



Pixel Heroes: Character Editor

By Hippo Games

TABLE OF CONTENTS

1	About.....	2
2	Documentation and online help	2
3	Do you like it?	2
4	Tech specs	2
5	How to use	2
6	Script reference.....	2
7	Contacts us.....	3
8	Hire artist	3

1 ABOUT

Our asset can create sprite sheets with pixel characters and save them to PNG for further use! It also can create characters at runtime!

2 DOCUMENTATION AND ONLINE HELP

Please visit [Wiki](#) or join our [Discord](#) channel.

3 DO YOU LIKE IT?

If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!

4 TECH SPECS

- Unity 2022+
- Clean C# source code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

5 HOW TO USE

1. Download and install the package
2. Launch [CharacterEditor](#) scene
3. Change character parts
4. [Save](#) characters as PNG spritesheets

6 SCRIPT REFERENCE

[CharacterEditor](#) is the main script responsible for creating and saving characters.

[Character](#) is the main character script.

[CharacterBuilder](#) is used to build characters at runtime.

[CharacterControls](#) is an example script that demonstrates character movements and other actions.

7 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

8 HIRE ARTIST

Need exclusive art work? Our artist is [ready for hire](#)! Please email to hippogamesunity@gmail.com!