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September 24, 2025

MIT xPro: Professional Certificate in Game Design

Assignment 15.2: Asset Store

Asset: UI Buttons

Cost: Free

Reflections:

I chose the UI buttons to help me create button selections more easily. I was interested in the black and white “X” button to use as the option to close the game. The buttons provide a visual representation of a button. Development is sped up because I didn’t need to create a new button immediately. Luckily, the button assets were free, so the value is worth it!

Asset: Dungeon Tileset + Music

Cost: \$15

Reflections:

I chose this asset because it featured a similar atmosphere that I am imagining for my *Caught in the Web* game and featured visuals (and audio) that could be used for the maze. I would use this tile set to create mazes in dungeon settings. I would also use some of the artistic assets, such as the spider webs, to create an atmosphere for the game. This asset is useful because it provides me with a variety of art styles that I can use to create mazes with. This asset can speed up

development by reducing the amount of time I would need to spend creating unique art styles for the maze in different environments. Additionally, the musical assets would enable me to add audio to my game without generating it myself. These assets cost \$15. I can't justify the cost yet. However, I imagine that I may be able to justify it once I complete additional development with these assets. The main challenge I encountered when working with the assets were that it required me to use the Tile Map and Tile Palette editors in Unity, which I was unfamiliar with, so it delayed me a bit.

Asset: Spider Pixel Art Character

Cost: \$5

Questions: I chose this asset because I liked the look of the spiders. I would use these spiders to represent the playable character who is travelling through the maze. The spider assets are useful because they provide me with different colors and versions of the spiders' movements. The spider assets will speed up development because I will not need to create my own images of the spiders to use in my project. The asset cost me \$5. I think it could be worth it; however, I don't feel like I can justify the cost at this point. In the future, if I could use all the different color variations of the spiders and animate them properly with the movement, then I think the assets would be well worth it.