CONTENTS OF THIS FILE

Introduction

This pack contains hand-painted dungeon themed tiles, decorations, and game elements. There are two types of isometric wall and floor tiles, you can see the difference in the screenshots. Everything is cut and ready for use.

Simplified PSD source/Sprite Sheets/Tile Palette/Animations/Prefabs included.

Pack contains:

• 1000+ hand painted sprites

• normal maps for each sprite (version 1.1)

• 2 types of walls in two color options

• 2 types of floor tiles in two color options

• animated decorations and traps (version 1.1)

• animated water tiles(type 1) and traps (version 1.1)

• sprite sheets/PSD files/PNG files

General tips:

● We provide both options for developers with separated sprites and sprite sheets, you can use both in prototyping, but for production we recommend to use separated sprites and create your own sprite sheets or atlases according to your project needs, this will

save you some memory (excluding sprites that you don't need) and provide some versatility with texture import settings.
- Since this asset pack includes PSD files, you can modify all game elements according to your needs.
- If you are using Unity engine in your game we recommend to use Rule tiles from 2D extras, this will save you a lot of time in level prototyping.

Versions

1.0 First release

1.1 Changelog:
- Added prefabs for all elements
- Added normal maps for all sprites/sprite sheets
- Added animated water tiles (type 1 in two colors)
- Added animated traps and lighting elements
- Fixed some gaps for walls option 2 (sprites/sprite sheet/PSD)

Please note/to add normal maps to this pack we had to rework completely all sprite sheets and some sprites. So if you are using it in the existing project you might lose some references.

1.2 Changelog:

Please note we partly replaced some tile sprites to fix gaps and other visual bugs. So if you are using it in the existing project you might lose some references. Also, we replaced some of the spritesheets, so if you are using them instead of separated sprites you might lose some references.

- Added new elements:
    - Gold piles
    - Sarcophagus and coffins
    - Press platforms
    - Floating bridge
    - Altars
    - Book shelves
    - Broken boxes and barrels
    - Open water tiles
    - Alchemy table with props
- Added missing tiles (Broken walls, water canals)
- Rule tile support (Unity Only) this option require Unity 2D extras to work correctly

