1 for each player (character +animations, long range attack, winning particle)

Collectable ( orbs, chest, animations)

Environment decoration (platform)

UI (may need multiple, main UI, splash screen, etc.)

Notes:

An atlas MUST be a square.

And a power of 2. (256x256, 512x512, **1024x1024(ideal)**, 2048x2048)

Bounding box around each image cannot overlap.