2D Destructible Objekts

Version: 1.5

READ ME

Thank you for supporting this asset!

We have created this asset-package to help you to create your own 2D games.

Our Asset-pack contains sprite textures and C# to use for your projects.

The sprites are easy to use so you can quickly make your own commercial games.

All additional textures, C# scripts or animation files are for the "Example/Demo Scenes"

and can be used as well.

If you have any questions, issues or feedback, then please **E-mail** us at:

Support: rafmanix.studios@gmail.com

Info:

If you have an older Version of Unity, 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, etc... please make a copy and change them as you desire.

Reason: If we upload a new version and you upgrade our Asset Package your work or modifications can be overwritten.

Thank you!

RAFMANIX Team

License

Unity Asset Store License:

The license terms are subject to Asset Store "Terms of Service" and "EULA" you can find these on the official <u>Unity</u> website.

As our headquarters is in the EU, we have to inform you about the new copyright terms in Europe for content creators on the internet.

If you plan to release your game, tutorials, showcase, etc... with our assets **Worldwide** or in **Europe**, you have to consider the following conditions!

<u>Short important overview:</u>

- With the **Unity Asset Store License** you can use the asset-package and modify as you desire for your different projects, commercial games and/or learning processes in the Unity Engine.

- If you are release our assets in your game **Worldwide** or in **Europe** (EU) you have to name us "**RAFMANIX**" as content creators in your game credits.

<u>Example:</u>

	Credits	
Sound		Your Name
Art design		Your Name
Grafics		Martin Musterx
Asset package		RAFMANIX

- If you are using our assets in a tutorial video or any other showcase on a social media platform you have to post a link to the used product and name of the creator in the description.

<u>Example:</u>

Description:

This content contains an asset package from the Unity Asset Store.
Link: <u>https://assetstore.unity.com/publishers/27737</u>
created by **RAFMANIX**

- It is **prohibit** to resell the asset, graphics or any content associated to the asset to third party or any other stores! If you use our assets for your tutorials on a paid learning page like "**Udemy**" or any **other Store** you have to buy the **Full License**!

We offer several licenses:

- Full License
- School License
- Unity Asset Store License

If you would like to have a license confirmation as .PDF file or purchase upgrade please contact us.

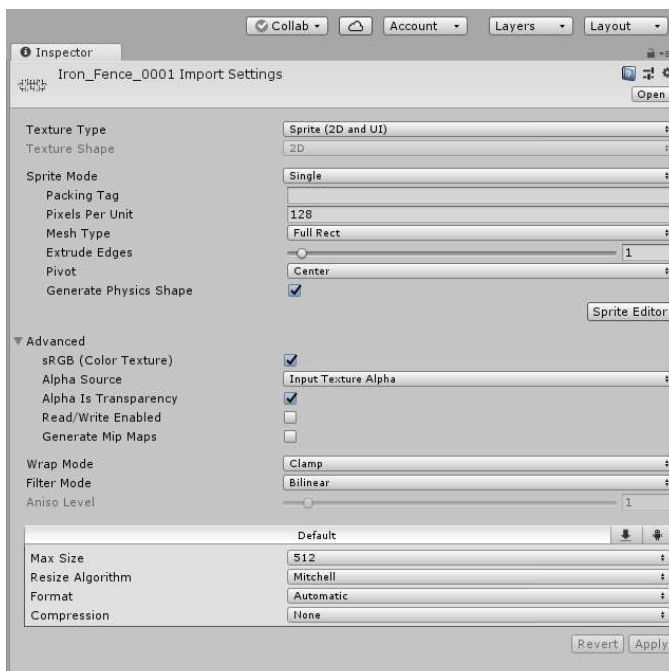For more Informations look at our Website under Questions & Answers (Q&A).

RAFMANIX Website:
https://sites.google.com/view/rafmanix/home

Asset Store Package

Settings:

All the graphics and sprites in our asset packages are created for the standard grid settings in the Unity Engine.

