

CONTENTS OF THIS FILE

- ❑ [Introduction](#)
- ❑ [Versions](#)
- ❑ [Naming](#)
- ❑ [Unity Special](#)
 - ❑ [General project settings](#)
 - ❑ [VFX](#)
 - ❑ [Controls](#)
 - ❑ [Scripts](#)
- ❑ [Troubleshooting](#)
- ❑ [Legal Info](#)

Introduction



This is a tribute pack to our [5 Worlds Asset Pack](#). Everything is hand-painted and packed with our love and gratitude. Pack includes sprites sorted by theme, VFX, Tile palettes, and simplified PSD files.

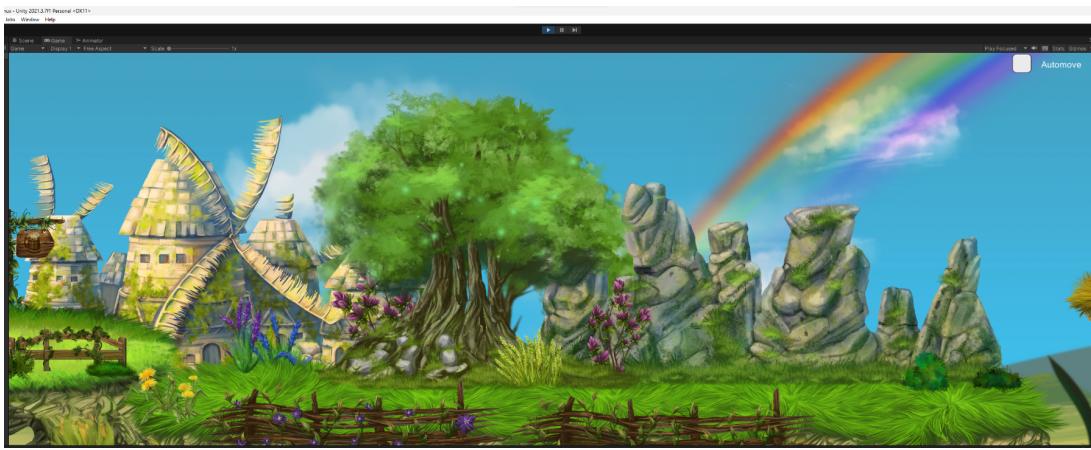
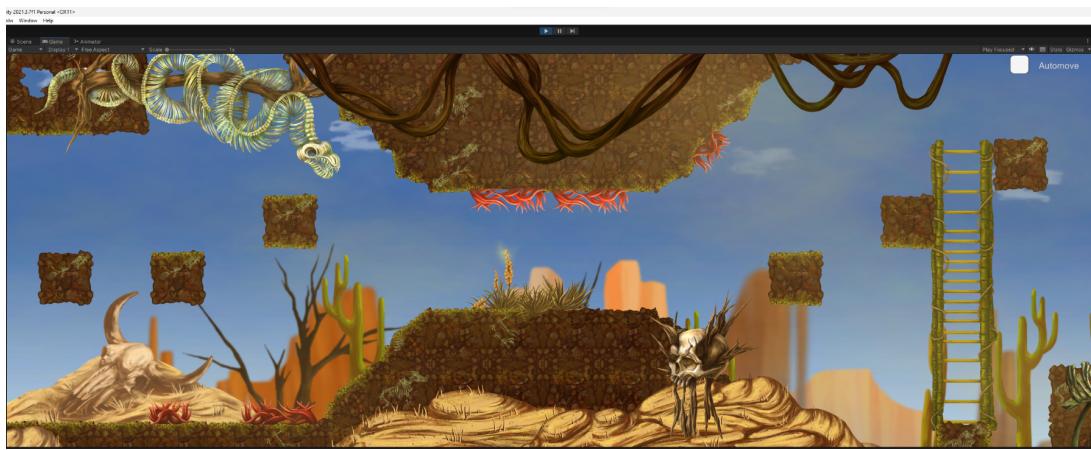
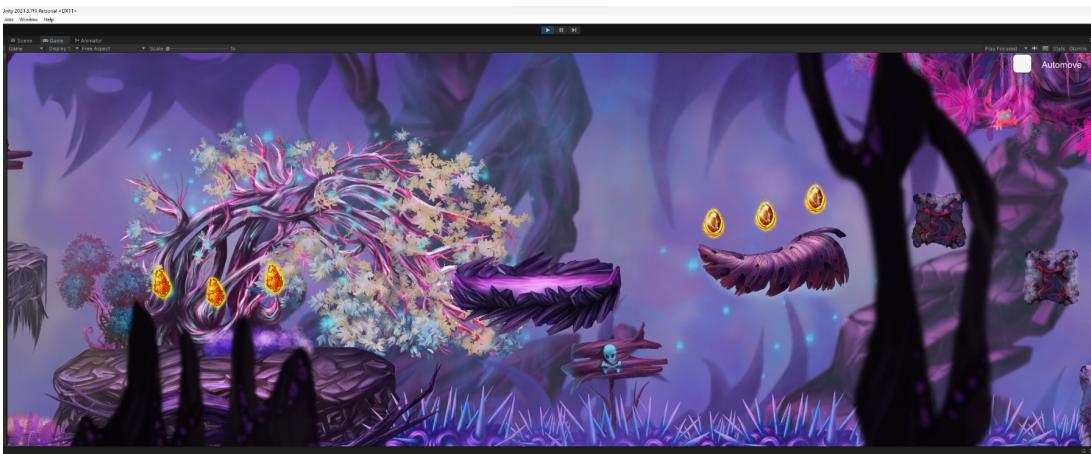
Pack contains

