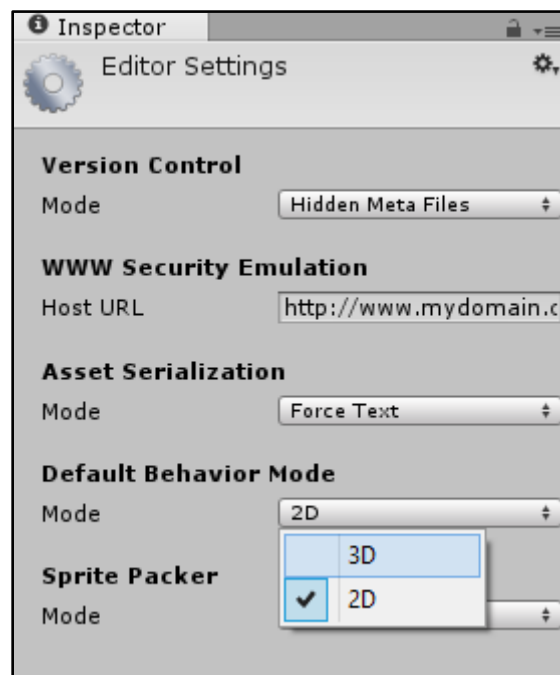
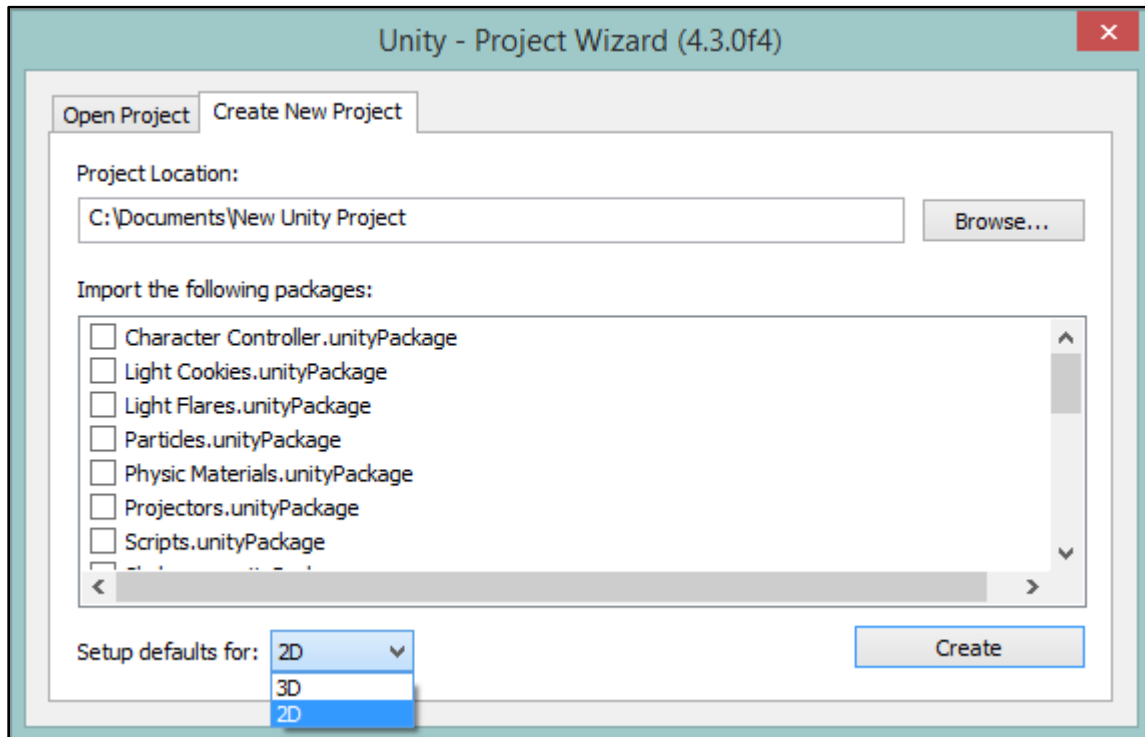
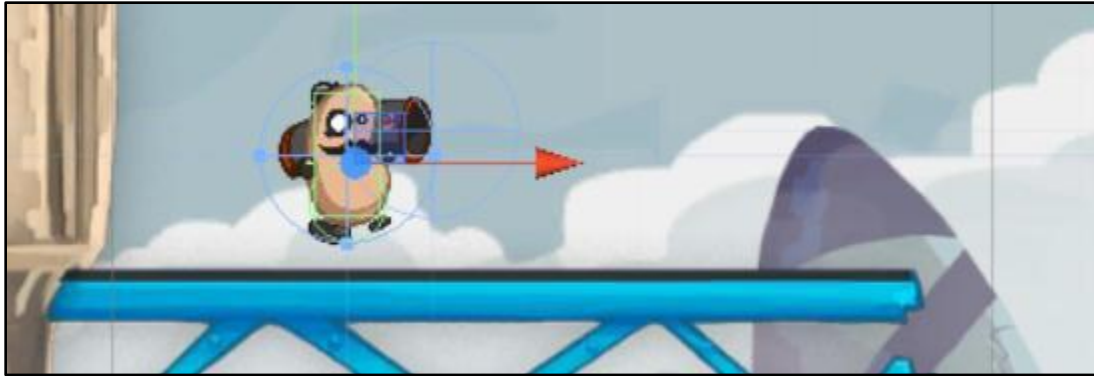


Chapter 1





Inspector

env_Shard Static

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Sprite Renderer

Sprite env_3_Shard

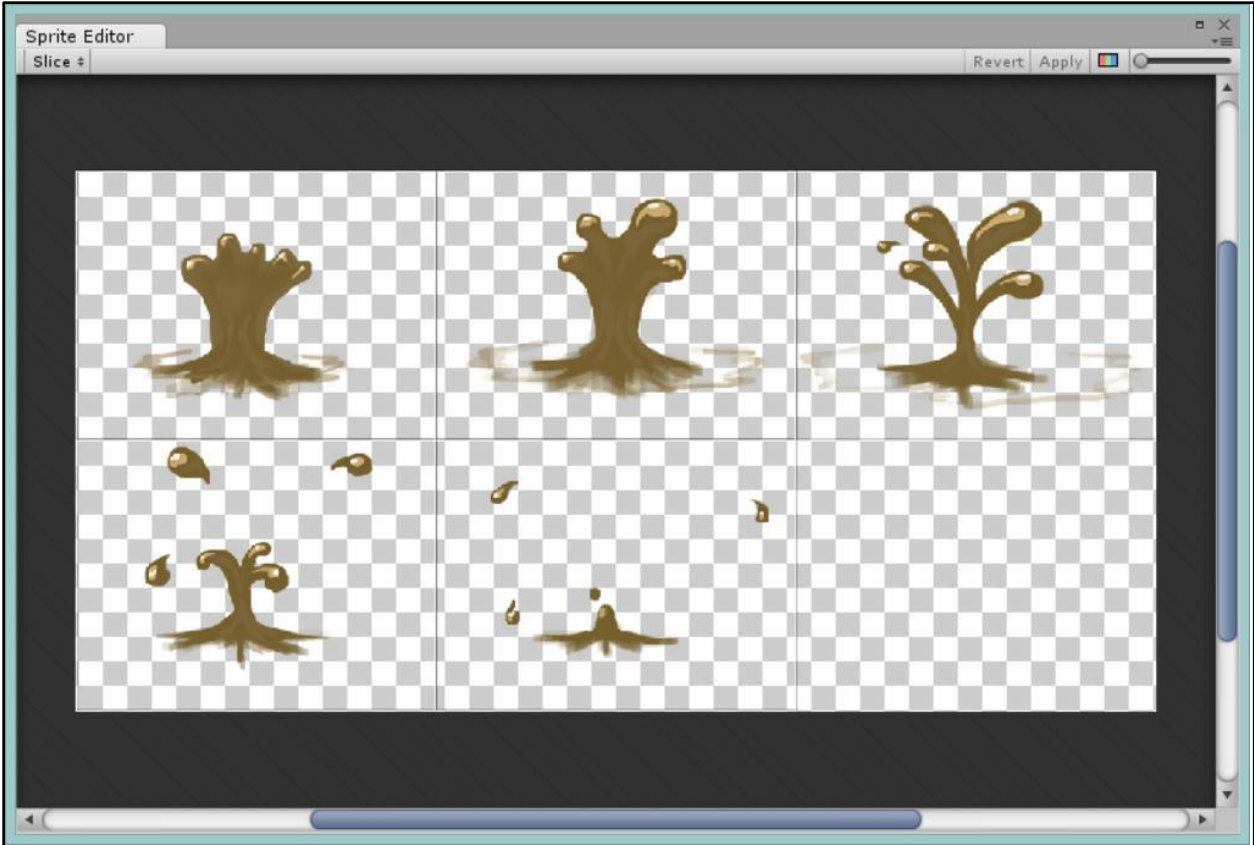
Color

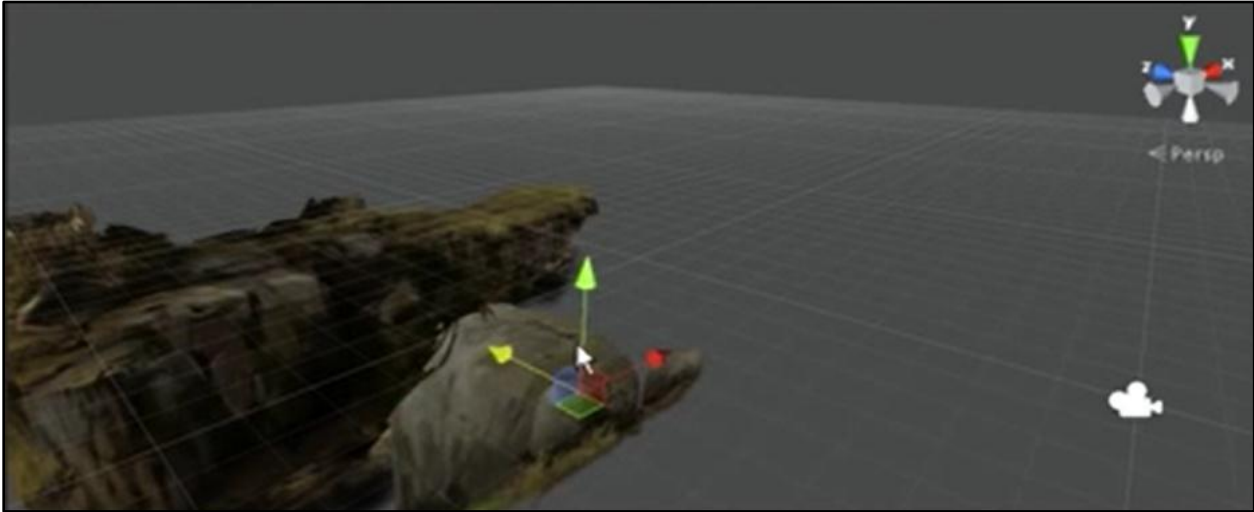
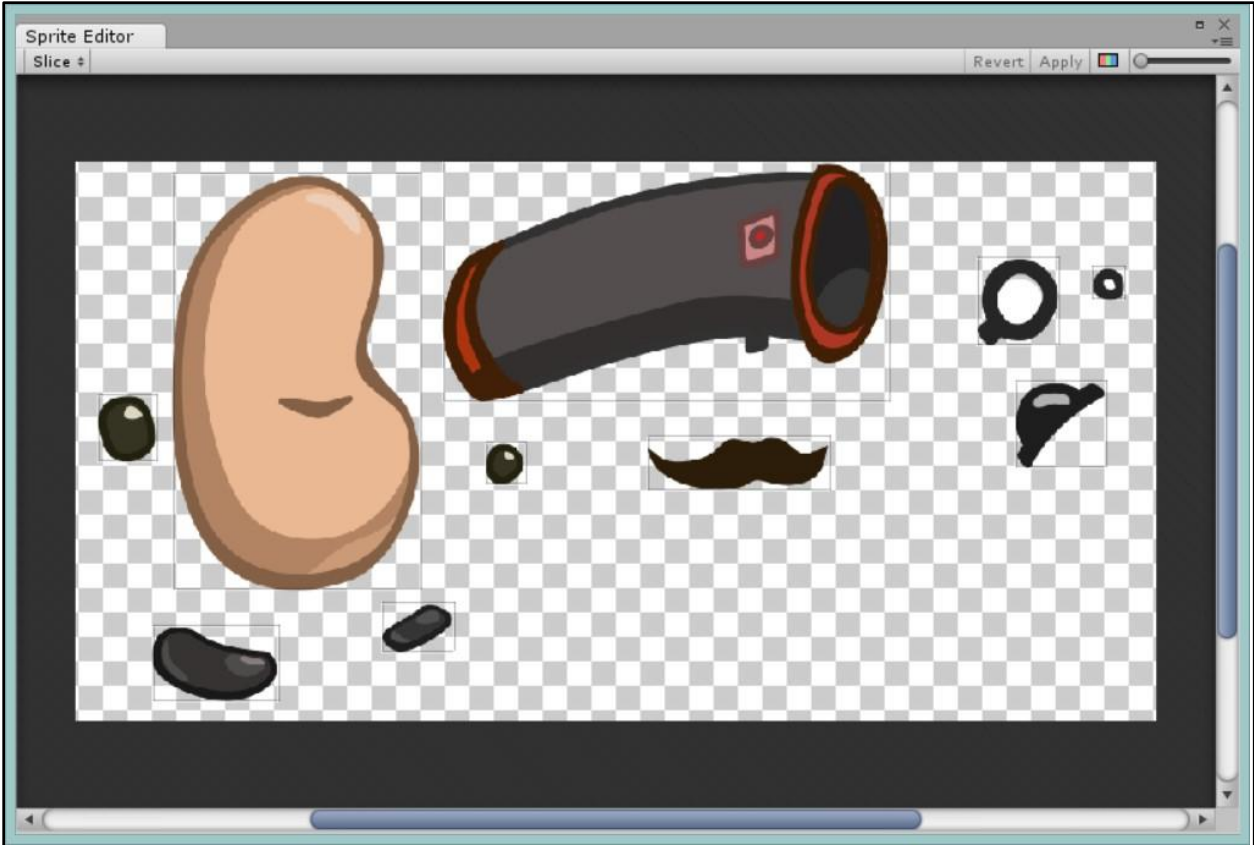
Material Sprites-Default

