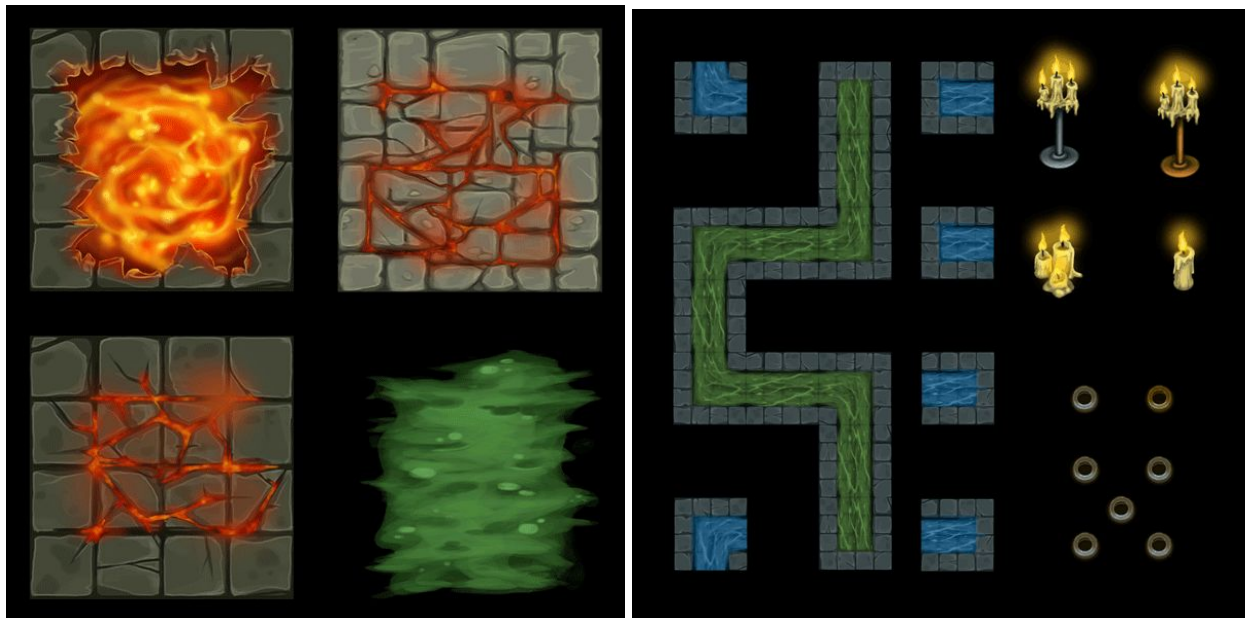
PREFABS

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.

ANIMATED OBJECTS

List of Animated Objects:

- Candelabrum 1
- Candelabrum 2
- Candle 1
- Candle 2
- Acid trap
- Firetrap 1
- Firetrap 2
- Firetrap 3
- All Water tiles (Type 1 both colors)

Please note all prefabs of the animated elements has 0 order in sorting layer so keep this in mind.

NORMAL MAPS

About normal mapping, you can read on [Wiki](#) or [Unity documentation](#). In short, for 2D projects, this will give you much more flexibility in lighting for your game.

TROUBLESHOOTING

If you have any problems or suggestions please feel free to contact our team info@moon-t.com

Make Sure to follow us in social media:

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https://assetstore.unity.com/publishers/19428

LEGAL INFO

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 hard work.