Fantasy Monsters

By Hippo Games

TABLE OF CONTENTS

1 ONLINE HELP

Join our Discord channel.

2 ABOUT

Fantasy Monsters is our new asset with animated monsters. Use it with Hero Editor to create your amazing game! It contains monster sprites and simple animations.

3 DO YOU LIKE IT?

If so, please support us on Unity Asset Store. You can rate ★★★★★ our asset and leave your feedback!

4 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

5   HIRE ARTIST

Need exclusive art work? Our artist is ready for hire! Please email to hippogamesunity@gmail.com!

6   FEATURES

- Each monster has its' own sprite atlas
- Average resolution is 1024x1024 px
- All monsters are animated with Unity animation system
- Each monster has Idle, Ready, Walk, Run, Attack and Death animations
- Useful scripts included (Monster.cs, LayerManager.cs, AnchorManager.cs)
- Quick support
- Asset manual and script reference included

7   TECH SPECS

- Unity 2019
- Clean C# source code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

8   SETUP & TEST GUIDE

1. Download and install unity package
2. Make sure you have Assets/FantasyMonsters folder added to your project
3. Open FantasyMonsters /Demo scene
4. Run the scene

9   EDITOR USAGE

- Use buttons to play Animation

10   HOW TO PLAY ANIMATIONS

Use Monster.cs script attached to all monsters. Call SetState, Attack, Spring or Die methods.

11   HOW TO EDIT AND CREATE ANIMATION

We made all our animations with built-in Unity animation system. Therefore, you can edit them and create your own.

- You can find all animations in Animation folder
- Controller.controller contains all animation data
- Use Animation window to edit and create animations
- Use Animator window to edit transitions

12 LAYERS AND LAYER MANAGER

Use SortingGroup to manage monster overlapping. It is attached to all monsters.

There is LayerManager attached to all Characters. It contains ordered character sprite list and handles sprite overlapping. All sprites have Sorting Layer as multiples of ten: 0, 10, 20, 30 and so on. That way we will be able to insert new layers in future.

13 SCRIPT REFERENCE

Please refer to ScriptReference.chm if you have any questions about code samples.