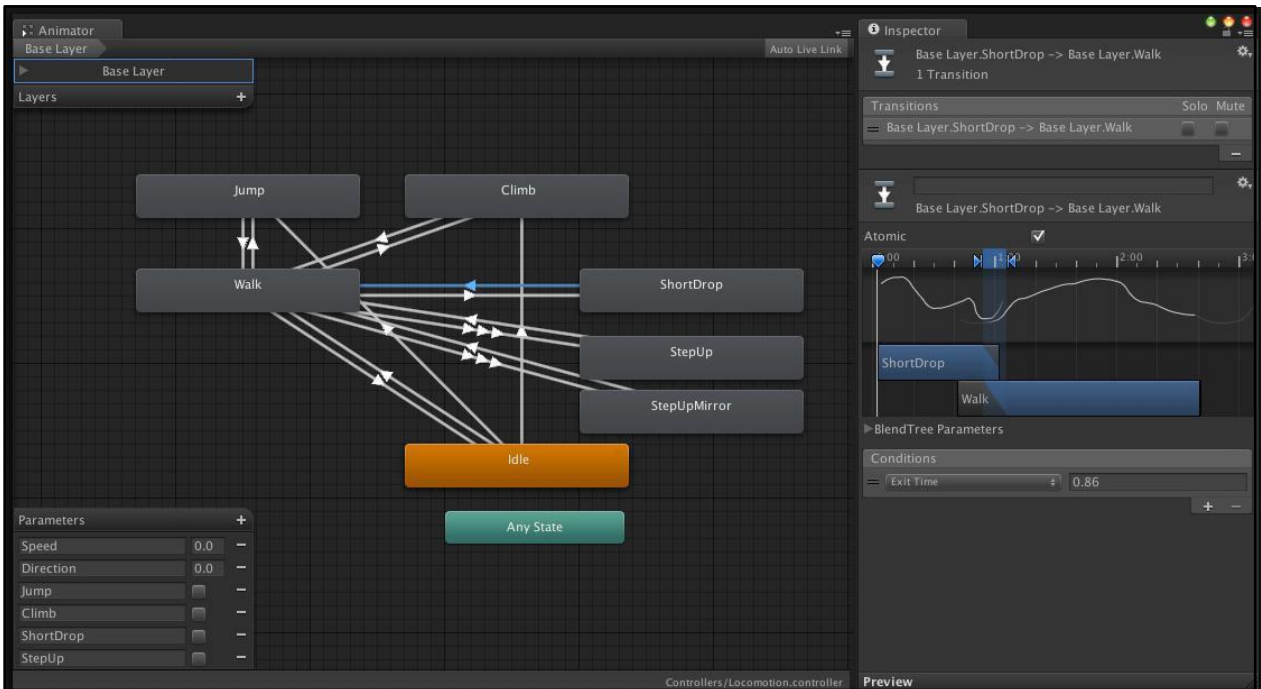
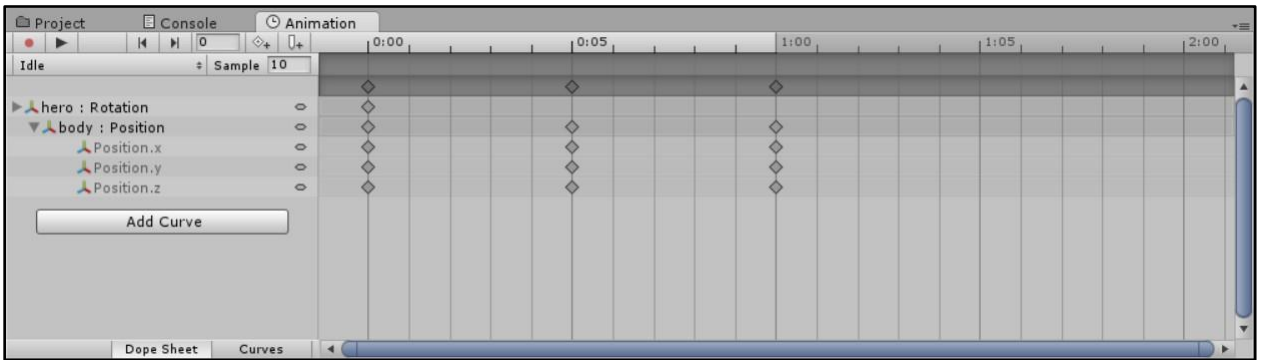
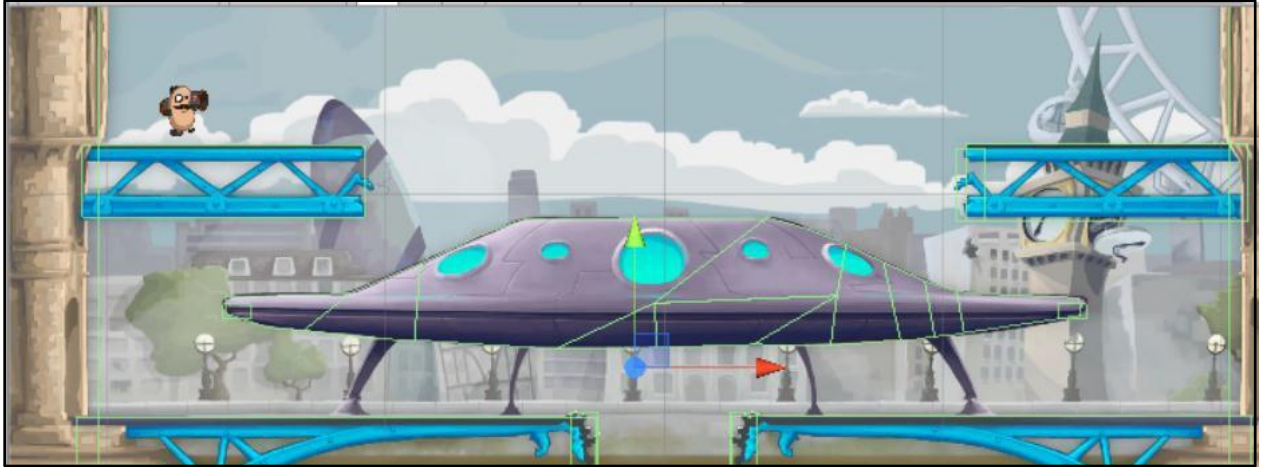
Sorting Layer Background

Order in Layer 3











Windows
Phone



Windows
Store

Nav Mesh Agent

Radius	0.5	
Speed	3.5	
Acceleration	8	
Angular Speed	120	
Stopping Distance	0	
Auto Traverse Off Mesh Link	<input checked="" type="checkbox"/>	
Auto Braking	<input checked="" type="checkbox"/>	
Auto Repath	<input checked="" type="checkbox"/>	
Height	2	
Base Offset	0	
Obstacle Avoidance Type	High Quality	↑ ↓
Avoidance Priority	50	
NavMesh Walkable	Everything	↑ ↓



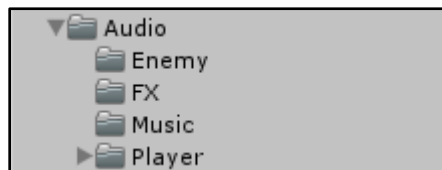
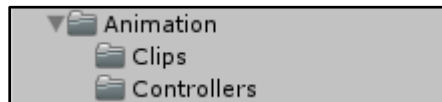
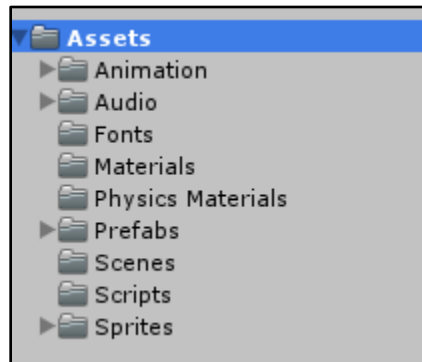


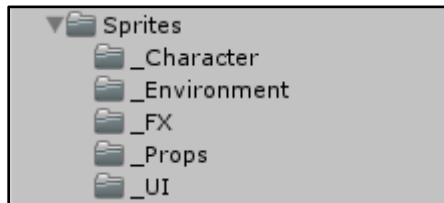
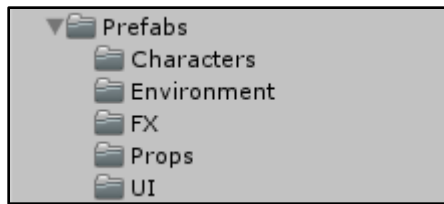