Make sure your texture type settings are:

- Pixels per unit is set to   -   **128**

so it fits to the Unity standard grid.

Or scale it according to your game grid settings!

 - We have used "None Compression" for quality upload on the Asset Store.

You can use the Quality setting & compression as needed for your project

For more Information about texture or sprite setting look in the unity engine documentation.

Performance:

If you do not use our ATLAS or in the package are only Single Sprite Sheets.

Copy the sprites in your project and choose your settings and use the same "**Packing Tag**" for the sprites, so the Sprite Packer reduces your drawcalls!

If the Sprite Packer is not working to save your sprites by batching, look at:

Edit / Project Settings / Editor

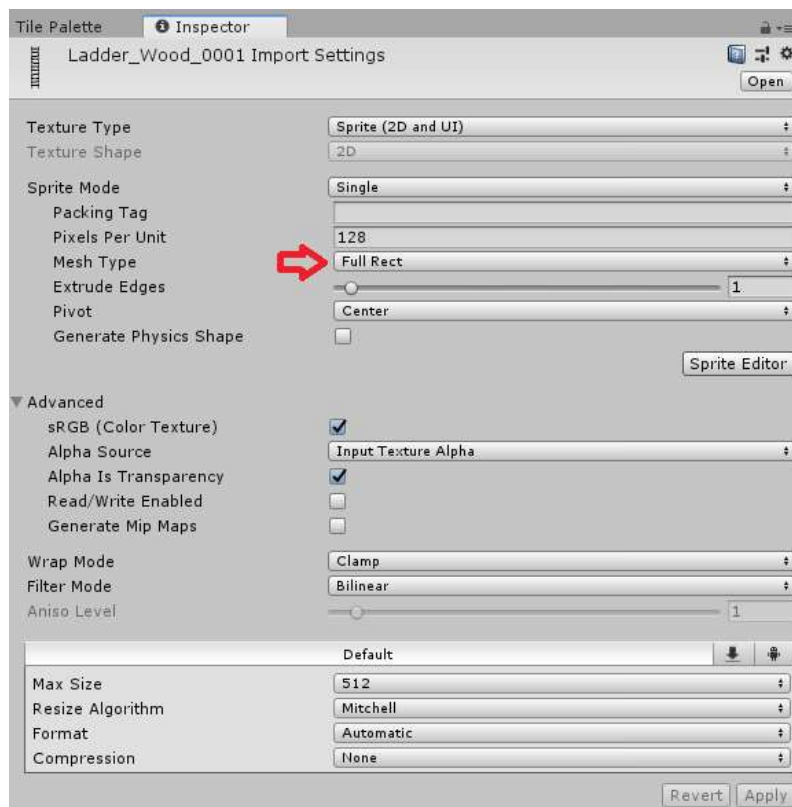- **Sprite Packer** / **Mode** = "Always Enabled" or as you need it!
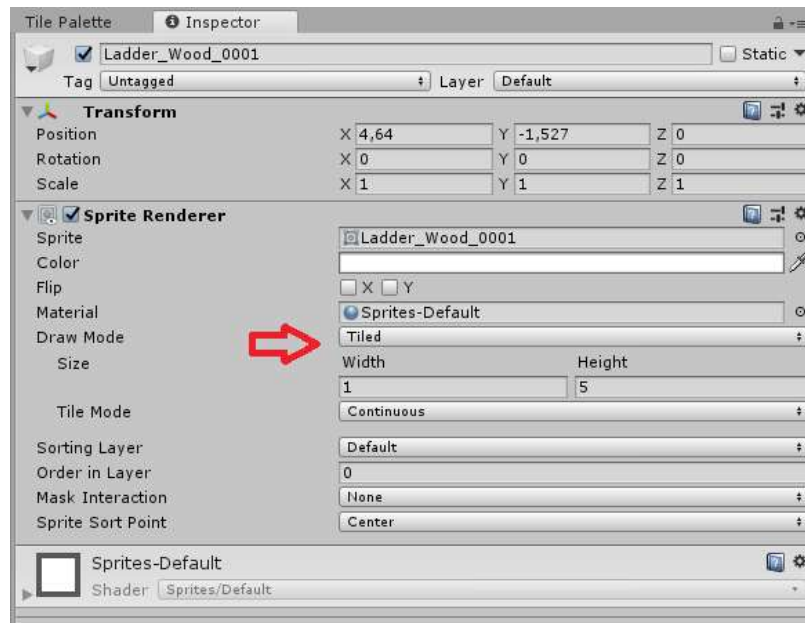
Or

