

## **(23CSIS01I) System Analysis and Design**

### *Resourcess and Sprites for 2D Games*

GameArt2D.com

<https://www.gameart2d.com/freebies.html>

Kenney

<https://www.kenney.nl/>

SpriteSheet Generator

<https://rb.gy/p07h7>

CraftPix

<https://craftpix.net/freebies/>

UnluckyStudio

<http://unluckystudio.com/category/freegameart/>

Lost Crypt

<https://assetstore.unity.com/packages/essentials/tutorial-projects/lost-crypt-2d-sample-project-158673>

PNGEgg

<https://www.pngegg.com/>

Sprite Database

<https://spritedatabase.net/>

Wild Refuge

<http://untamed.wild-refuge.net/rpgxp.php>

Open Game Art

<https://opengameart.org/>

Game Developer Studio

<https://www.gamedeveloperstudio.com/index.php?searchterm=&resultsperpage=42&orderby=priceup>

## Unity Asset Collection

<https://unityassetcollection.com/category/2d/page/1/>

## Game UI Database – Great for UI Inspiration

<https://gameuidatabase.com/index.php>

## Itch.io Free User Interface (UI) Art Assets

<https://itch.io/game-assets/free/tag-hud>