- Fixed wall tiles **(custom pivot added to each wall to make it possible to use them in Tile Palette. Unity Only).**
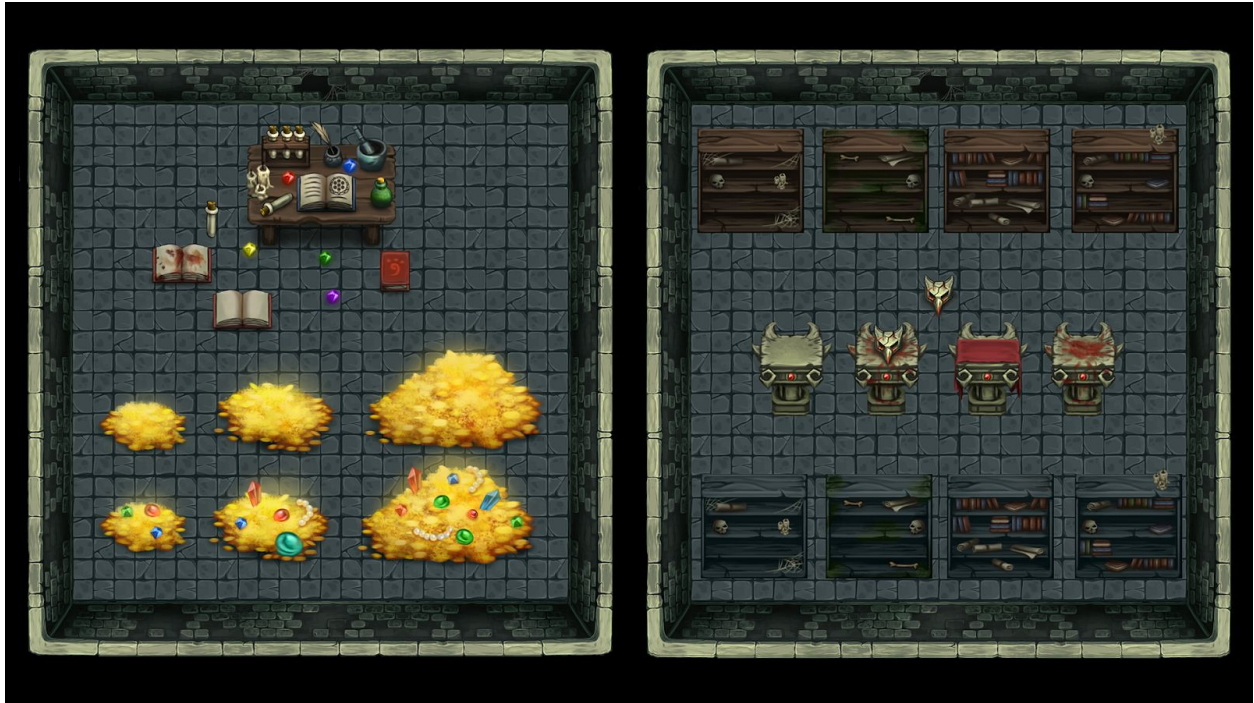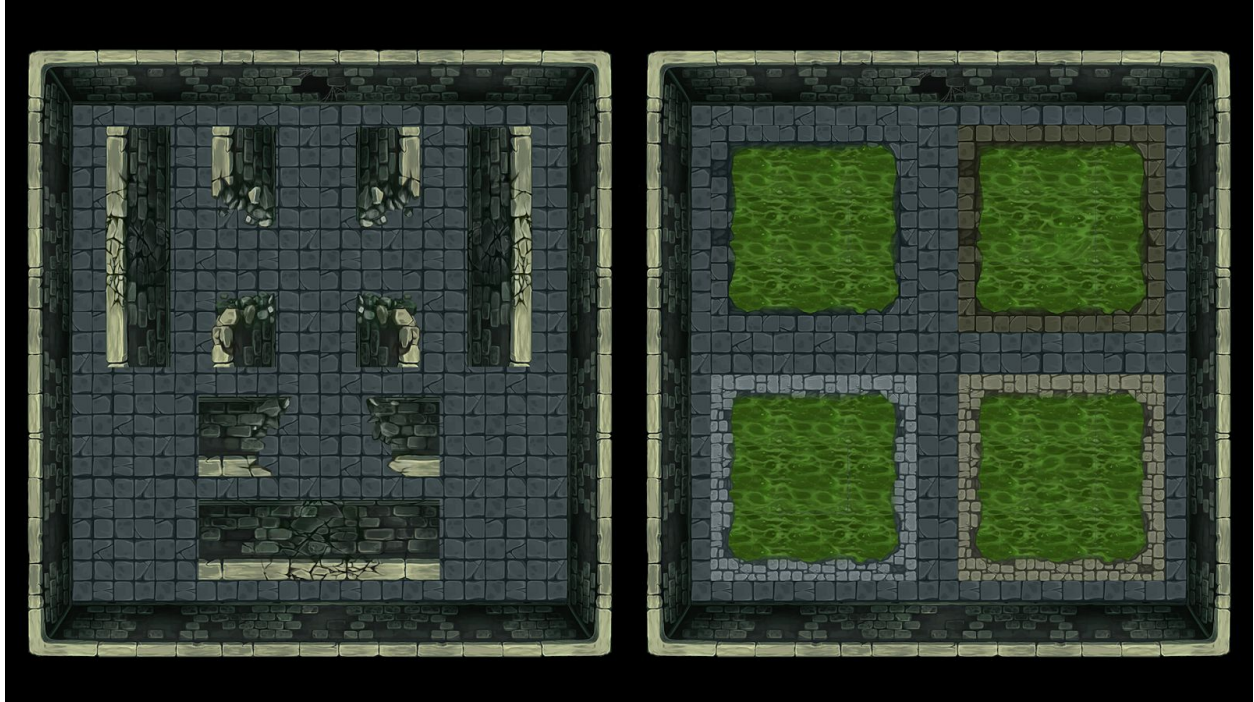

New elements (gold piles, alchemy table with props, bookshelves, altars)

New elements (press platforms, sarcophagus, broken barrels and boxes)

New elements (broken walls, full water)