- Three themed levels:
 - Desert
 - Green Plains
 - Nebula
- Tileset and tile palette for every level
- 300+ sprites sorted by theme + simplified PSD files
- 10 particle systems
- custom shaders
- Animated portal set for each world
- Demo scenes
- Video Preview

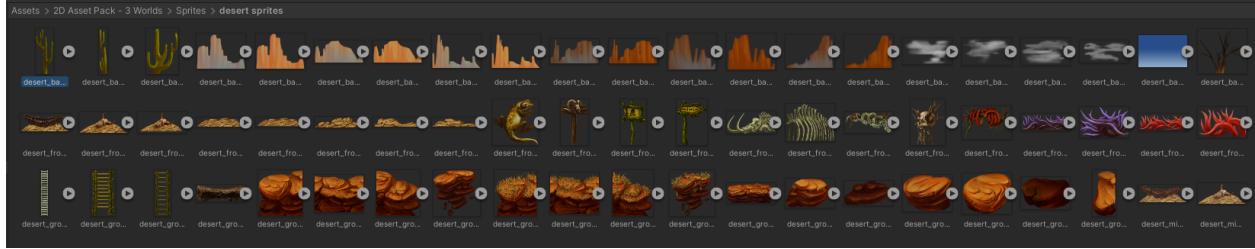
Please note, that you can change/modify/edit any of the elements provided in this pack accordingly to your needs. The only limitation is that you can't re-sell our assets as a sole project (You can use them in commercial projects, accordingly to the purchased license). If you are an indie developer or a small start-up, a simple license will be enough. But if you are a bit bigger or plan to use these assets for multiple commercial projects, please consider buying an extended license.

Versions

1.0 First release



Naming



Sprites in the project hierarchy are sorted on a layer basis. Please note that this is a formal split, you can use elements according to your taste and needs. The name of each sprite consists of three or four parts. The first part refers to the name of the level "desert". This will help to sort assets if you are using different asset packs. The second part is the name of a "Layer" where this sprite belongs, this is optional and you can put sprites where you want. And the third one is the actual name of sprite elements which describes the nature of each element. On some sprites, you can find additional suffixes with numbers, this is used if we have a similar type of sprites on the same layer.

Unity Special

General Project Settings

This project (Version 1.0) was uploaded using Unity 2021.3.7 (LTS)

VFX

In the current version, we offer 10 particle systems. Split by a level theme. All of them are editable and sit well in the environment.

Desert:

- Flower pollen
- Sandstorm
- Desert wisps

Green plains:

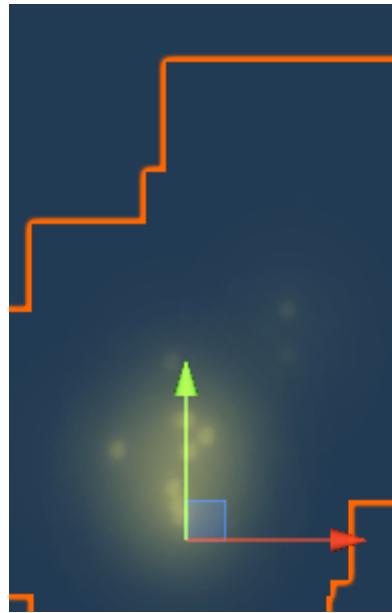
- Forest wisps
- Millet wisps
- Tree wisps

Nebula:

