

lòÓneyBITS

Catch Game Assets

Vol.2

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Update 28/07/2014 New Player, buttons & ball Sprites added.

Update 11/03/2015 New buttons & Sound Effects added.

Update 07/10/2015 New look & feel and animations.

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1.Summary

This is a fun and useful assets pack "catch game" style. This complete set of assets will help you develop other games faster.

2.Document tree

The project has the following folders:

- Player: This folder contains the player sprites.
- Animations: This folder contains the player animations.
- Scenes: This folder contains test scenes.
- Sprites: This folder contains the miscellaneous and player sprites.
- Music: This folder contains sound effects and music.
- Src: This folder contains the source images in SVG.