1.22 Changelog

In this version we added the first iteration of reworked walls, now they fit other 256x256 tiles, please note currently only type-1 color-1 walls are available as a reworked option we will add other walls in the next update.
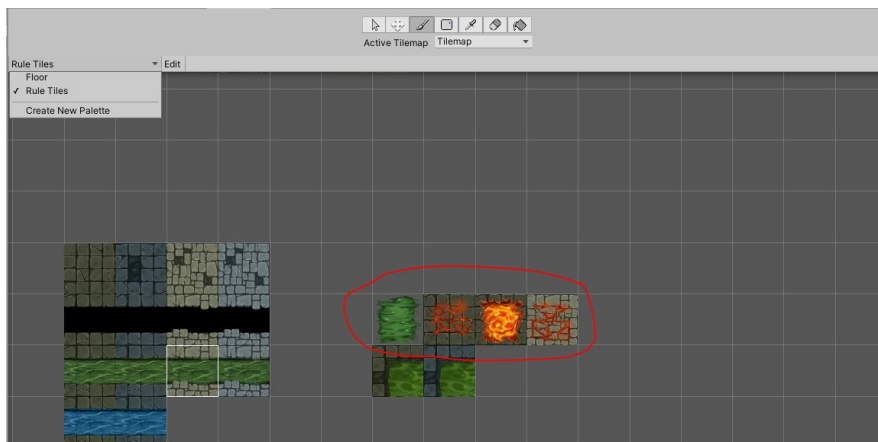
Animated Objects

List of Animated Objects:

- Candelabrum 1
- Candelabrum 2
- Candle 1
- Candle 2
- Acid trap
- Firetrap 1
- Firetrap 2
- Firetrap 3
- All Water tiles (Type 1 both colors) f**or version 1.2 this is an obsolete option, we are working on the solution.**
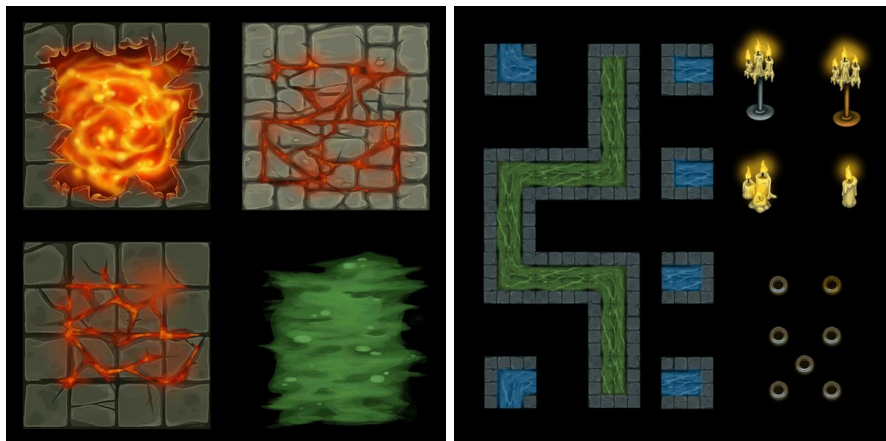
In version 1.2 we added animated traps to Unity Tile palette

Please note all prefabs of the animated elements have 0 order in sorting layer so keep this in mind.

