Assignment 15.2: Asset Store

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Asset #1: **Simple Free Pixel art styled UI pack**

[**https://assetstore.unity.com/packages/2d/gui/icons/simple-free-pixel-art-styled-ui-pack-165012**](https://assetstore.unity.com/packages/2d/gui/icons/simple-free-pixel-art-styled-ui-pack-165012)

The first asset that I chose is a pixel art UI pack that includes a bunch of icons, menus, buttons, and sliders that might be needed in a game. The pixel art in this pack is clean and crisp while still giving that classic stylized look, just slightly updated for modern HD screens. I chose this asset because not only do I like the visual style, but the simplistic nature of the asset pack lends me to believe that if I want to make my customizations and edits, it won't be too difficult to do so. By using this asset, I would cut down on the time spent on creating my own custom graphics, freeing up more time to focus on designing the gameplay and programming. This asset is free under the standard Unity asset store agreement, so it's very easy to justify the cost or replace it down the line if I decide to go with some other options. Ultimately, this pack has a lot of very good general applications and can be used over many projects, not just specifically my prototype.

Asset #2: **2D Pixel-art Town Environment kit FREE**

[**https://assetstore.unity.com/packages/2d/environments/2d-pixel-art-town-environment-kit-free-319230**](https://assetstore.unity.com/packages/2d/environments/2d-pixel-art-town-environment-kit-free-319230)

The second asset I chose is an environment pack for a modern city environment. This pack would be useful to me and my prototype because I want my game to be set in a modern city environment. By using this asset, I would cut down on the time spent on creating my own custom graphics, freeing up more time to focus on designing the gameplay and programming. This asset is free under the standard Unity asset store agreement, so it's very easy to justify the cost or replace it down the line if I decide to go with some other options.

Asset #3: **2D Pixel Item Asset Pack**

[**https://assetstore.unity.com/packages/2d/gui/icons/2d-pixel-item-asset-pack-99645**](https://assetstore.unity.com/packages/2d/gui/icons/2d-pixel-item-asset-pack-99645)

The third asset I chose is a set of pixel items. I primarily chose this asset because two of the items include a coin and a treasure chest. These two items would be very useful in my prototype, as money and treasure are a big component of the game. The pixel art style of this asset helps complement the similar pixel art styles of the first two assets that I found. By using this asset, I would cut down on the time spent on creating my own custom graphics, freeing up more time to focus on designing the gameplay and programming. This asset is free under the standard Unity asset store agreement, so it's very easy to justify the cost or replace it down the line if I decide to go with some other options. Even though I only chose this asset for parts of it, by having the whole thing installed, I may find uses that I was not originally expecting for other parts of the asset.

Asset #4: **Coin & Diamond & Gem Currency Icons**

[**https://assetstore.unity.com/packages/2d/gui/icons/coin-diamond-gem-currency-icons-296963**](https://assetstore.unity.com/packages/2d/gui/icons/coin-diamond-gem-currency-icons-296963)

The fourth asset that I chose is some coin, diamond, and gem icons. While these assets are not pixel art, they matched the style that I was imagining in my head when I was coming up with the prototype. This asset is free under the standard Unity asset store agreement, so it's very easy to justify the cost or replace it down the line if I decide to go with some other options. By using this asset, I would cut down on the time spent on creating my own custom graphics, freeing up more time to focus on designing the gameplay and programming. This asset does contradict the pixel art style that I have chosen for the other assets, but I think it is still very useful for my prototype.