Vefects: Sand VFX

Get ready to play and experiment with a bunch of cool features that'll take your projects from blank to "well, at least there's sand in it lol"

This pack aims to be a starter pack for the sand effects for your projects, it being for environments or the earth-type attacks from a turn-based monster-collecting and fighting RPG.

Beware, there's no actual funcionality or game logic inside the pack, it's an art based pack for you to use with your own game logic, so stuff like a projectile being shot, travelling, exploding and hurting a target is something each user will do on their own based on the needs of their project, as it's impossible for us to code anything else than just something functional for demo purposes, taking into account that we can't know each user's needs nor project game logic to hook those behaviours up.

The pack is pretty simple to grasp, but if you've got any other questions, contact us.

Have some sandy fun! :)

Join our Discord server!

https://discord.gg/VeRbY8kMaD

Vefects HUB

Got questions? Reach out to **info@vefects.com**

https://vefects.com/