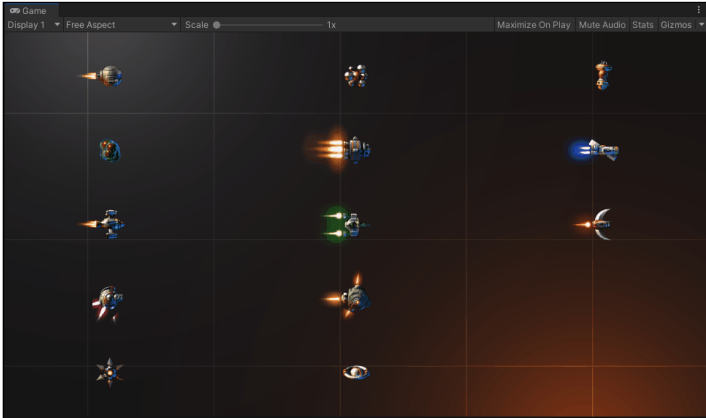# Space Shooter Art Pack 01 / Getting Started

The frameworks can be found at **Assets/Playniax/Framework**

The Space Shooter Art Pack 02 can be found at **Assets/Playniax/Space Shooter Art Pack 01**

Prefabs

The Space Shooter Art Pack 01 comes with a set of prefabs.

Prefabs can be found at **Assets/Playniax/Space Shooter Art Pack 01/Prefabs**

They are categorized in backgrounds, enemies, bosses, players, etc and they have the necessary scripts attached.

IMPORTANT! In order for the prefabs to interact with eachother you must add the **Engine** prefab to your scene.

The engine prefab can be found at
Assets/Playniax/Framework/Prototyping/Prefabs/Engine/Pyro

The engine handles the collisions, sounds and visual effects.

SHMUP Builder

We recently added a new tool called [SHMUP Builder](#).

SHMUP Builder can help you to create your own space shooter.

This tool is fairly easy to use and powerful enough for more experienced users.

Thanks to the included assets you can start right away to have fun!