CONTENTS OF THIS FILE

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* Introduction
* Version
* Prefabs
* Animated Objects
* Normal Maps
* Troubleshooting
* Legal Info

INTRODUCTION

This pack contains hand-painted sci-fi themed tiles, decorations, and game elements including normal maps and some fancy animations.
Including Simplified PSD/ Sprite Sheets/Tile Palette

The project is well organized and ready for use.

Pack contains:

• 300+ hand painted sprites

• normal maps for each sprite

• walls in two color options

• floor tiles in two color options

• animated terminals

• animated traps

• sprite sheets/PSD files/png files

VERSION

1.0 First release

PREFABS

There are prefabs for all sprites (except walls and floor) 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:
- Terminals (4 options)
- Traps (4 options)

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:

Facebook

Instagram

Twitter

And check our other Assets:

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.