

2D Destructible Objects

READ ME

Thank you for supporting this asset!

We have developed this to help you to create your own 2D games.

This asset-pack contains C# Scripted Prefab builder with our sprites or you can create your own!

Make your game objects destructible.

If you have any questions, issues or feedback, please e-mail us at:

rafmanix.studios@gmail.com

RAFMANIX Team

Version: 1.4 Free

License:

The license terms are subject to Asset Store “Terms of Service” and “EULA” you can find these on the unity website.

Short important overview:

- You can use this asset pack and modify as you desire for your different projects and/or learning processes.
- If you are using our assets, a citation is required to give credit to the creator of the asset, either as a link to the used product or name of the creator.
- It is **prohibited** to resell the asset, graphics or any content associated to the asset to third party or any other stores!

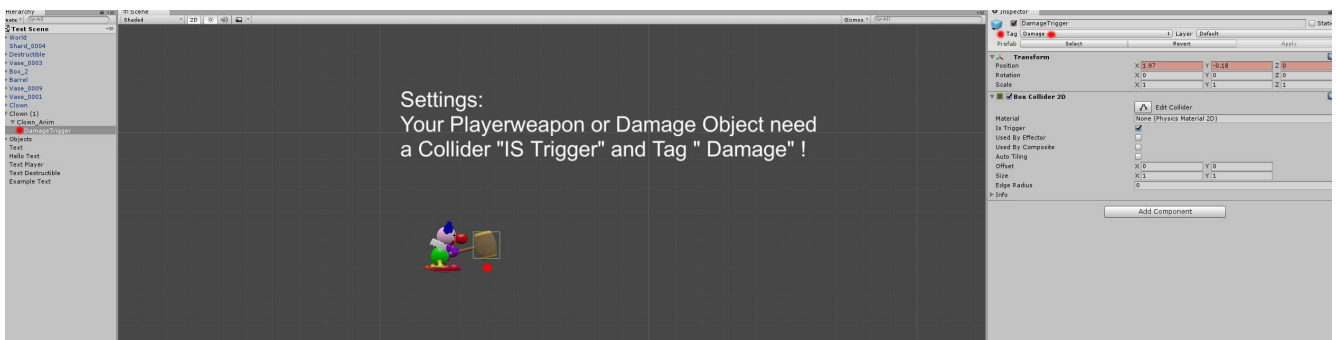
IMPORTANT:

If you want to make modifications to our textures or sprites, atlas, etc... please make a copy and change them as you desire.

Reason: If we upload or make updates to new versions, your work and modifications should not be overwritten.

Thank you!

Settings:



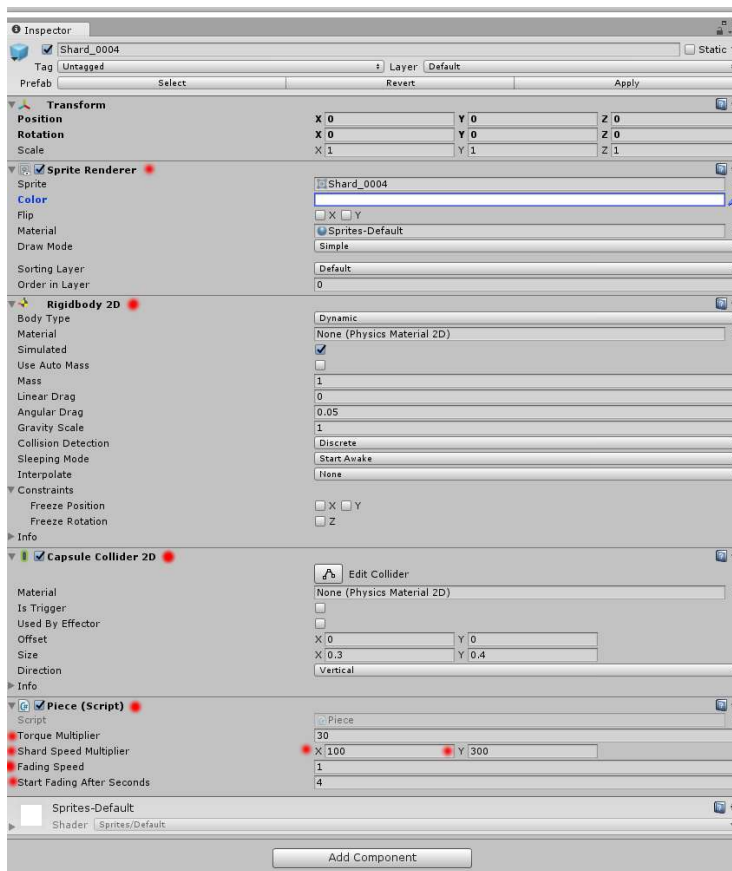
For your player weapon or damage object! (Hammer, Bullet, Fireball, etc...)

Make sure your settings are:

- Tag = „Damage“
- Collider = „Is Trigger“

Spawn Object Settings:

Make sure you have it at your spawn Prefab:



We have use all settings on Unity Default!

