EASY CHARA : 2D CHARACTER PACK
Documentation

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What is an "Easy Chara : 2D Character Pack"?

Easy Chara : 2D Character Pack is a ready-to-use collection of animated 2D characters designed for Unity game developers. Each pack provides a set of characters with pre-made animations that can be seamlessly integrated into any game project.

Key Features:

🛠️ Plug & Play – Simply drag the character into your scene and start using it.

🎨 Multiple Themes – Various character packs such as School, Traditional Outfit, Worker, and more.

🏃 Pre-Animated – Comes with 17+ built-in animations, saving time and effort.

🎮 Optimized for 2D Games – Suitable for platformers, RPGs, adventure games, and more.

What are the contents of the game assets?

Each Easy Chara : 2D Character Pack includes a complete set of animated characters with all necessary assets to integrate them into your game.

What's Inside?
- Character Sprites – Unique characters with variations in outfits and accessories.
- 17+ Pre-Made Animations, including: Idle, Walk, Run, Jump, Fall, Attack (Melee & Ranged), Roll, Climb, and more.
- Unity-Ready Files – Well-organized folders for easy importing.
- Animator Controller & Animation Clips – Pre-configured for smooth movement transitions.

File Format & Compatibility:
- Format: PNG spritesheets + Unity animation files (.anim, .controller).
- Works With: Unity (compatible with versions starting from 2021.3+).

How can we use it?

Using the **Easy Chara : 2D Character Pack** in your Unity project is **quick and simple**.

Step 1: Importing the Character Pack
1. **Download & Extract** the asset pack.
2. **Drag & Drop** the character folder into your **Unity Assets**.
3. The character is now ready to be placed in the scene.

Step 2: Using Animations
- Each character comes with a **pre-configured Animator Controller**.
- Attach the **Animator Component** to your character GameObject.
- Control animations via **C# script or Unity's Animator window**.

Step 3: Customization Options
- **Modify Animation Speed** – Adjust playback speed in Unity's Animator.
- **Change Character Colors/Accessories** – Edit the sprite layers in an image editing software.
- **Combine With Other Packs** – Mix and match characters for a more diverse game world.

For more detail, tutorial, live session or requesting assets you can visiting
our social media and join our community on

discord channel: https://discord.gg/pCuSJBx8Qg
instagram account : https://www.instagram.com/hisagames/

or you can contact me via email on **experthisa.chan@gmail.com**