

QUGDD - Pixel Character Grid Sample

2D Pixel Sprite Animation Sample Scene - README

1. Introduction

This package includes a sample Unity scene that showcases multiple animated 2D pixel art characters. Each character comes with various animations and color variants. The included `SpriteGridOrganizer` script auto-arranges characters into a structured grid, perfect for previews, prototyping, or building sprite libraries.

2. Package Contents

- Pixel Art Characters (multiple styles/colors)
- Animator Controllers with prebuilt animations
- `SpriteGridOrganizer.cs` (auto layout script)
- `SampleScene.unity` (preconfigured demo)
- Ready-to-use `GameObjects` for customization

3. Installation & Setup

Step 1: Import the Package

- Open Unity
- Go to Assets > Import Package > Custom Package...
- Select `Pixel_Art_Character_Package.unitypackage`
- Click Import (ensure all files are selected)

Step 2: Open the Scene

- In the Project window, navigate to:
Assets/QUGDD/Scenes/`SampleScene.unity`
- Double-click to open

4. Usage Guide

- Press Play in the Unity Editor
- Characters will appear in an animated grid
- The parent `GameObject` should contain the `SpriteGridOrganizer.cs` script
- All animated characters must be direct children of this parent

Animation Tree:

- Select any character to preview animation states
- Customize transitions in the Animator window

5. Customization Options

- Add your own sprites as children to auto-place in the grid

- Swap or modify animations in Animator Controllers
- Create color variants by editing sprite textures

----- 6. Troubleshooting -----

Issue: Characters not appearing in grid

- Ensure the parent GameObject has SpriteGridOrganizer.cs
- Verify each child has a SpriteRenderer or Animator component or both

Issue: Animations not playing

- Confirm each Animator Controller is correctly assigned

----- 7. Contact & Support -----

For support or feedback, contact:
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Thanks for using this package!