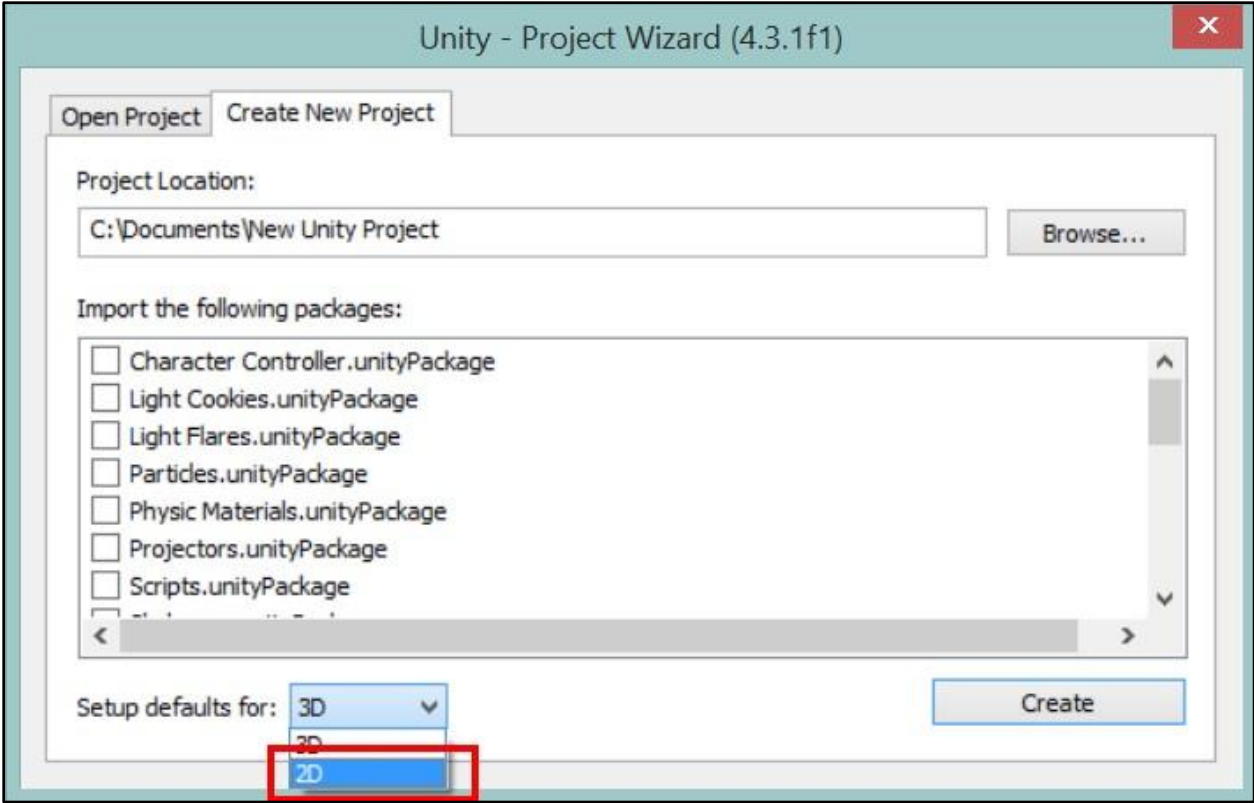


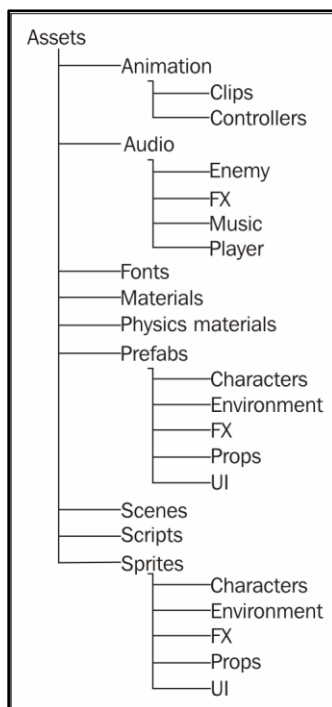
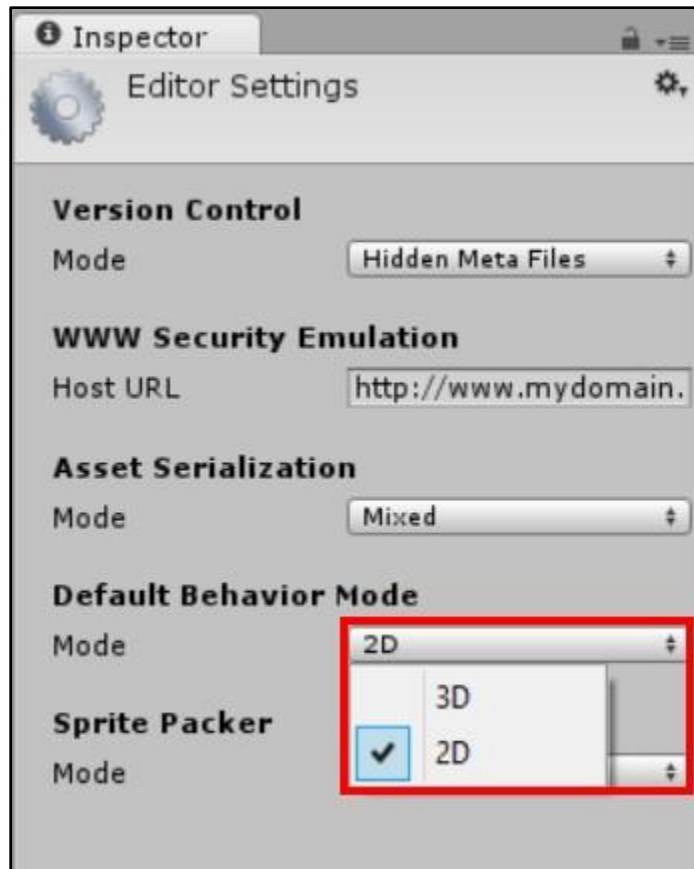
Chapter 2

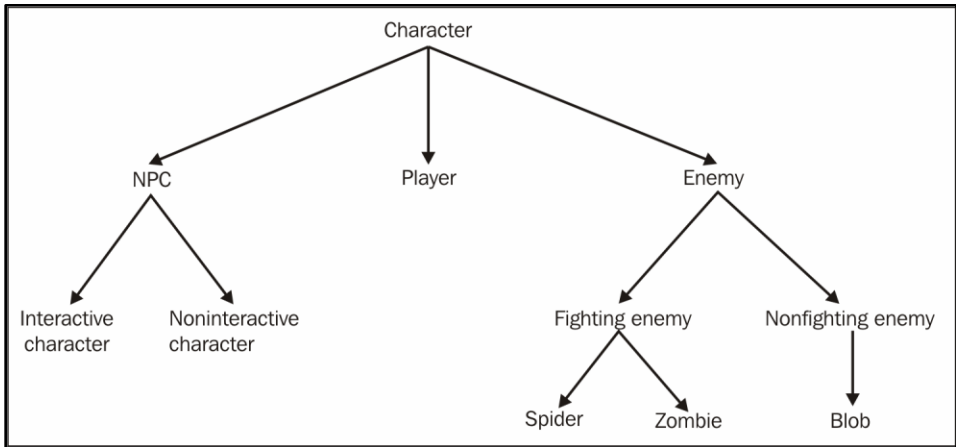
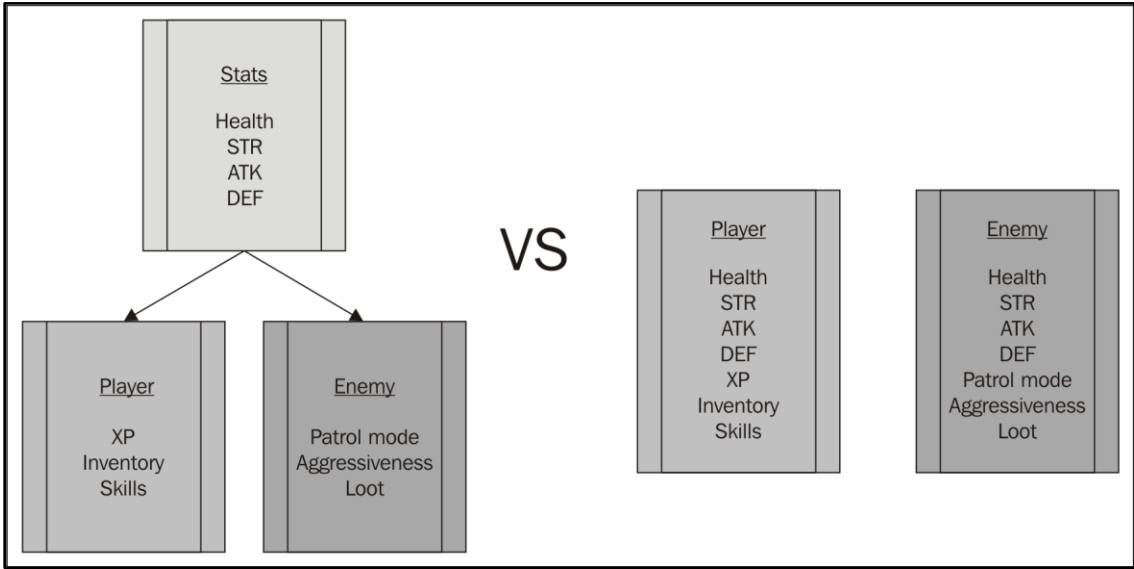


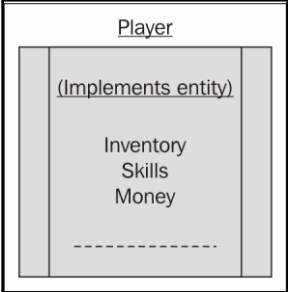


- # BackgroundParallax
- # BackgroundPropSpawner
- # Bomb
- # BombPickup
- # CameraFollow
- # Destroyer
- # Enemy
- # FollowPlayer
- # Gun
- # HealthPickup
- # LayBombs
- # Pauser
- # PickupSpawner
- # PlayerControl
- # PlayerHealth
- # Remover
- # Rocket
- # Score
- # ScoreShadow
- # SetParticleSortingLayer
- # Spawner









Entity	
Name	
Age	
Faction	
Occupation	
Level	
Health	
Strength	
Magic	
Defense	
Speed	
Attack	
Damage	
Armor	
Weapon	
Position	

TakeDamage(amount)	
Attack(entity)	