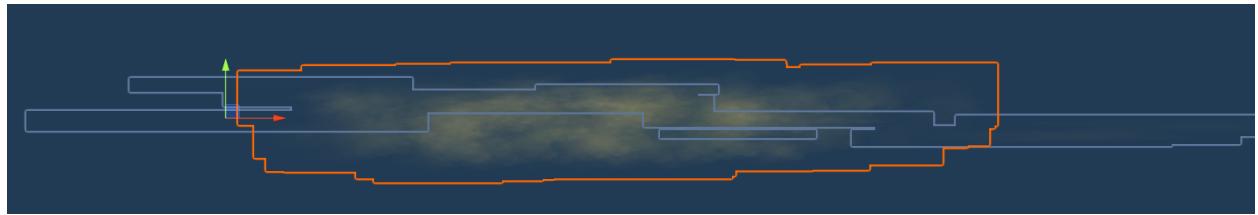
- Fog background
- Blue wisps
- Blue wisps2
- White wisps

Desert

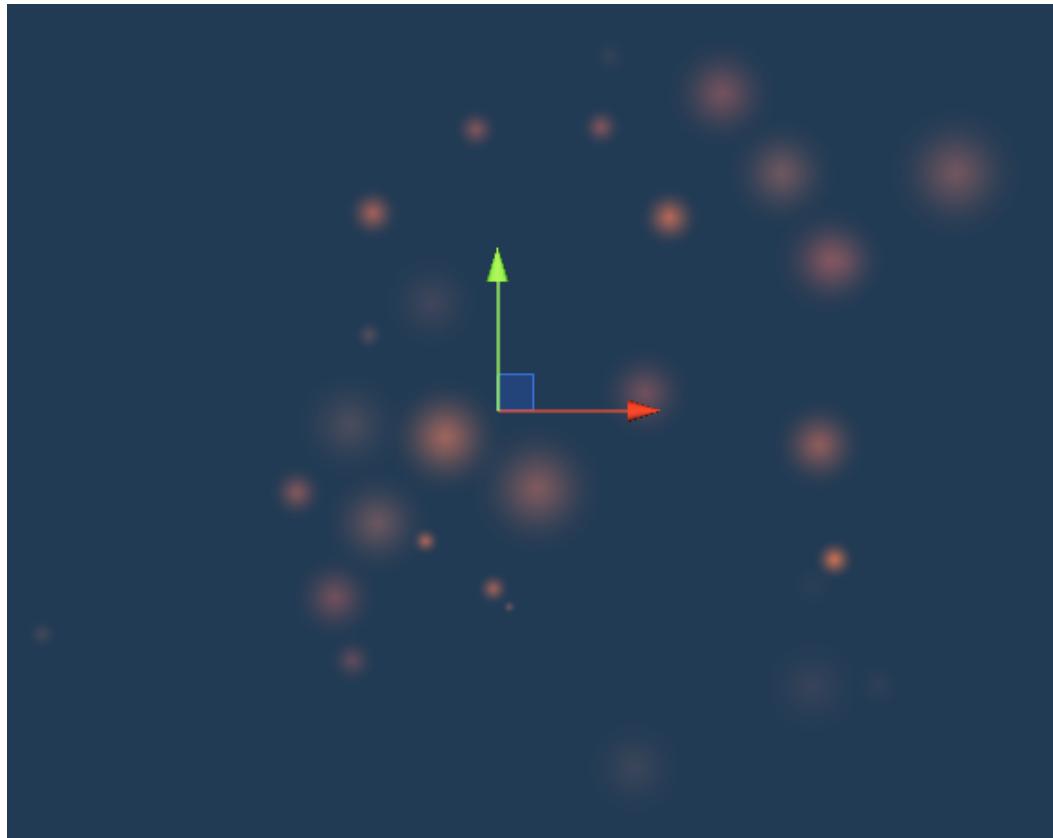
Flower pollen - simple particles that fit very well with multiple Desert elements.



