

## Description:

The goal of these assets is to provide a small set of basic assets for you to have for free so you can focus on coding in mechanics. Mostly meant for learners who don't want to learn how to make assets just yet and just want to code the game. I am working on many more assets and might add more in future updated however most are going to be in a paid pack though I don't plan to charge much.

## Full list of assets in this pack:

### Walls:

- Standard
- Large
- Small Bars
- Window
- Doorway
- Gold Door

### Floors:

- Standard
- Lava

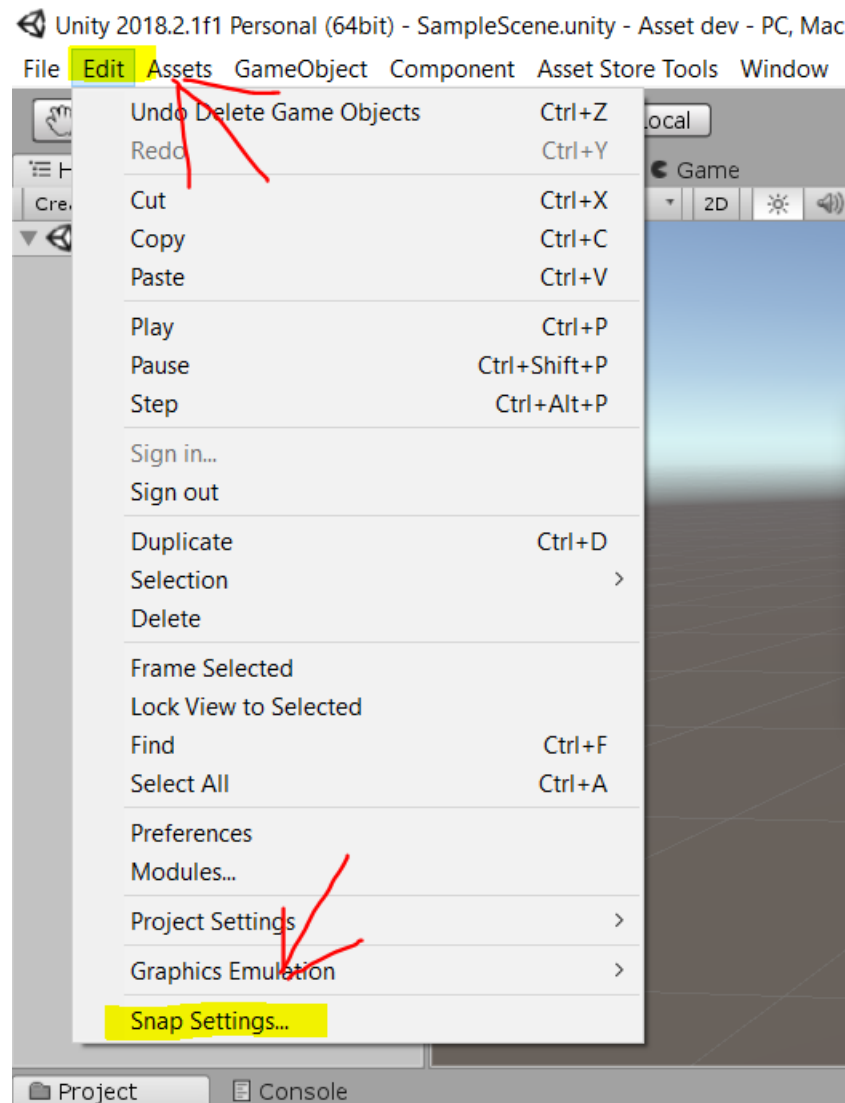
### Items:

- Box
- Barrel
- Heart
- Gold Bar
- Gold Key
- Potion

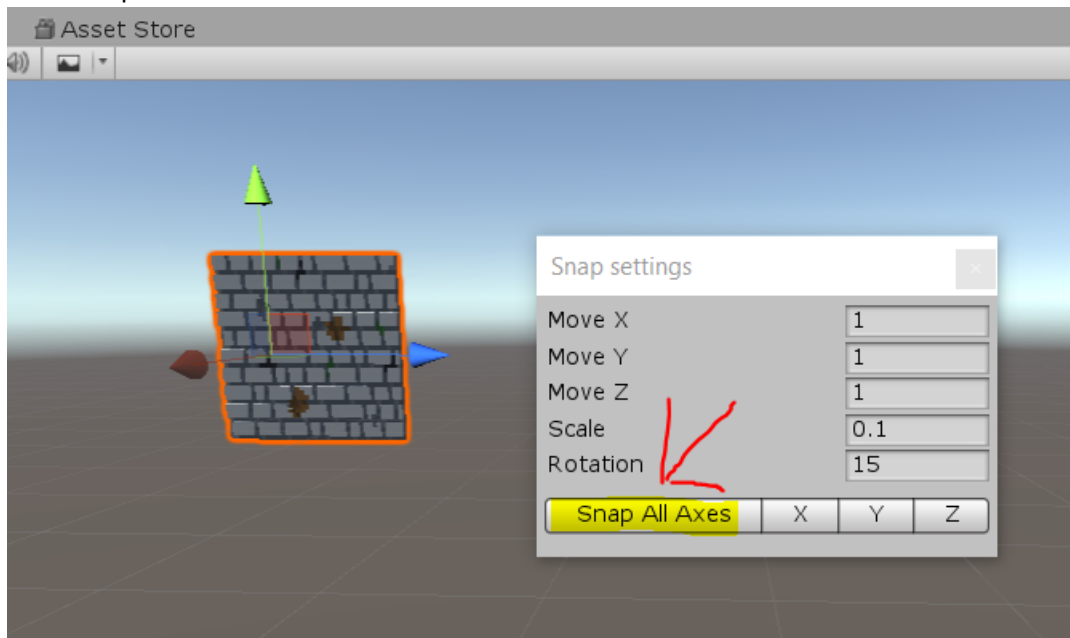
How to use:

To use these assets all you need to do is drag and drop the files found Immediately inside the Walls, Floors, and Items folder in to your scene. These assets all have hitboxes added so they should be ready to work!

To make sure walls/floors snap together properly in unity go to Edit - Snap Settings

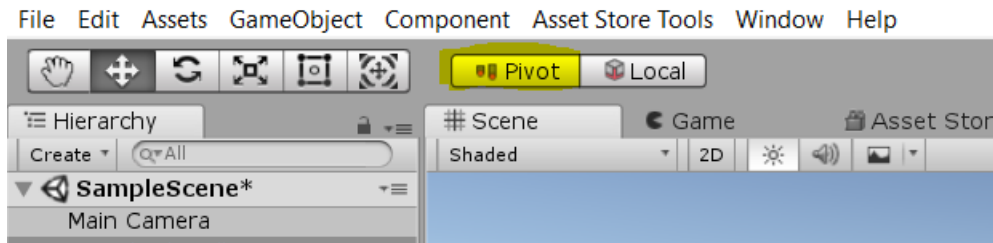


click "Snap All Axes"



when an asset is selected. Make sure to hold down ctrl while moving the asset so it remains snapped to the grid.

Ensure your set to pivot mode when rotating objects or re- snap them after rotation.



The barrel, box, and potion assets have been given Rigidbody physics you are welcome to remove this but personally I find it fun.

The heart, gold, and key have been left as objects with simple hitboxes. These are for you to code in whatever function you want! You can make the hearts give health or set them to be heart pieces and make the potion give health. It's up to you!

The lava hit box is set lower than the asset itself so that you sink down in to it. It's up to you to make it deal damage.

Contact me at [Shan3isk1ng@gmail.com](mailto:Shan3isk1ng@gmail.com) with any further questions.