Inspector
🔒 📄

02 Import Settings
⚙️

Open

Texture Type

Alpha from Grayscale

Alpha Is Transparency

Wrap Mode

Filter Mode

Aniso Level

Texture

Repeat

Bilinear

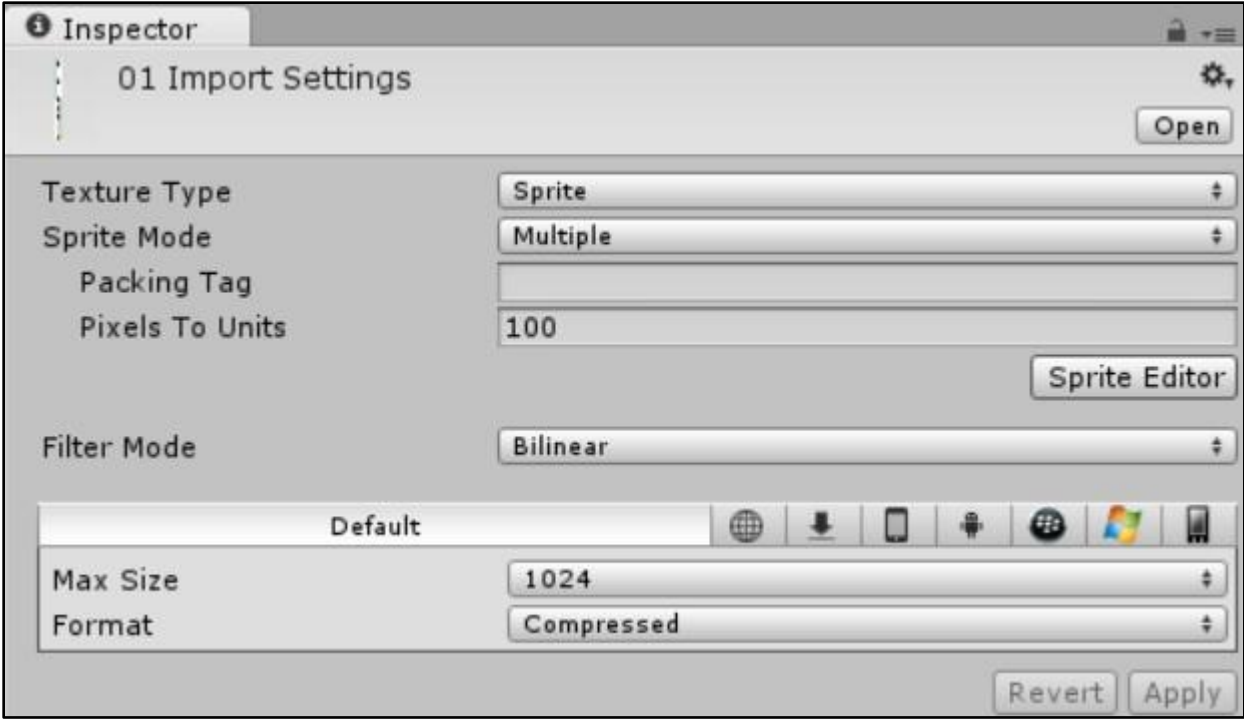
1

Default
🌐 ⬇️ 📱 🤖 🎮 🌐 📱


Max Size: 1024

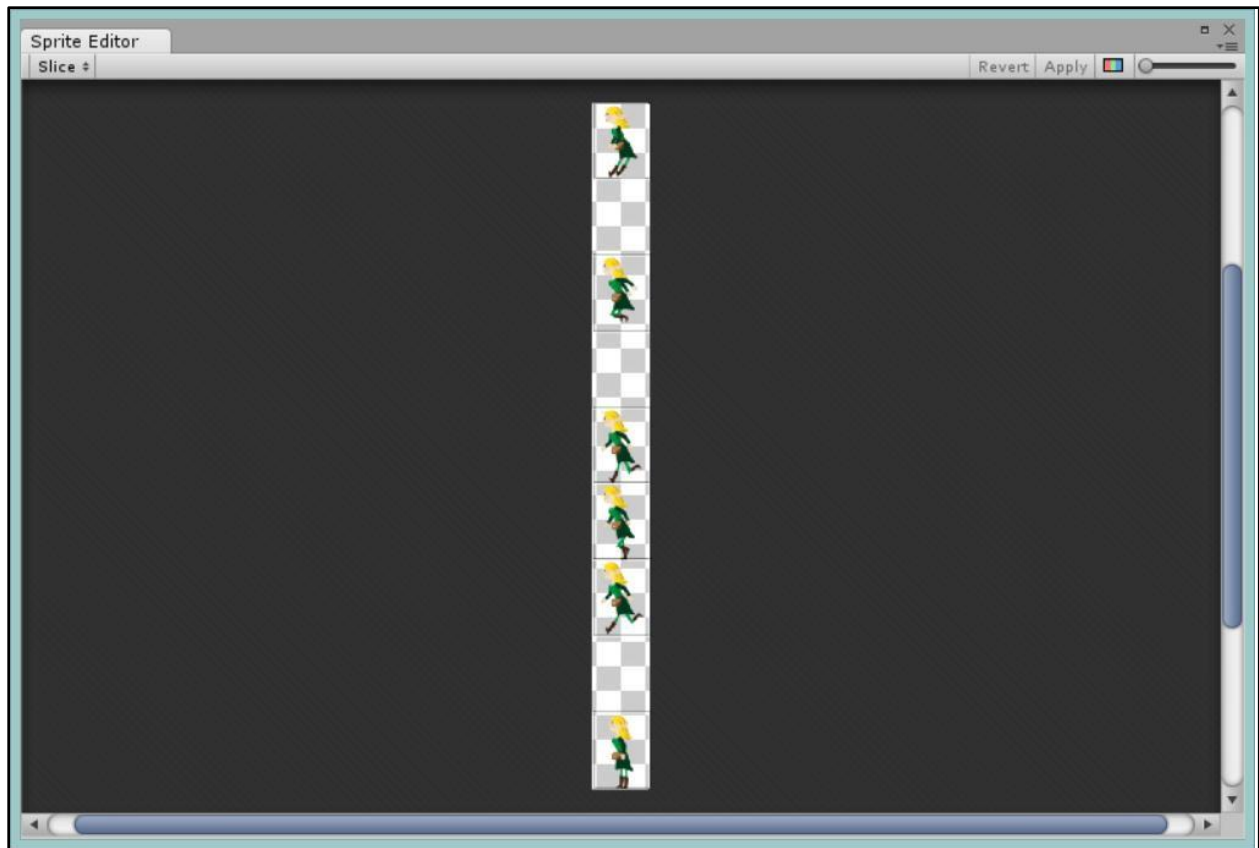
Format: Compressed

Revert Apply

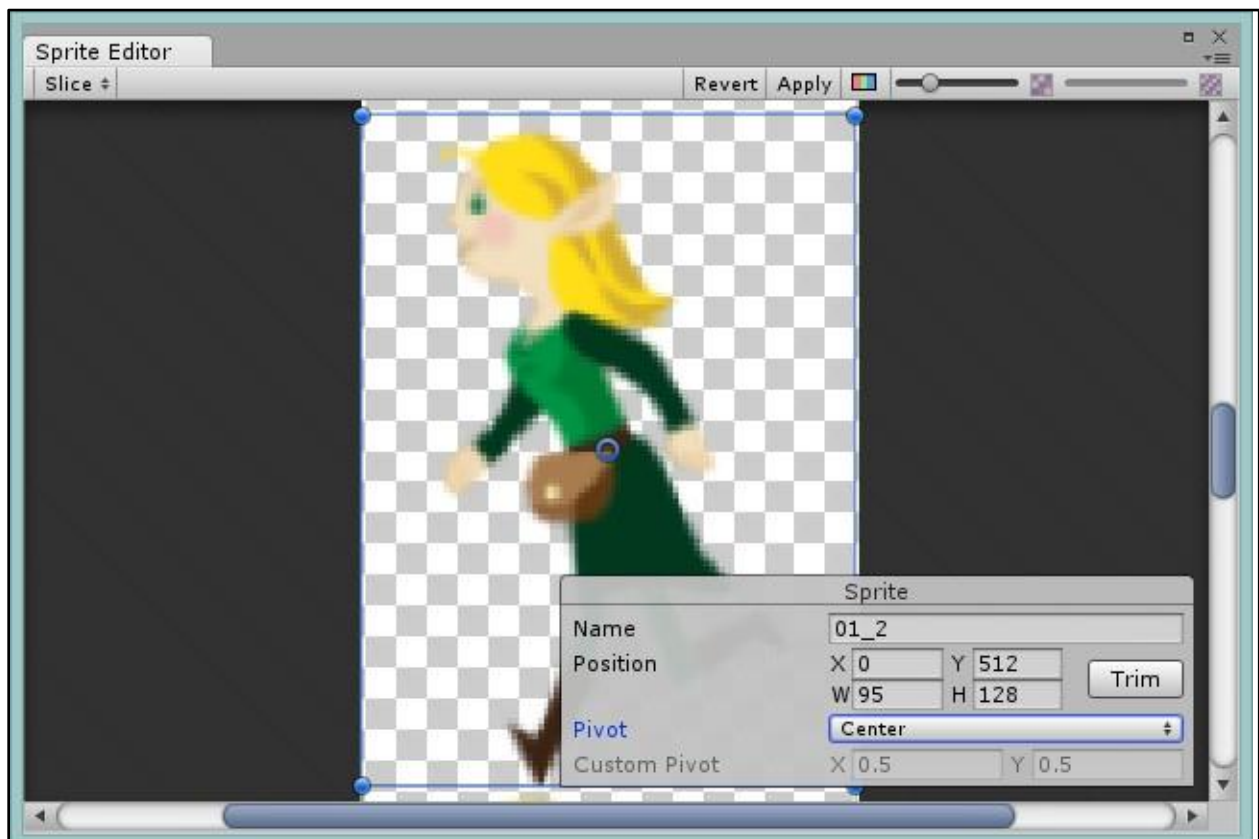
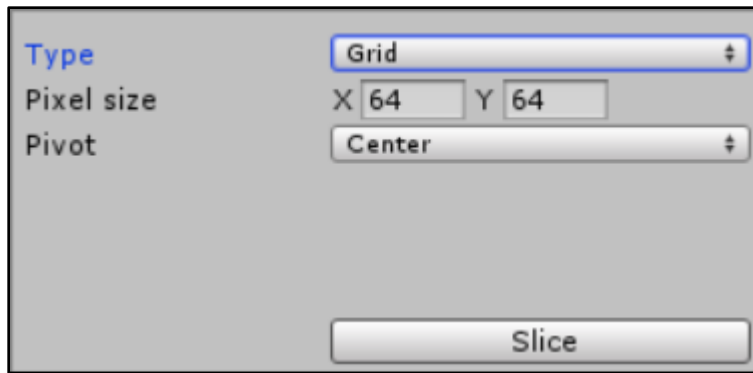


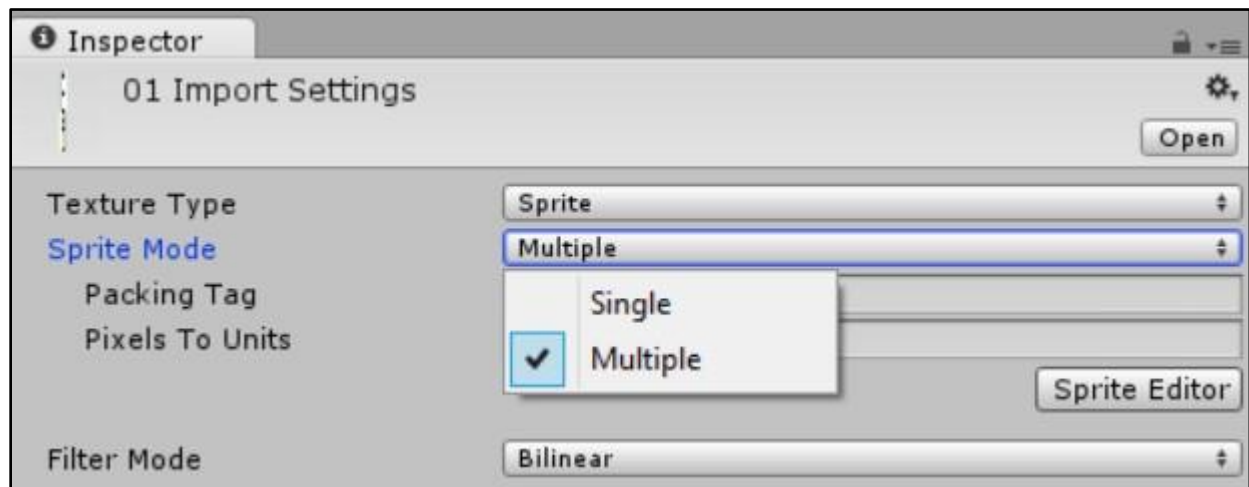
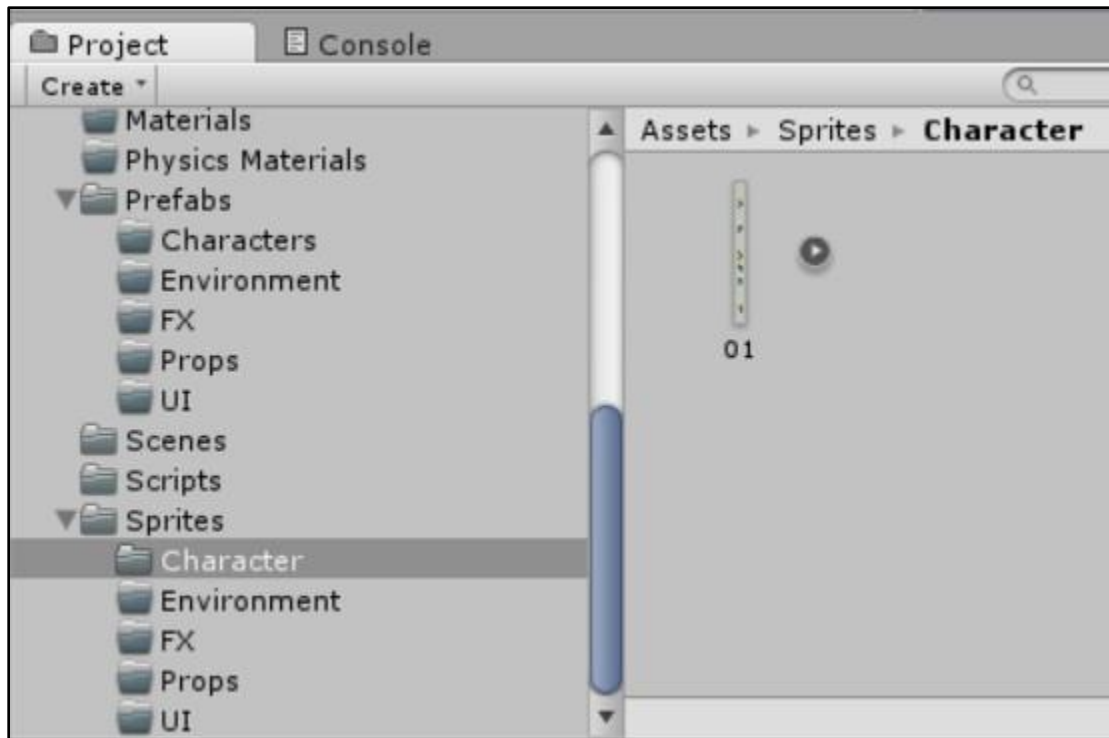
Sprite Editor