New at Unity 2017.1 !

Right Mouse / Create / Sprite Atlas

- Bake all sprites in the new "**Sprite Atlas**" from Unity!

Sprites Tiled:

Some of the Sprites are "**Tiled**" make sure your Sprite settings looks similar like this Screenshots!
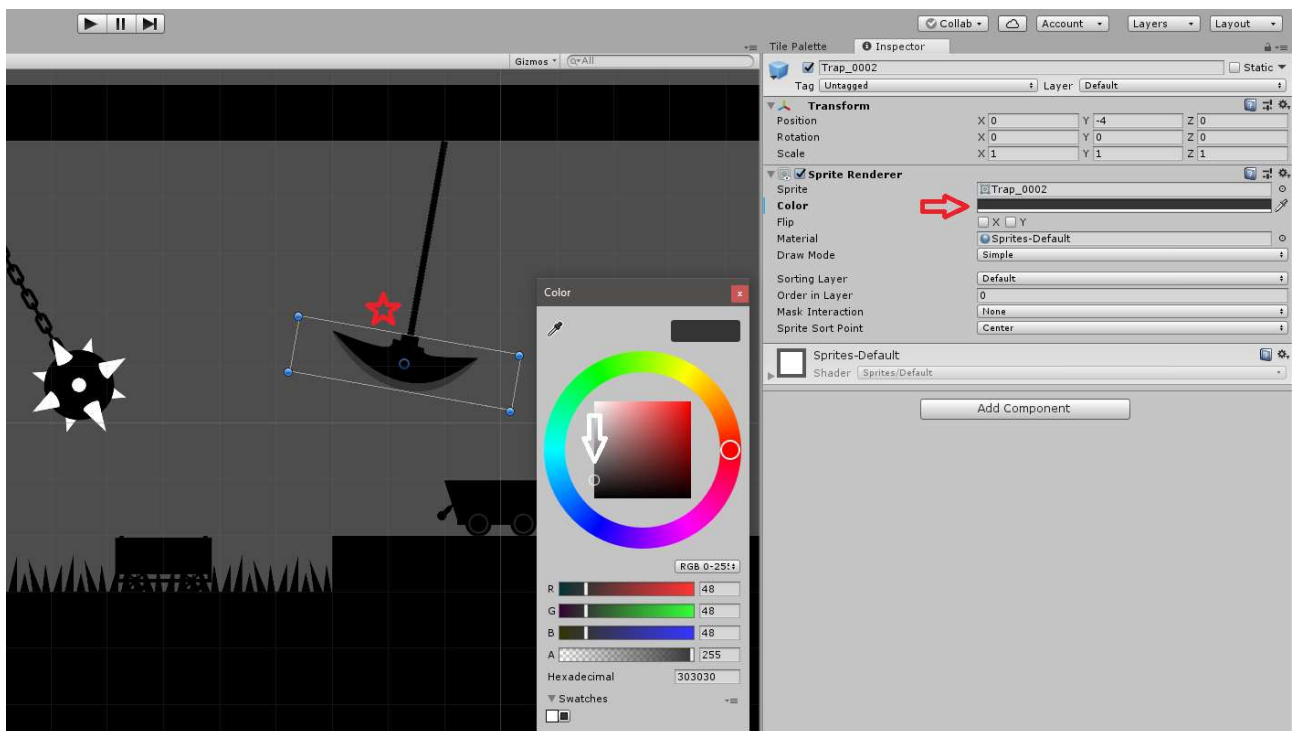
In the "Sprite Renderer" set the "Draw Mode" from **Simple** to **Tiled**.
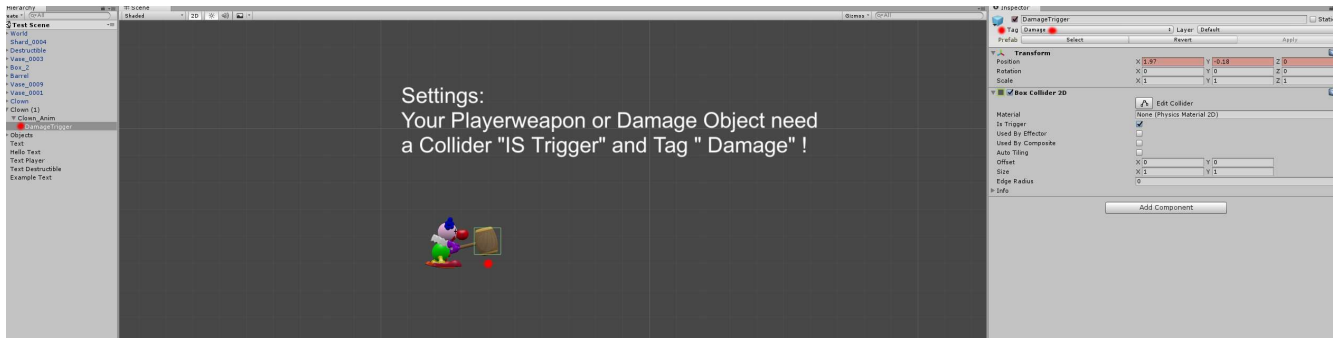