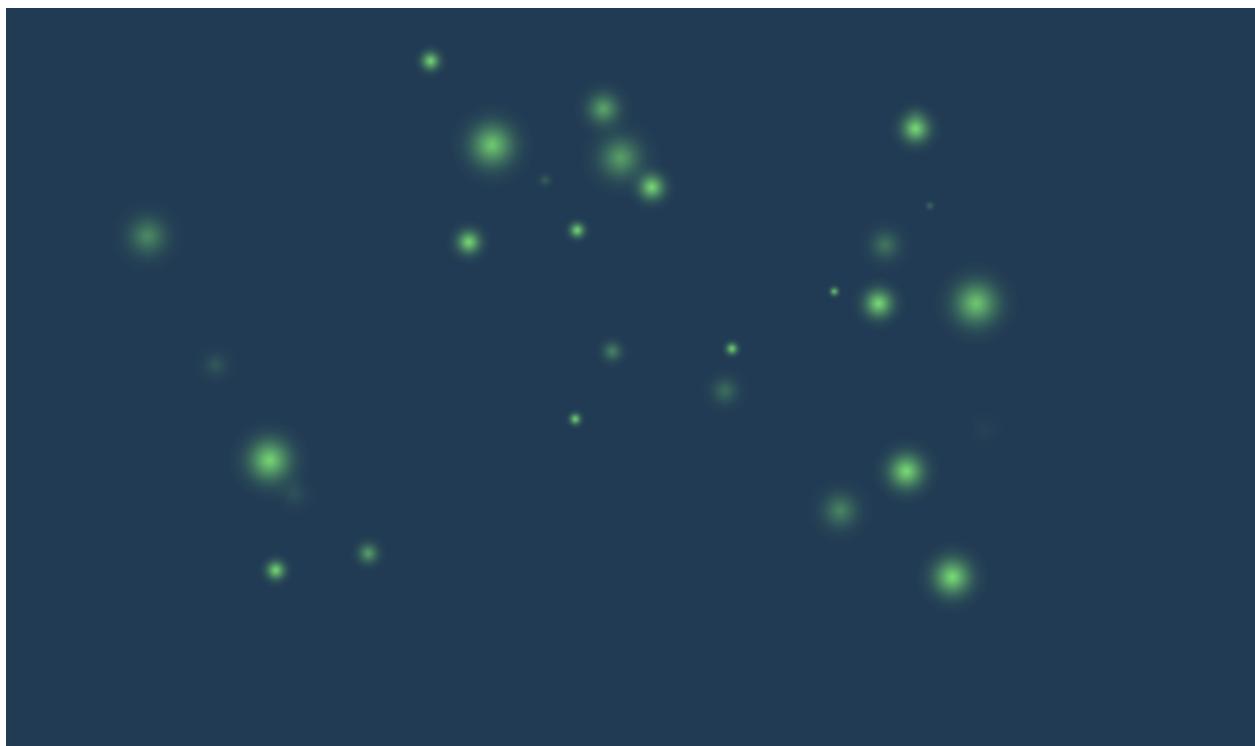
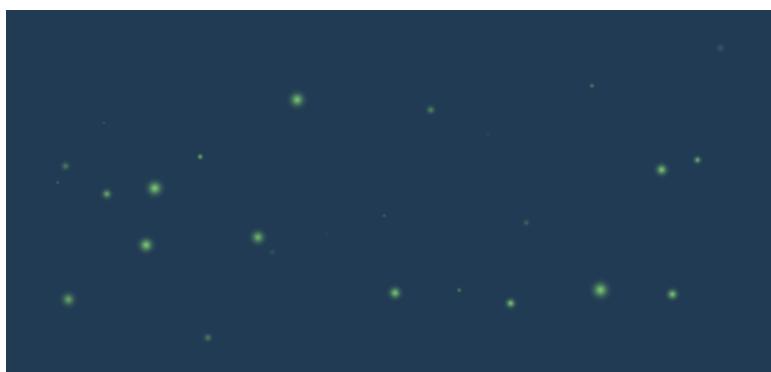
Sandstorm - is a combination of two-particle systems one is for a quick wind with particles of sand and another is with clouds of dust. You can change all of the standard particle settings, like size, speed, density, color, etc.