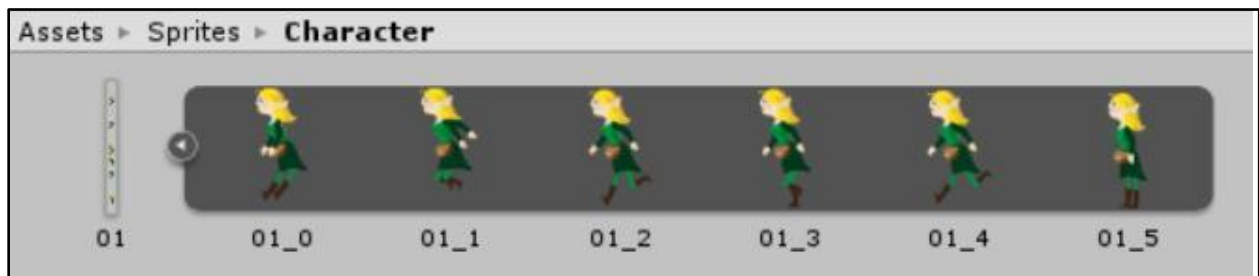
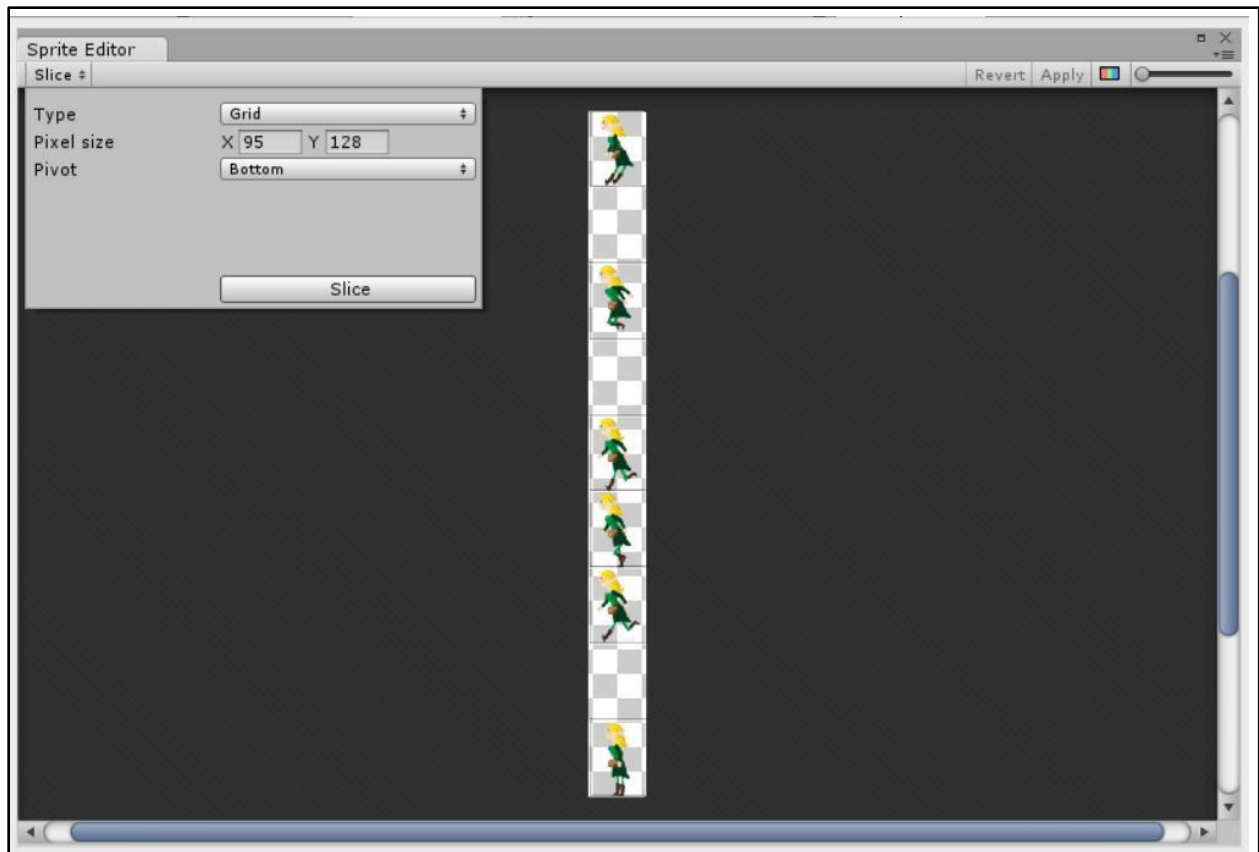
 Only textures with width/height being multiple of 4 can be compressed to DXT5 format

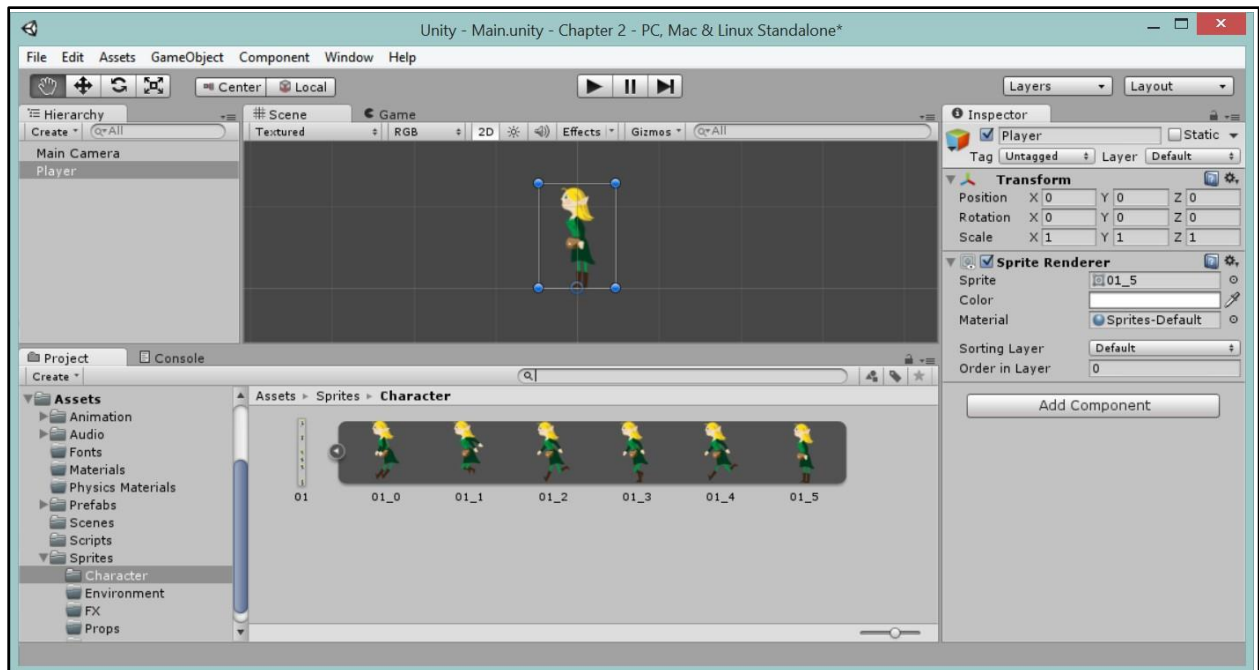


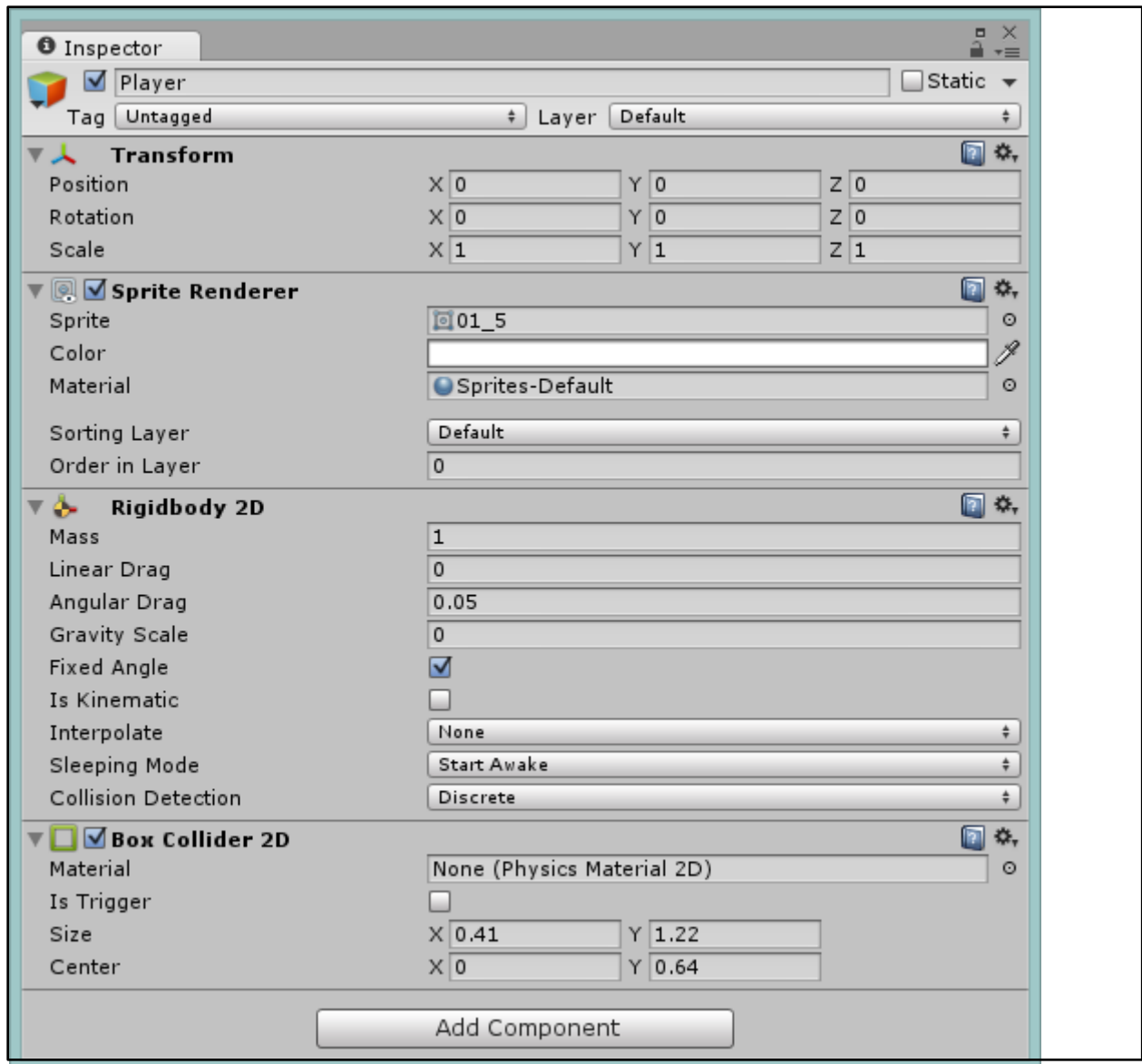
Type	Automatic
Minimum Size	4
Pivot	Center
Method	Delete Existing
<input type="button" value="Slice"/>	



