Free Prototyping Room
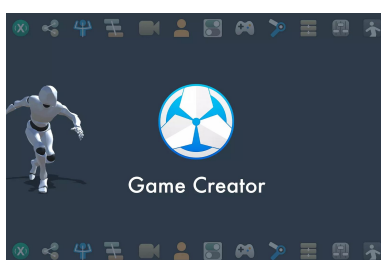
QUICK START:

1. Launch new unity project in 3D standard mode
2. Install gamecreator:
   https://assetstore.unity.com/packages/templates/systems/game-creator-89443

3. Install the free standard asset from unity
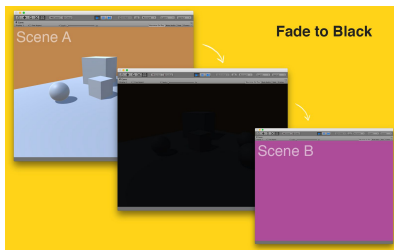   https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2017-3-32351

4. Install the free unity 5.x particles asset
    https://assetstore.unity.com/packages/essentials/asset-packs/unity-particle-pack-5-x-73777
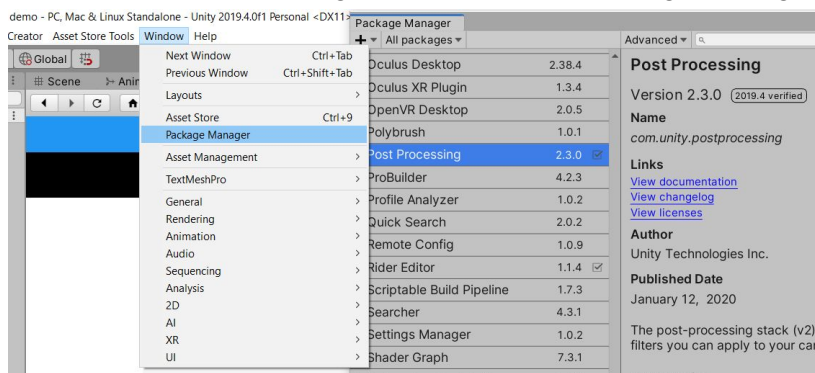

5. Install the free GameCreator plugin "transitions"
    https://hub.gamecreator.io/content/item/GOO3lMAu1hGwfcrBDdYG

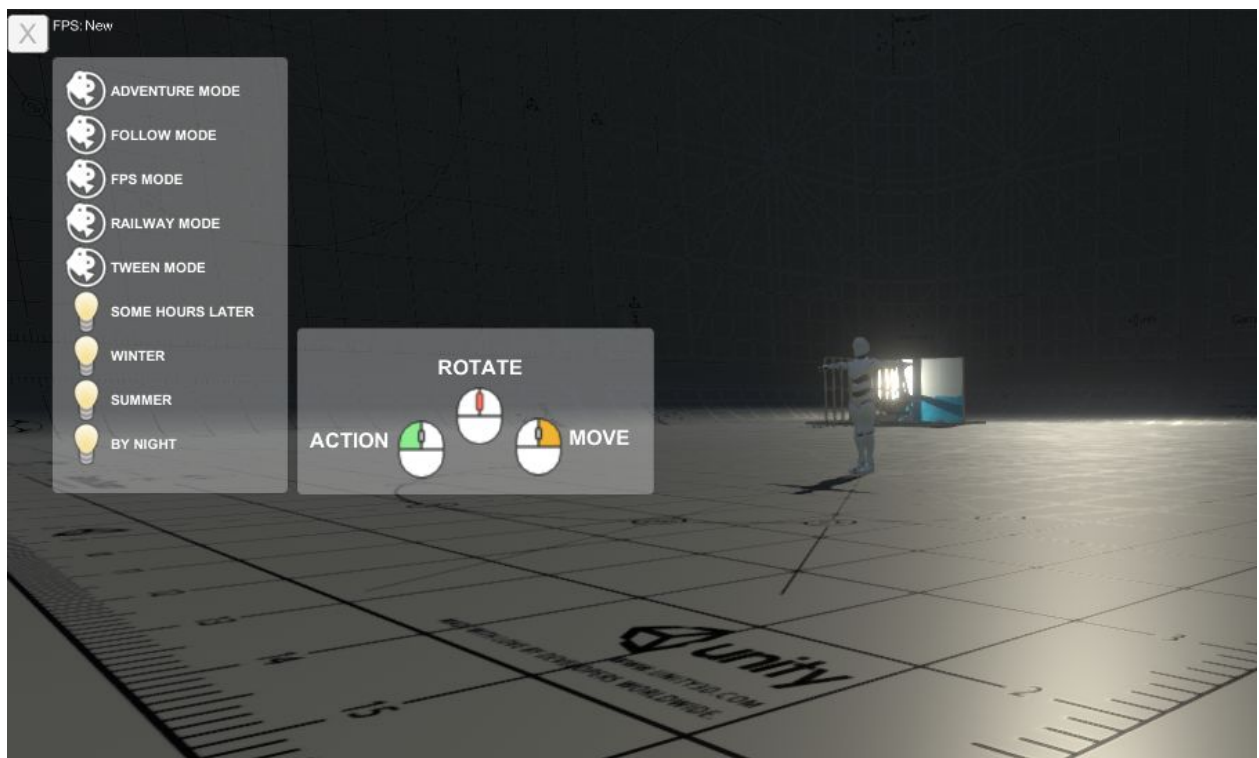6. Install The postProcessing via the window > package manager

7. OPTIONAL if you want to use the ingame web browser, you can install the open source files from
    https://github.com/tunerok/unity_browser

8. And voilà! You can now install the **free prototyping room** Files from github:
    https://github.com/formatec/GMTK2020

The room will have some evolutions, the complete set of free icons will be updated and distributed in fbx format.

You can actually use it for free in your documents, here is the set up on codepen:
https://codepen.io/formatec/pen/NWxgBzm

Game Creator community
FREE ICON SET

Very low weight ressource. Complete set for 38ko. Completely customizable by css. Author: Klaude Charlier.

STEP 1:

Download this complete set with ttf, wof, eot, and svg files. Extract into your website