Normal maps

About normal mapping, you can read on [Wiki](#) or [Unity documentation](#). In short, for 2D projects, this will give you much more flexibility in lighting for your game. Please note we used outer software to generate normal maps (Adobe Photoshop and Crazy Bump). Currently Unity provides automatic options to generate normal maps.
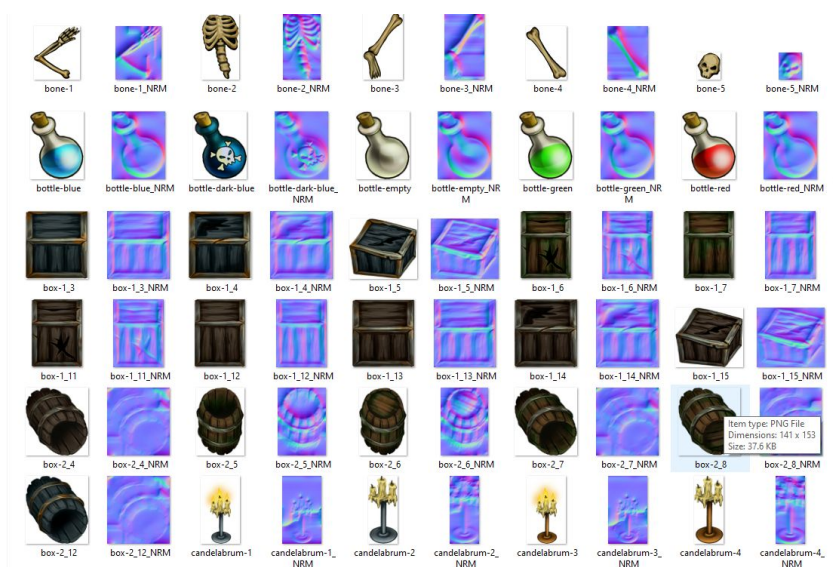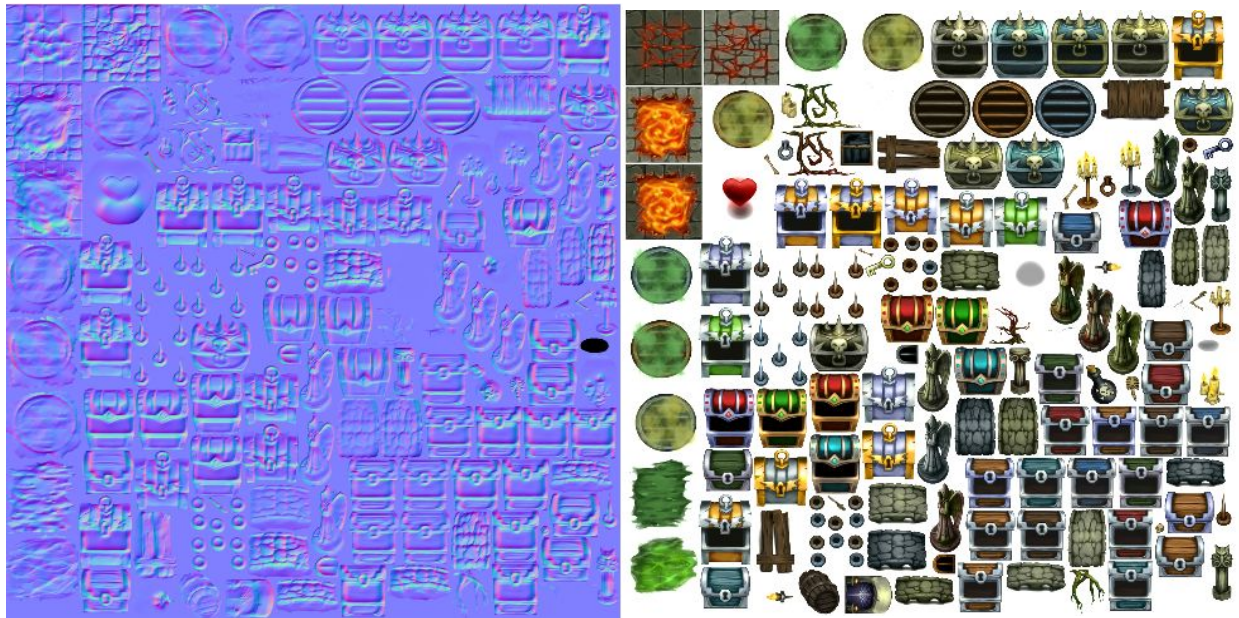

General Project Settings

This project (Version 1.2) was uploaded using Unity 2019.3.13 - 2D Preset. But in case you are using a different version of Unity there should not be any problems. Some limitations might take place if you are using lover than Unity 2018, mostly this will affect tile palettes since they were added in that version. But sprites and animations can be used in any version of Unity Editor.

If you plan to use it with URP (Universal Render Pipeline) you can check Brackeys (video1, video2), or use official Unity documentation. This will help you to set everything correctly and jump into the creation process.