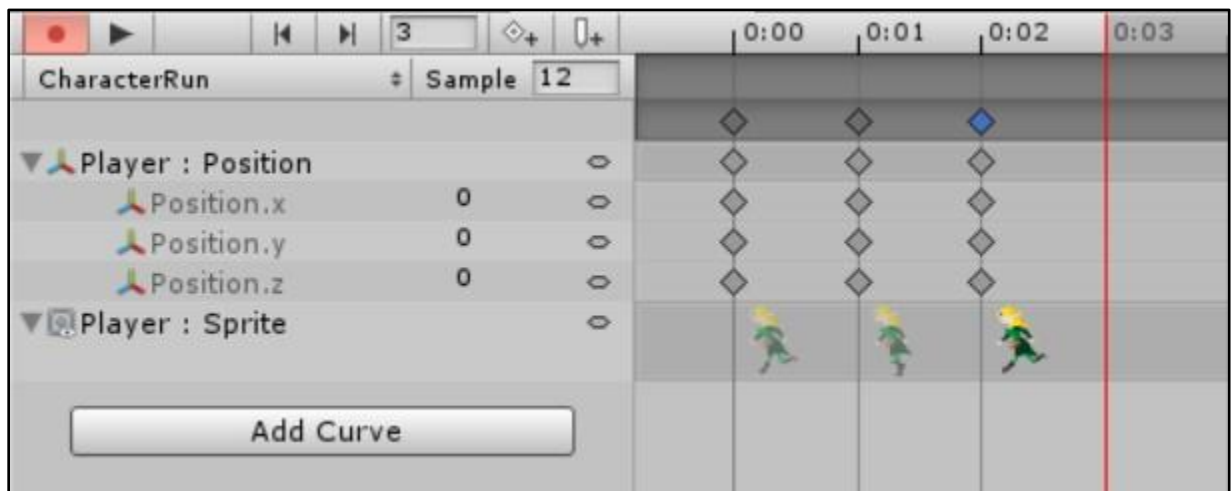
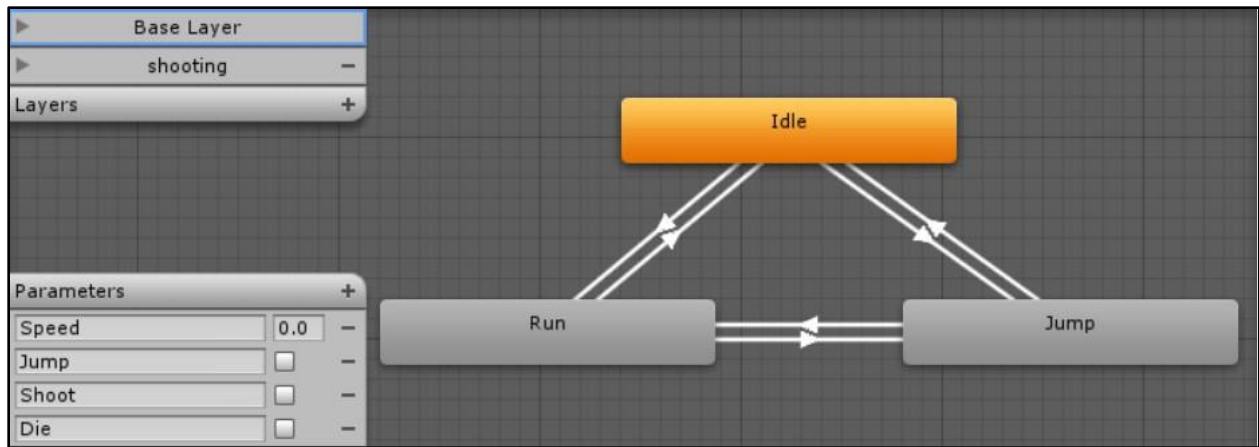


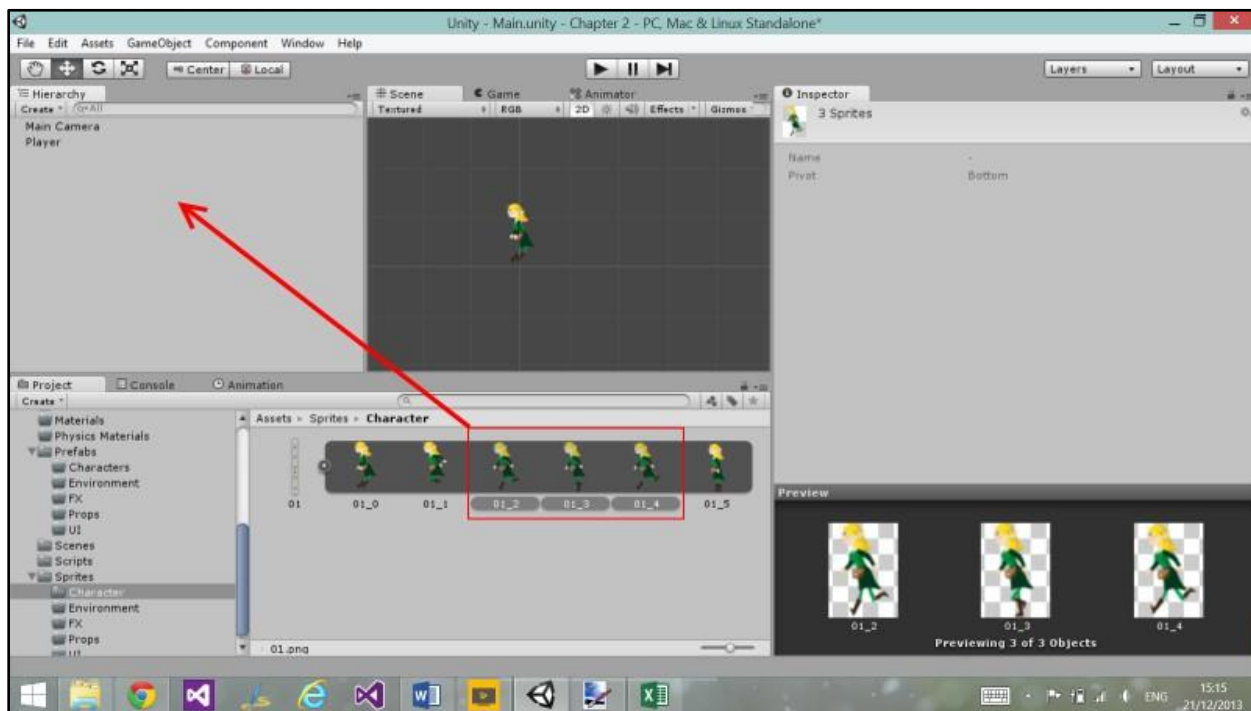
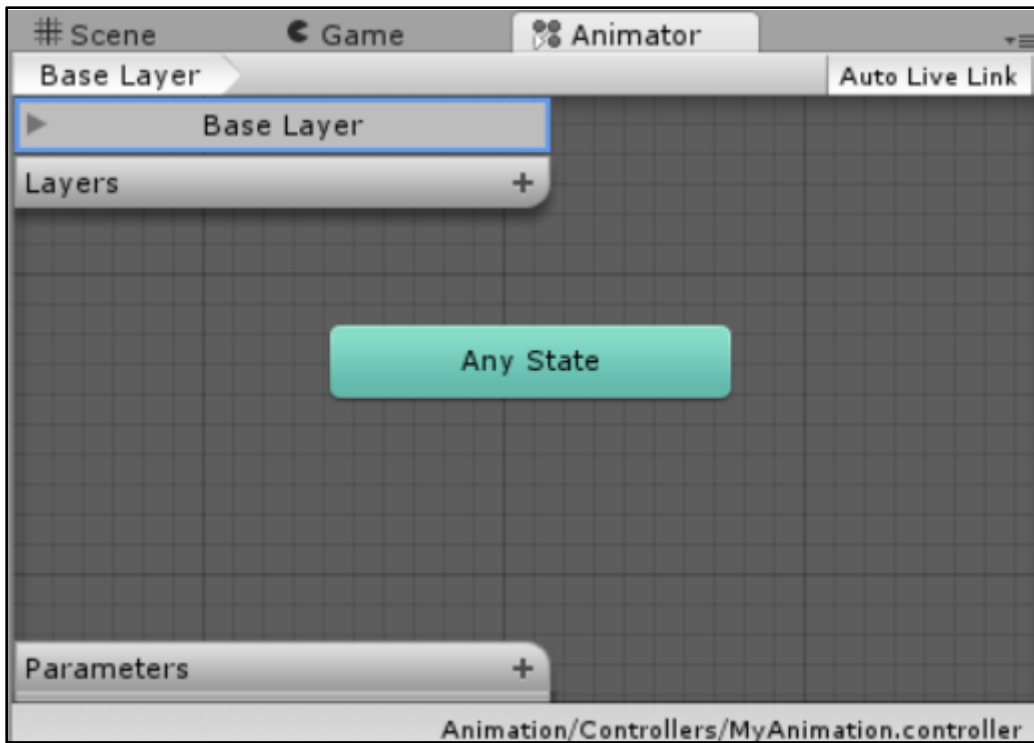


