* When creating photoshop documents for sprites make sure the resolution is divisible into 100x100 pixel segments, for relative scaling that is a 1x1 plane in unity!
* To see how objects scale against each other create planes in unity and scale them using their transform to make them the appropriate size (i.e. 22x10 = 2200 x 1000 pixels)
* To see completed sprites in the game download the current version of the game posted on drive and import them as textures, and apply them to planes.

Photoshop resolutions

Ground 1600x1400

Players 180x300

Pickup 150x150

Foreground bg 2200x700

Spear 300x50

Back background (skybox) 4400x1400

SWATCHES>PANTONE+ solid uncoated

Use brush posted in drive