White Color Sprites

If you don't want that some sprites are white in your game then set the "Color" as you desire:
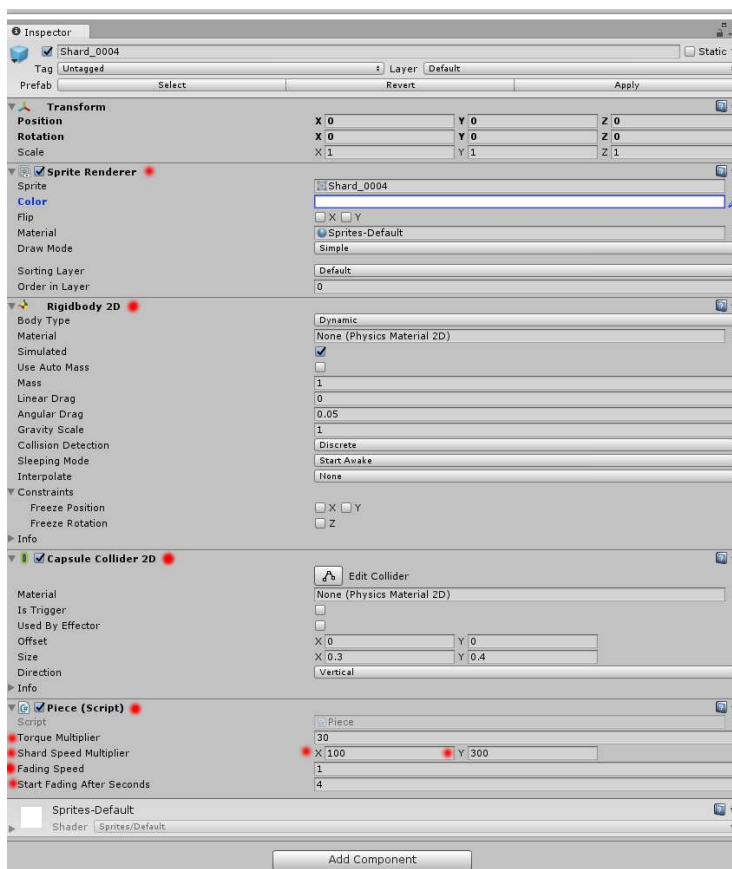
C# Settings:

For your player weapon or damage object! (Hammer, Bullet, Fireball, etc...)