- Layer: use as you desire in your Project
(No Collisions)

- Sprite Renderer

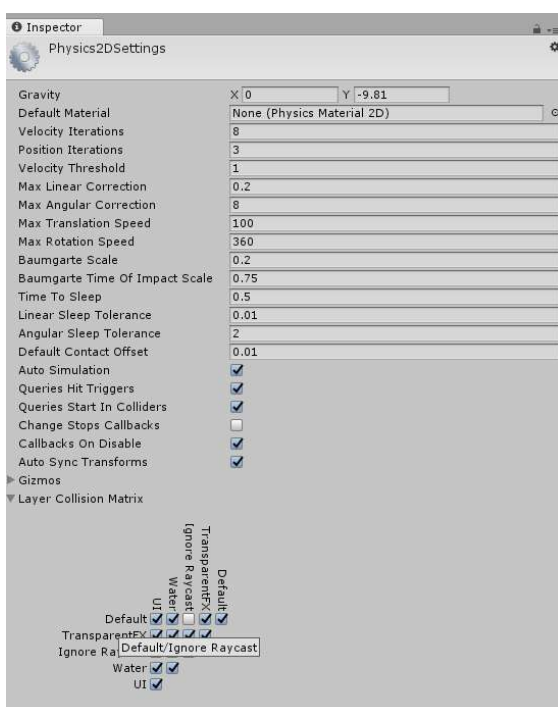
- Rigid body 2D

- Collider 2D

- C# Script „Piece“

You can change the variables as you desire!

Player Collision:



We have use all settings on Unity Default!

If it is not and you do not want that your Player collide with the
Spawn Objects than set:

„ Edit “ - „ Project Settings “ - Physics 2D

- and disable the 2 layers that should not collide with each other!

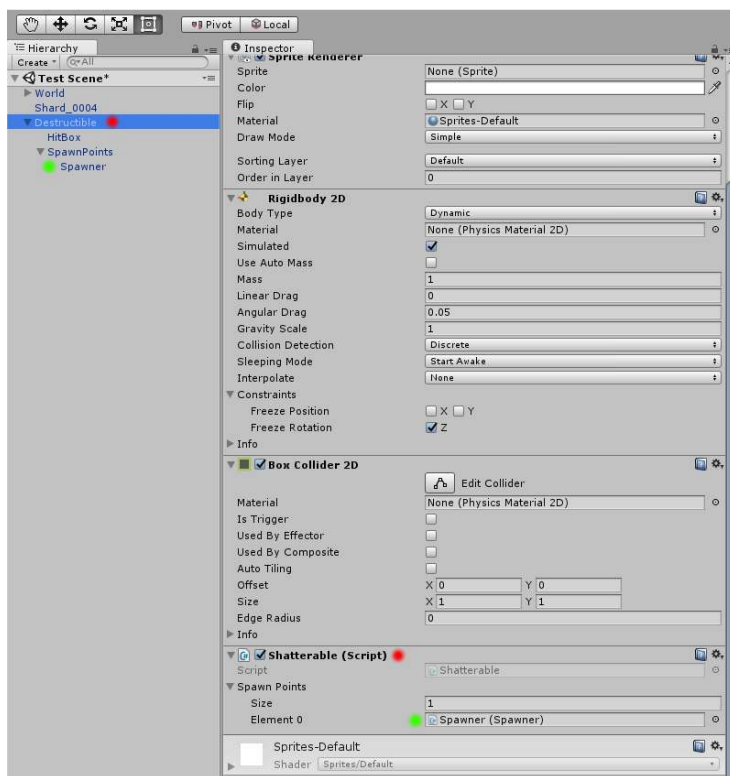
Piece C#

Torque Multiplier:	„ How fast your spawn object rotates“
Shard Speed Multiplier:	„ How strong is the force at spawn time on X and Y“
Fading Speed:	„ How fast your object fades into alpha“
Start Fading After Seconds:	„ When start to despawn and destroy your Object“

Prefap Settings:

„Destructible“

Folder: *C# Scripts/Prefabs*



C# Script Shatterable

Size: Chose how many Spawnpionts

Elements: Empty „Spawner“ !!!

Emty Spawn Points:

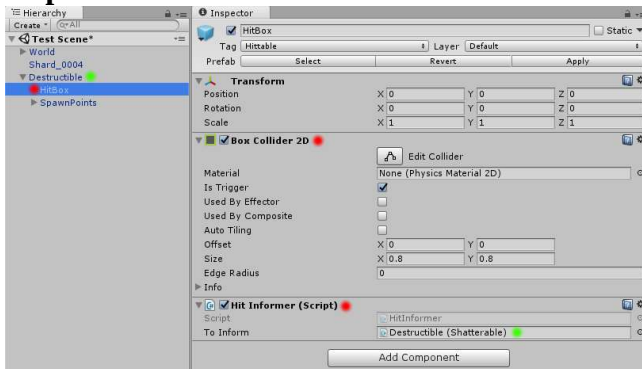
Position them where they should spawn!

Name them as you wish but don't forget them to drag and drop them later into „ Shatterable (script)“

Element 0, 1 , 2 , 3 ,... !!!

HitBox

Important:



This Trigger receives the damage trigger event and informs the Shatterable parent object.

Other Prefabs:

The prefabs, in the package, are only **examples** what you can make with this sprites.

You can use them, if you like or build your own prefab

