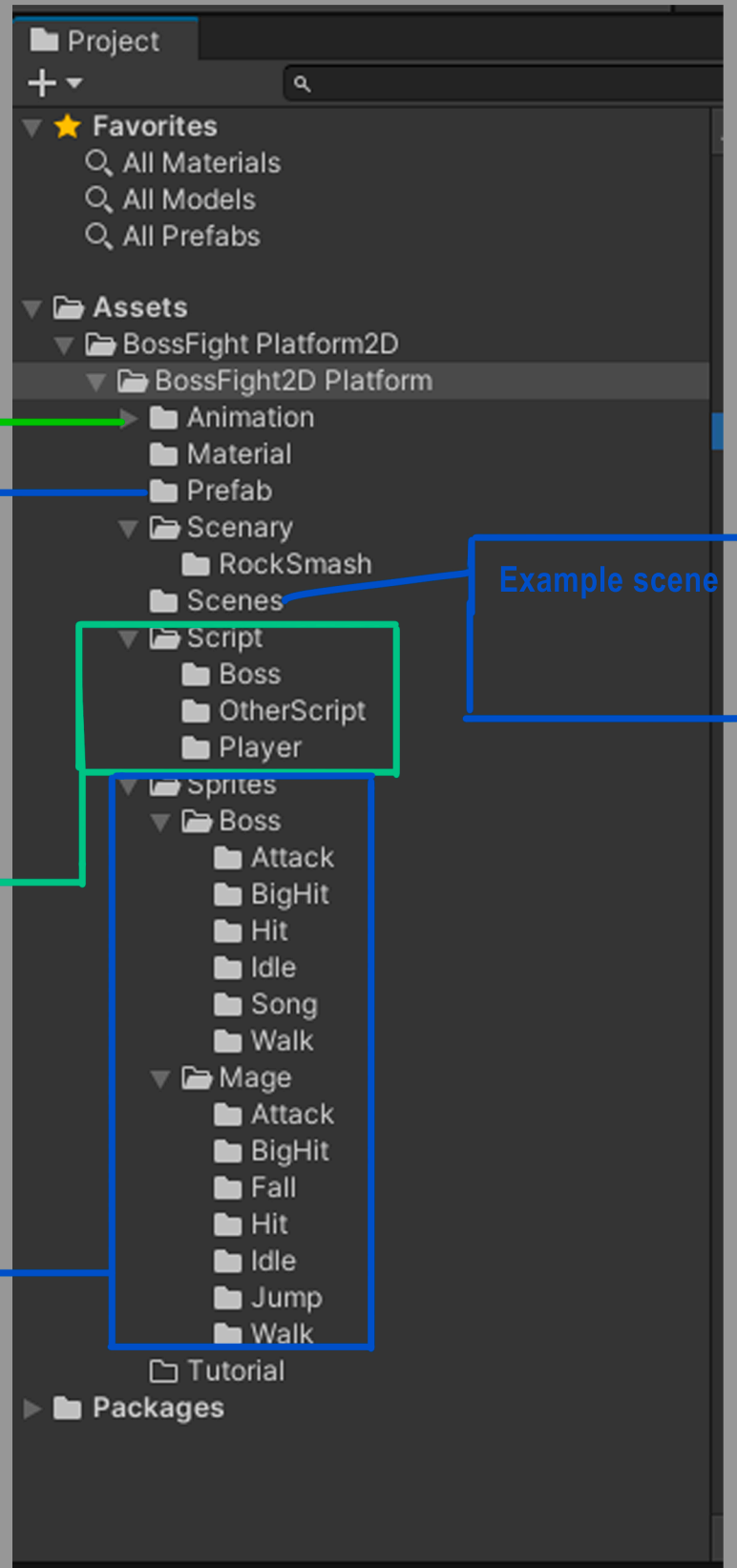# Description Asset

All animations are already configured here, player and enemy

all prefab used to compose the example phase is here

scripts responsible for the operation of the example scene

all animation sprites are here, each folder containing the respective animation described in the name

Project

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Example scene

dreamsindie