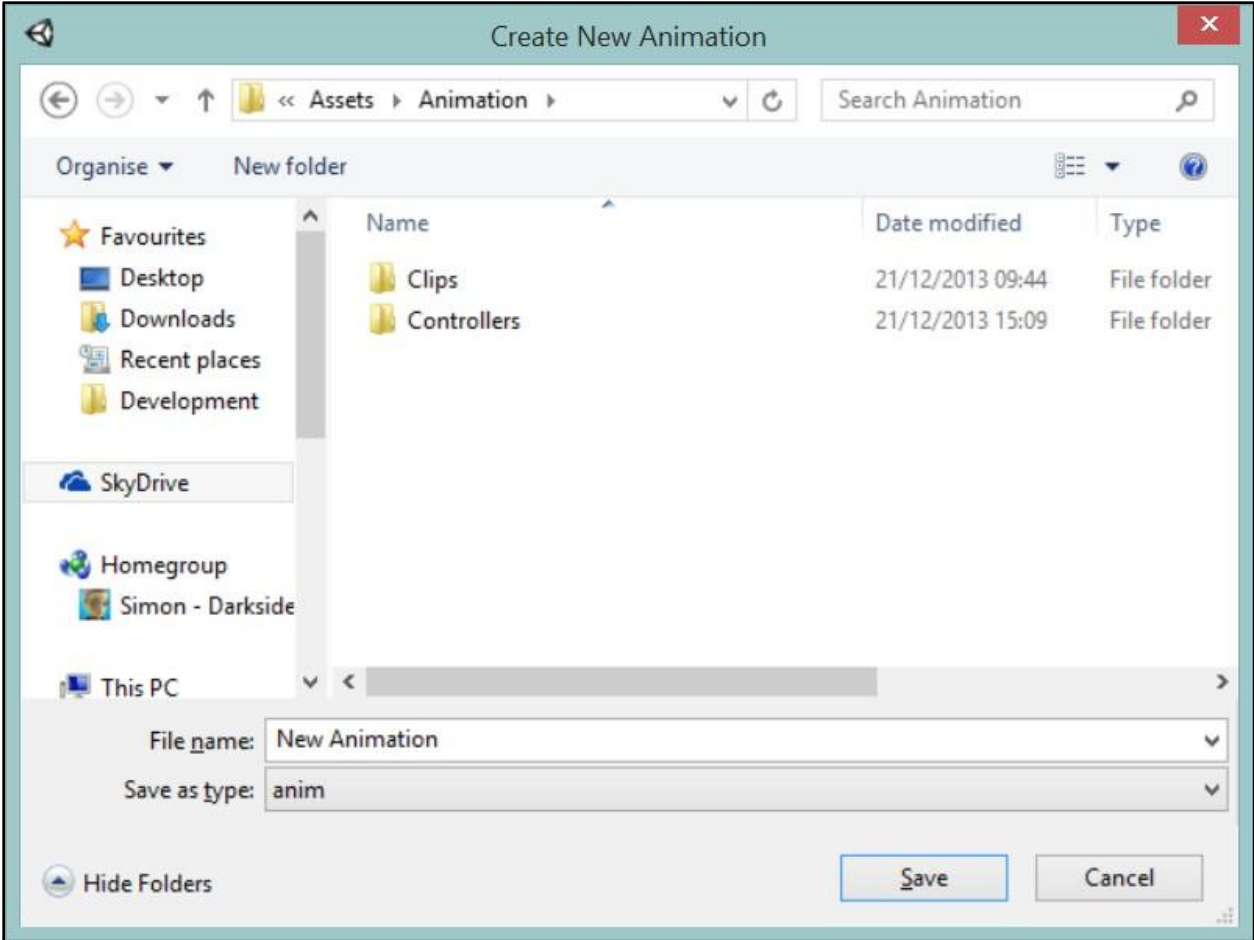


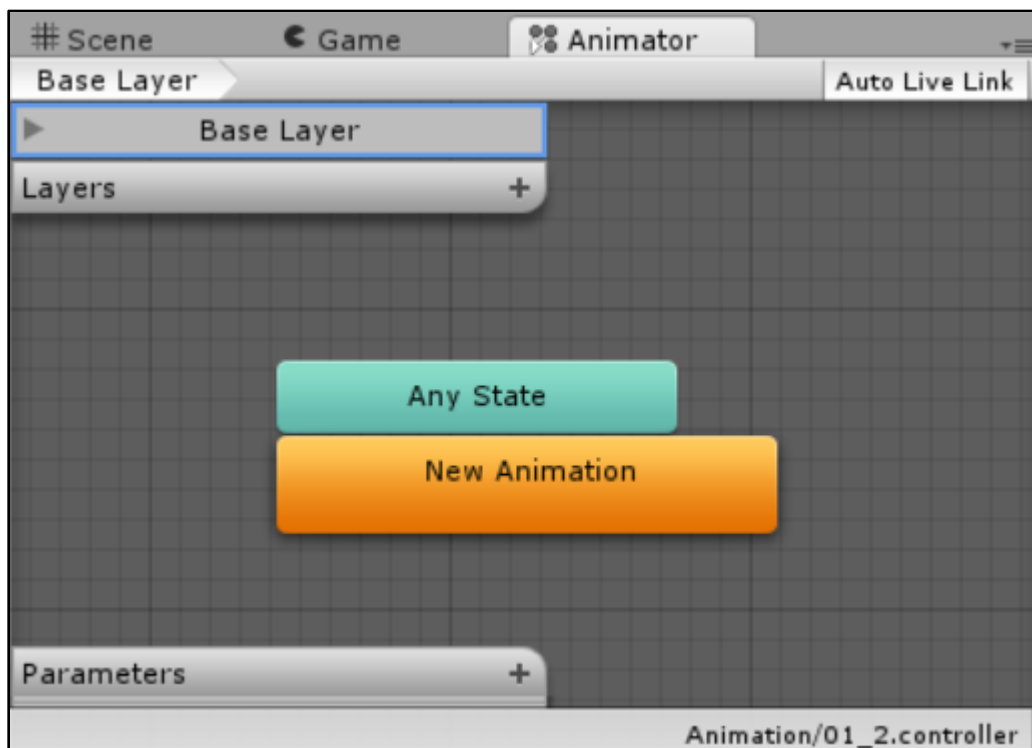


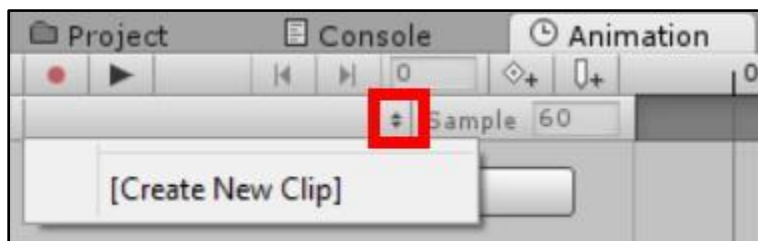
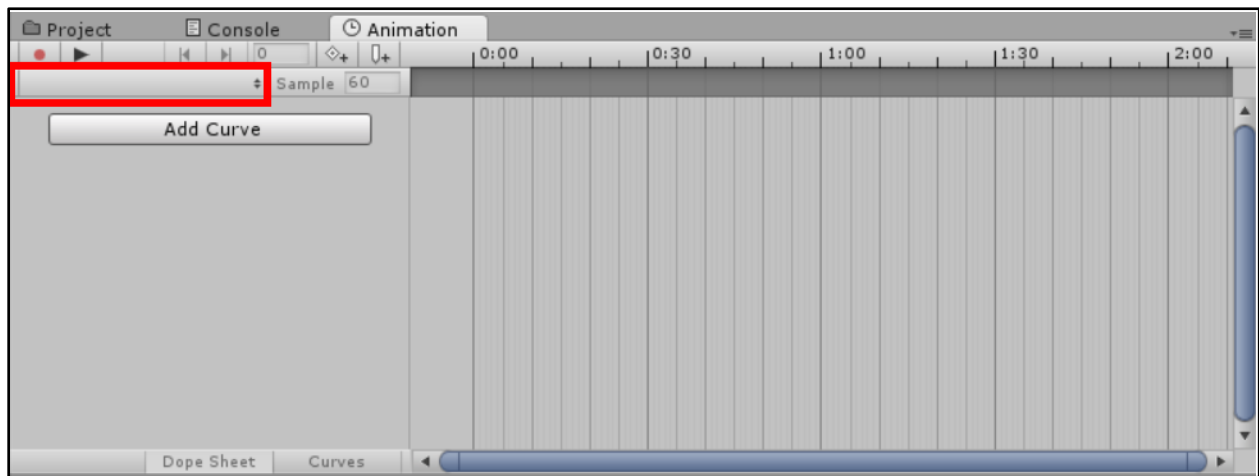
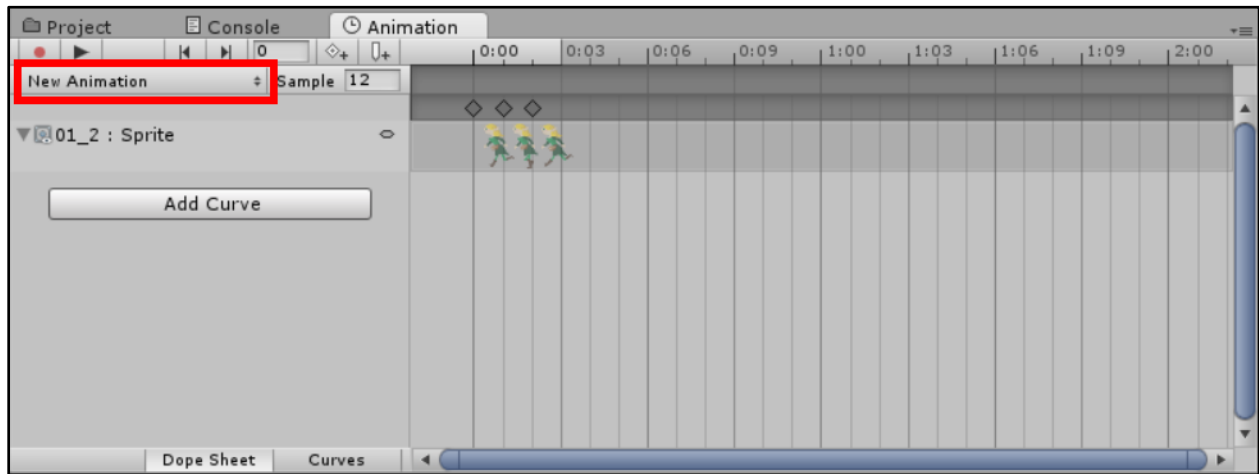
Chapter 3

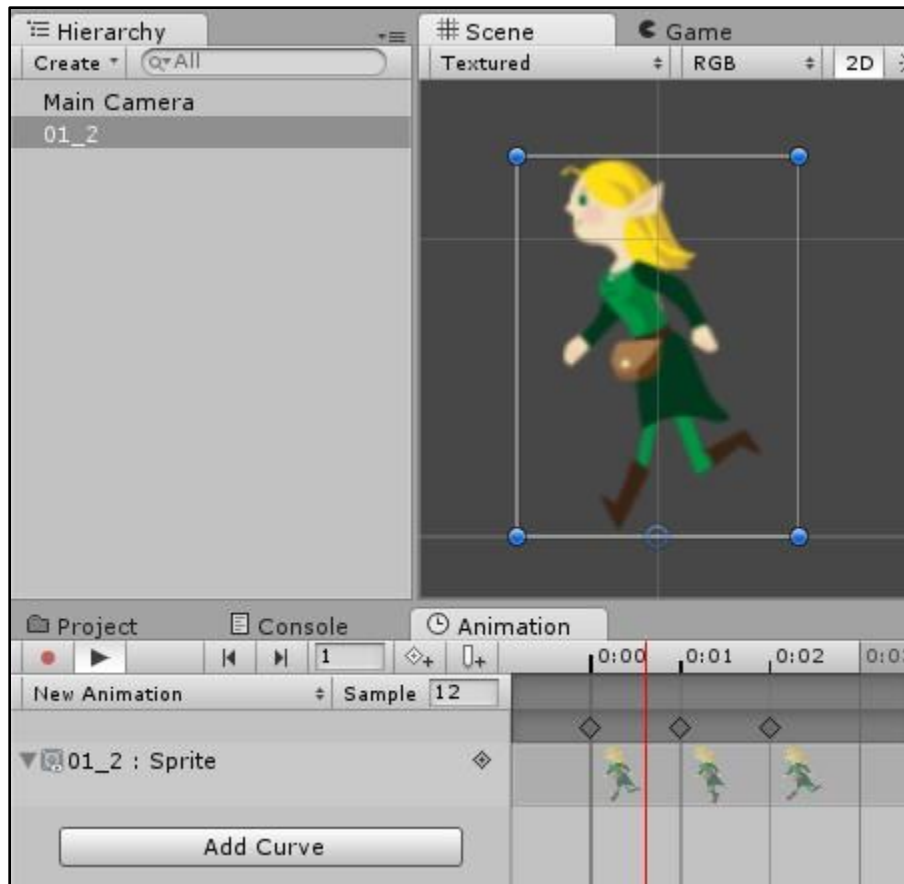


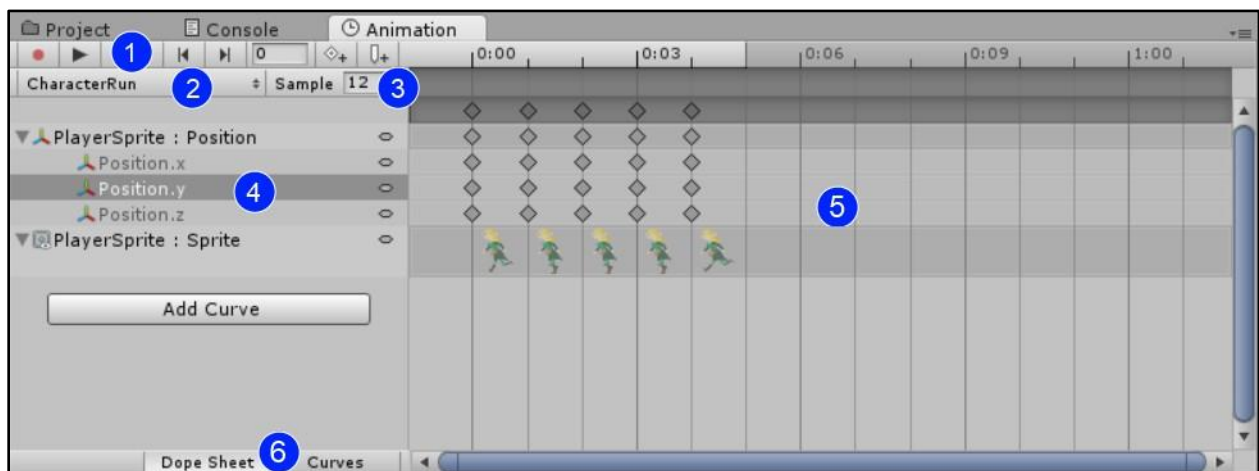
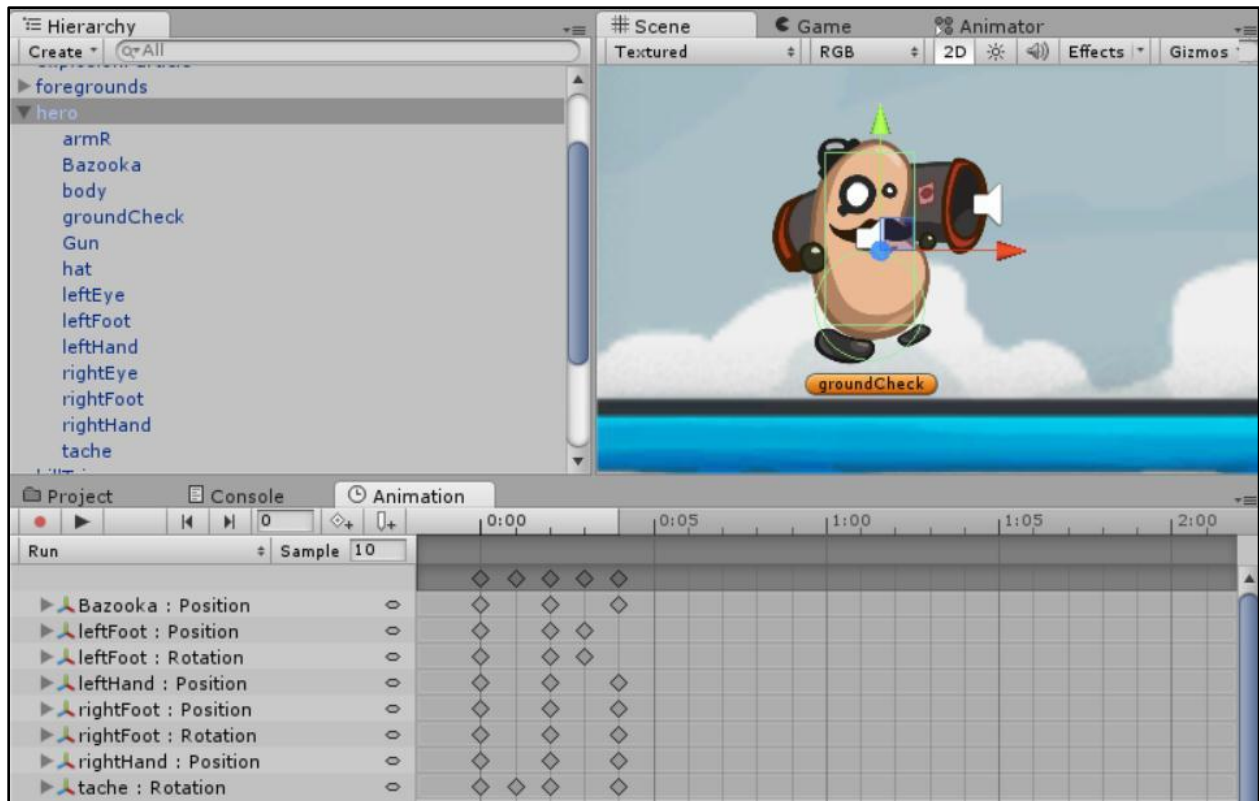


