Space Shooter Art Pack 01 / Introduction

What is this?

The Space Shooter Art Pack 01 is a collection of assets that can be used to create a 2D space shooter in Unity.

We provide a set of graphical assets that can assist you in creating a game.

In addition we provide a framework to bring your scene to life.

The framework is a collection of smaller frameworks or modules each with a specific goal.

The Ignition framework for example, is a combination of low level classes to 'handle stuff' while the Pyro framework focusses mainly on space shooter or platform oriented gaming.

The documentation of the frameworks is constantly evolving and at some point they will be released as a separate product.

Now continue with Getting Started