Prefabs

There are prefabs for all sprites in this pack. However please note that prefabs were made from static sprites without normal maps, this means if you need an object with a normal map you will need to create a new prefab for that.
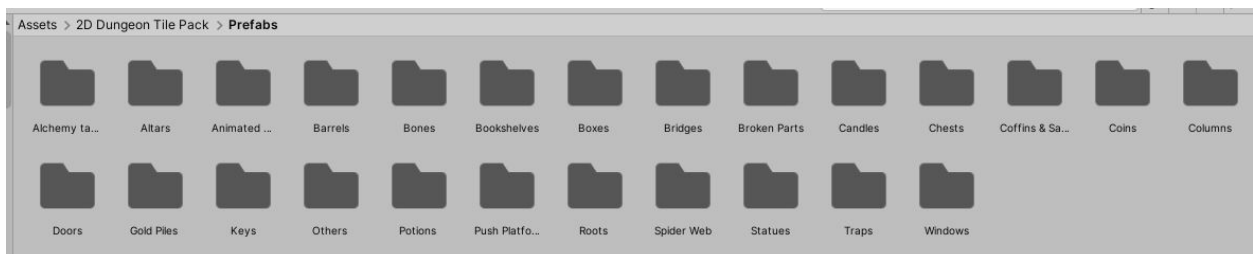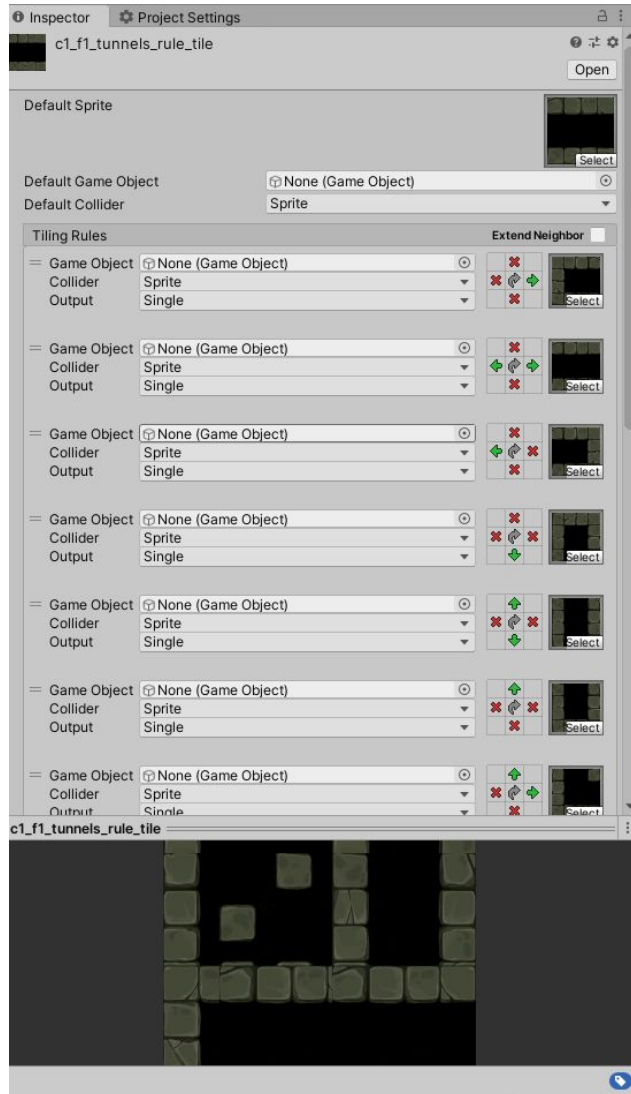

Prefabs location

Rule Tiles and 2D extras

To fully use the potential of these assets we added, some features from Unity 2D Extras official github. One of the most useful things is Rule tiles, that allow to create generic tiles with some additional rules. Below you can see an example of rule tile for empty tunnels.

Rule tile example

More about rule tiles you can read in the documentation and tutorial, or watch some youtube videos that explain this concept. Basically it will make your life much easier when you will work on terrain, pipes, canals etc. Also, rule tiles support animated tiles.

We created rule tiles and tile palette for most of the elements that suits this concept they are located here:

Rule tiles location

The only tiles that we avoided getting added as rule tiles are animated water tiles, since we plan to replace them with other solution, because animated tiles are very unefficient.

Troubleshooting

We are happy to hear back from you, our main goal is to provide you with a powerful tool that will help you to bring your imagination into life and of course have fun in the process.
If you have any problems or suggestions please feel free to contact our team info@moon-t.com

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https://assetstore.unity.com/publishers/19428

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B) You are stealing other people's hard work.