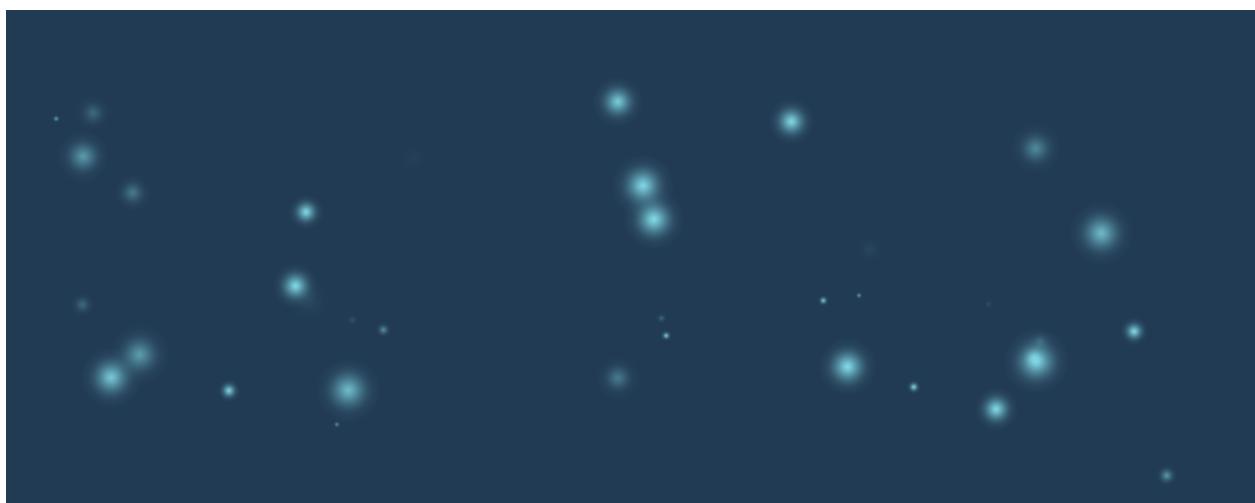
Desert wisps - warm-colored wisps, that fit into a desert theme. Combinable with some flora and elements at this level.

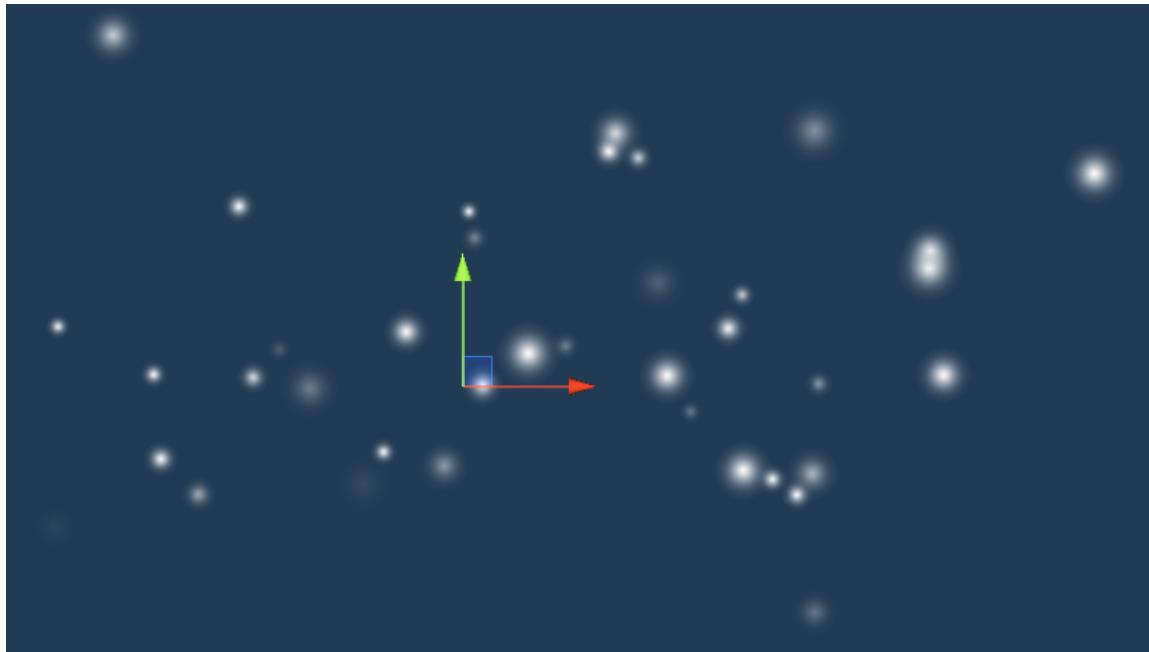


Green Plains



Nebula





Controls

descriptions are presented in every scene at the start if in some cases you won't see them use arrow keys or "A" and "D" buttons to navigate in the Demo Scenes.

Scripts

NavManager - this is an essential navigation script that allows you to navigate through demo scenes.

Troubleshooting

We are happy to hear back from you. Our main goal is to provide developers with a powerful tool that will help them to bring their imagination to life and of course, have fun in the process. If you have any problems or suggestions please feel free to contact our team at info@moon-t.com



Make Sure to follow us on social media:

[Facebook](#)

[Instagram](#)

[Twitter](#)

And check our other Assets:

<https://assetstore.unity.com/publishers/19428>

Legal Info

It was hard work to create this pack, so you can only use it in your projects if you purchased it at Unity Asset Store or other legal stores. Otherwise, you are not allowed to use this pack since you are:

- A) Breaking the law.
- B) You are stealing other people's hard work.