Make sure your settings are:

- **Tag = „Damage"**

- **Collider = „Is Trigger"**

Spawn Object Settings:

Make sure you have it at your spawn Prefab:
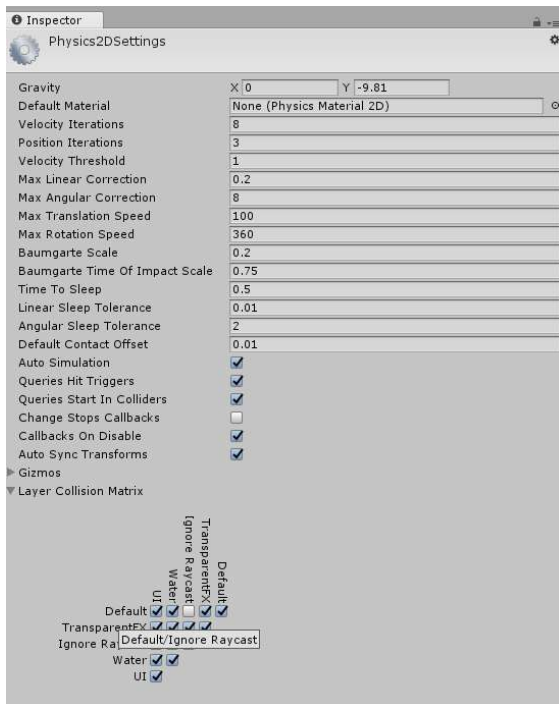

We have use all settings on Unity Default!

- Layer: use as you desire in your Project
 (No Collisions)

- Sprite Renderer

- Rigid body 2D

- Collider 2D

- C# Script „Piece"

You can change the variables as you desire!

Player Collision:

We have use all settings on Unity Default!

If it is not and you do not want that your Player collide with the **Spawn Objects** than set:

„ Edit " - „ Project Settings " - Physics 2D

- and disable the 2 layers that should not collide with each other!

Piece C#

Torque Multiplier: „ How fast your spawn object rotates"

Shard Speed Multiplier: „ How strong is the force at spawn time on X and Y"

Fading Speed: „ How fast your object fades into alpha"

Start Fading After Seconds: „ When start to despawn and destroy your Object"
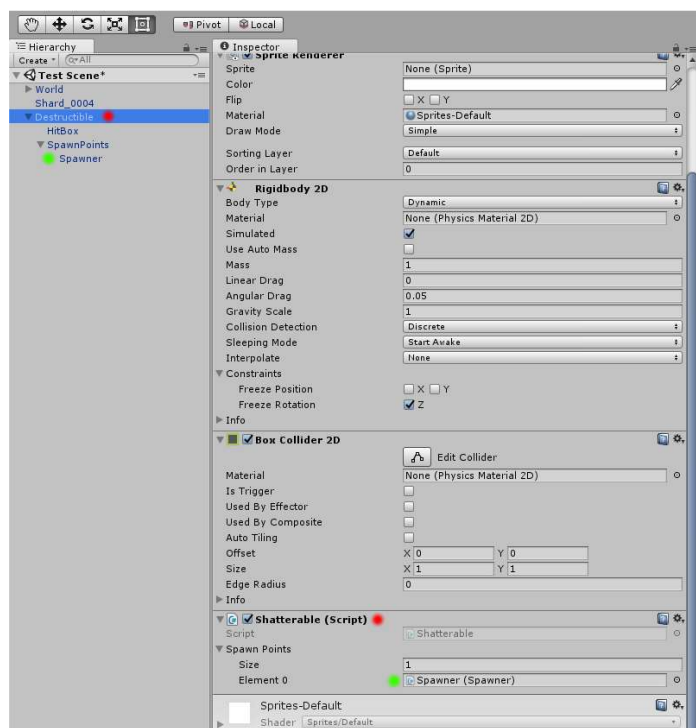
Prefap Settings:

„Destructible"

Folder: *C# Scripts/Prefabs*

C# Script Shatterable

Size: Chose how many Spawnpionts

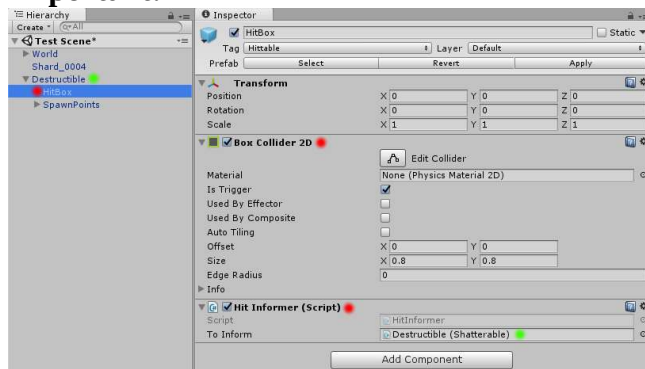Elements: Empty „Spawner" !!!

Emty Spawn Points:

Position them where they should spawn!

Name them as you with but don't forget them to drag and drop them later into „ Shatterable (script)"

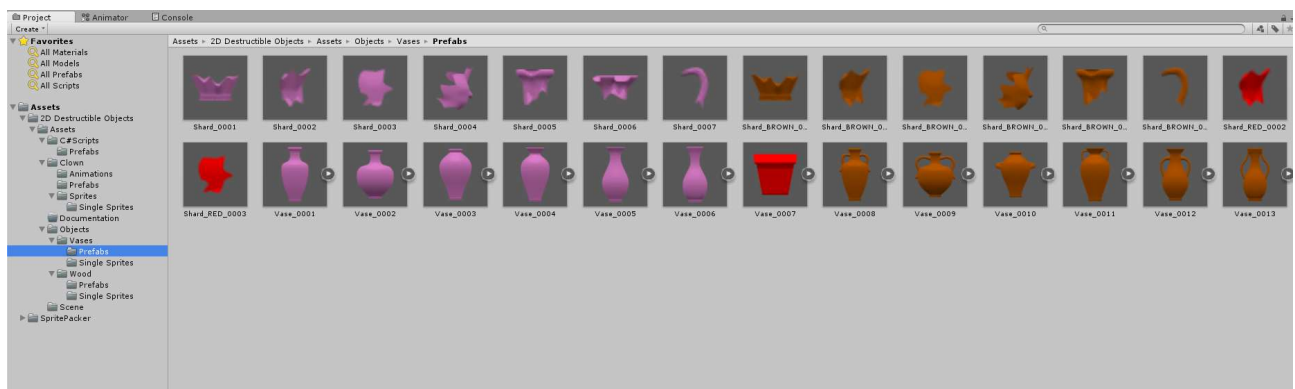Element 0, 1 , 2 , 3 ,… !!!

HitBox

Important:

This Trigger receives the damage trigger event and informs the Shatterable parent object.

Other 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 prefab

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<u>Support us:</u>

Please do not forget to write a **review** on the Unity Asset Store!

If you have any issue or questions please feel free to contact our support Team under this E-mail:

rafmanix.studios@gmail.com

Please do not post your problems as a **review!** (Privacy Policy)

We try to provide good support and it is not possible to answer quick and in detail to a review post.

You would help us a lot. Thank you!