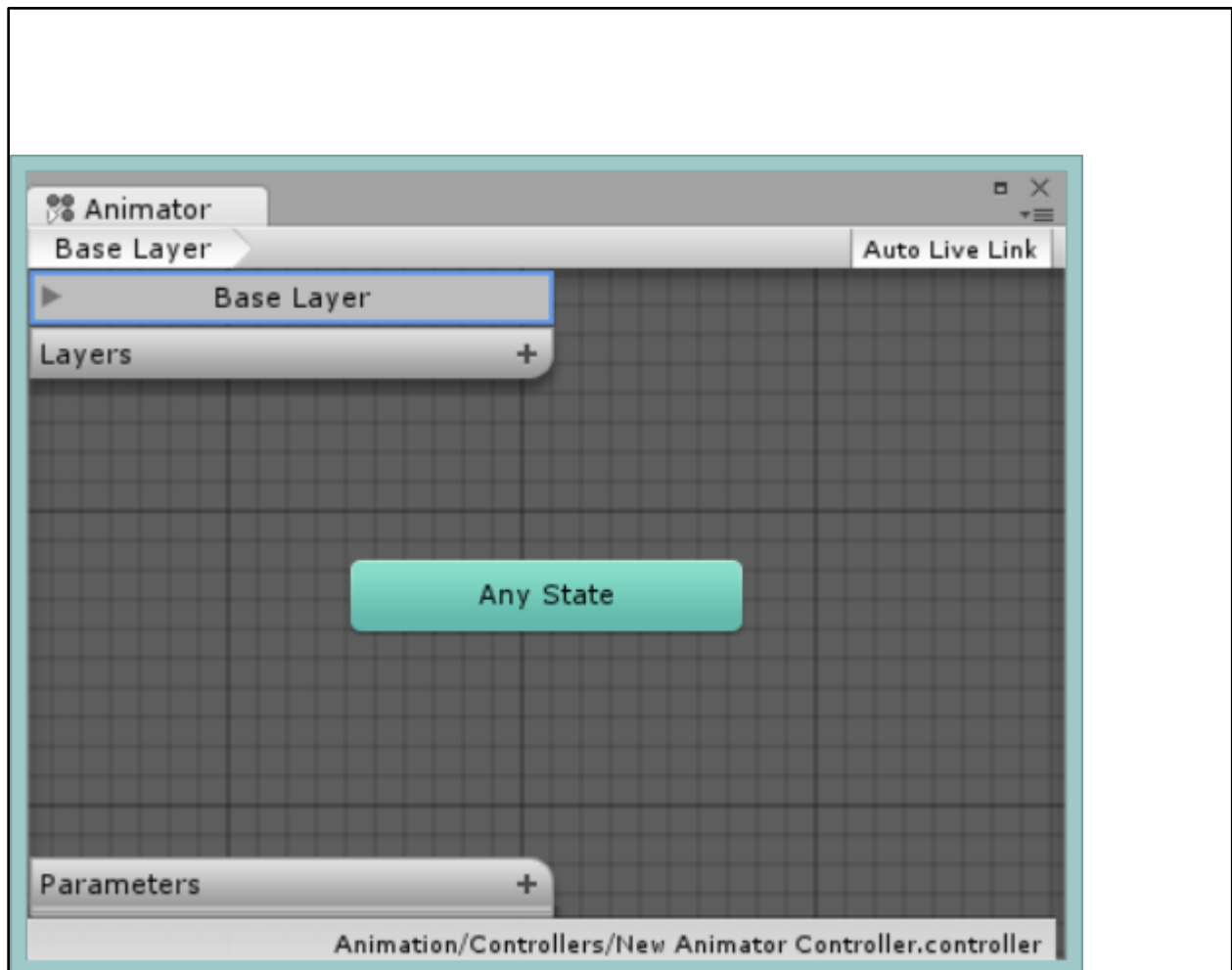
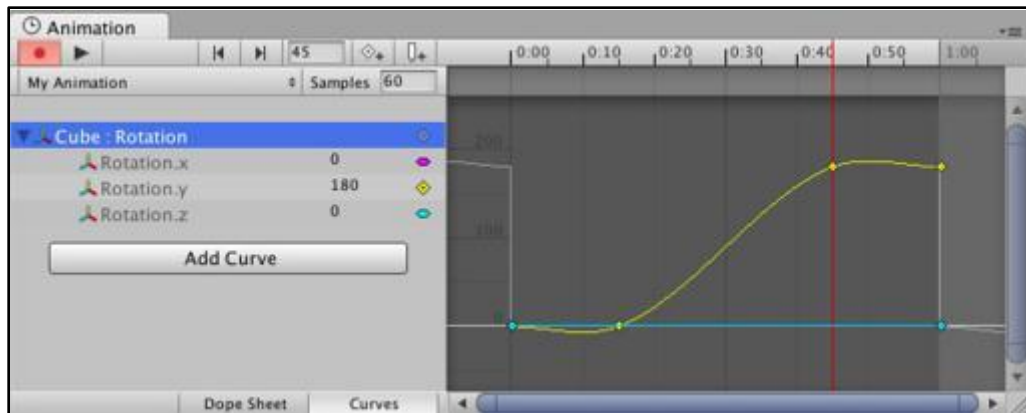


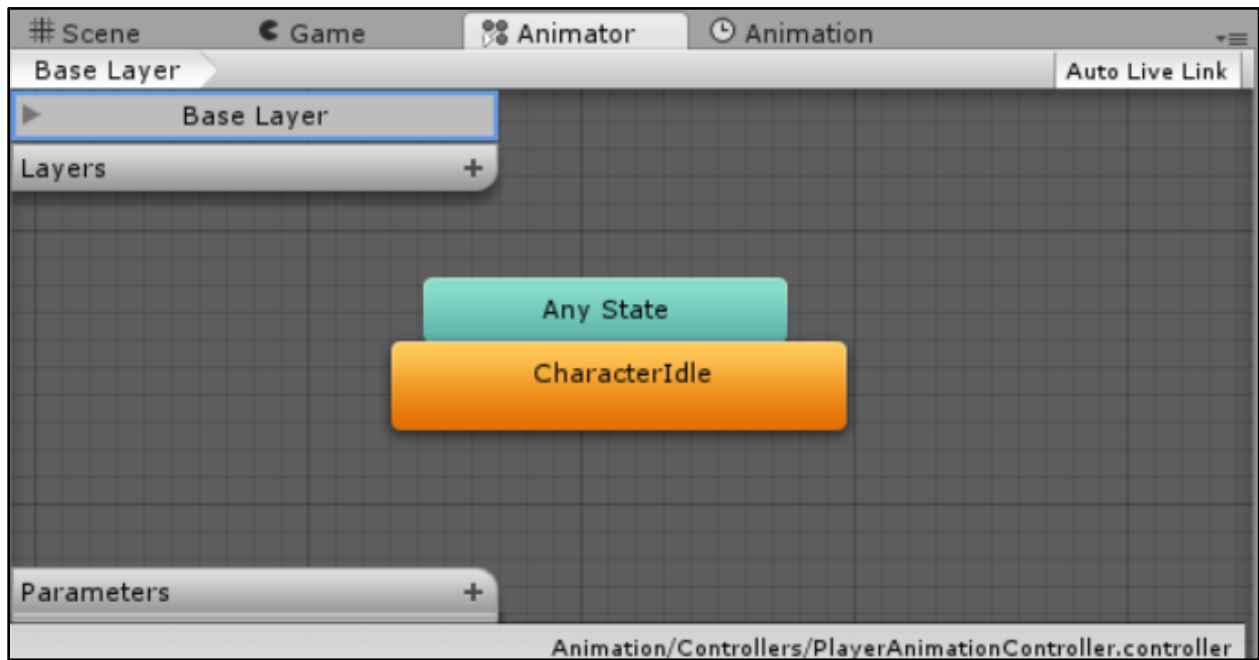


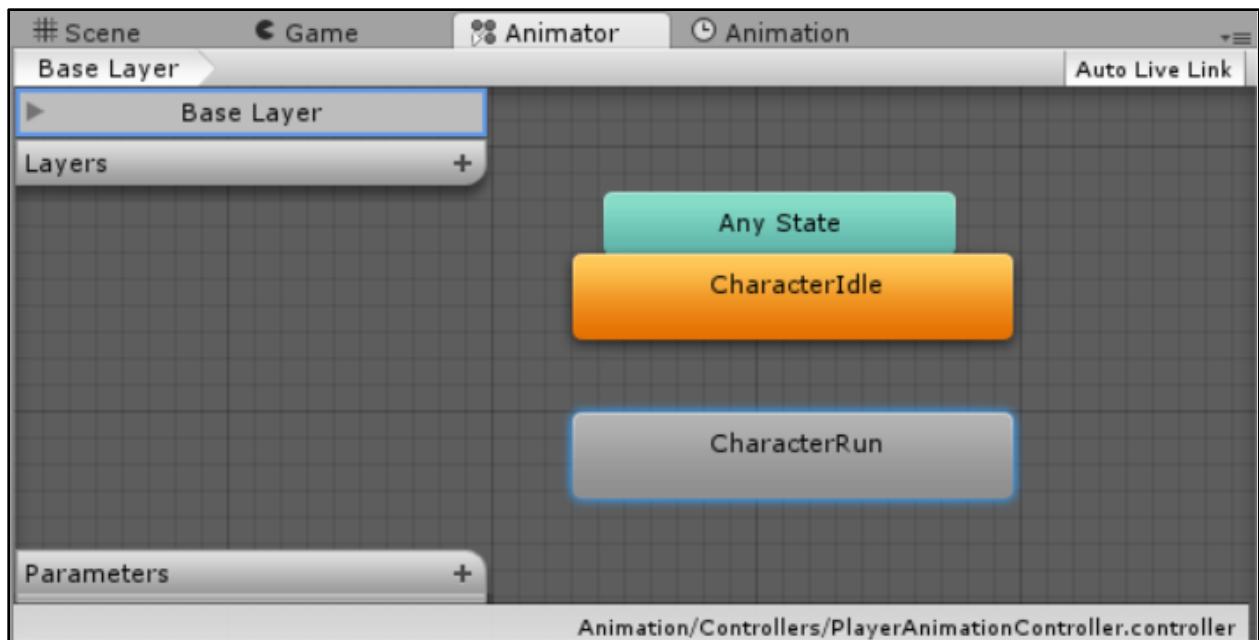
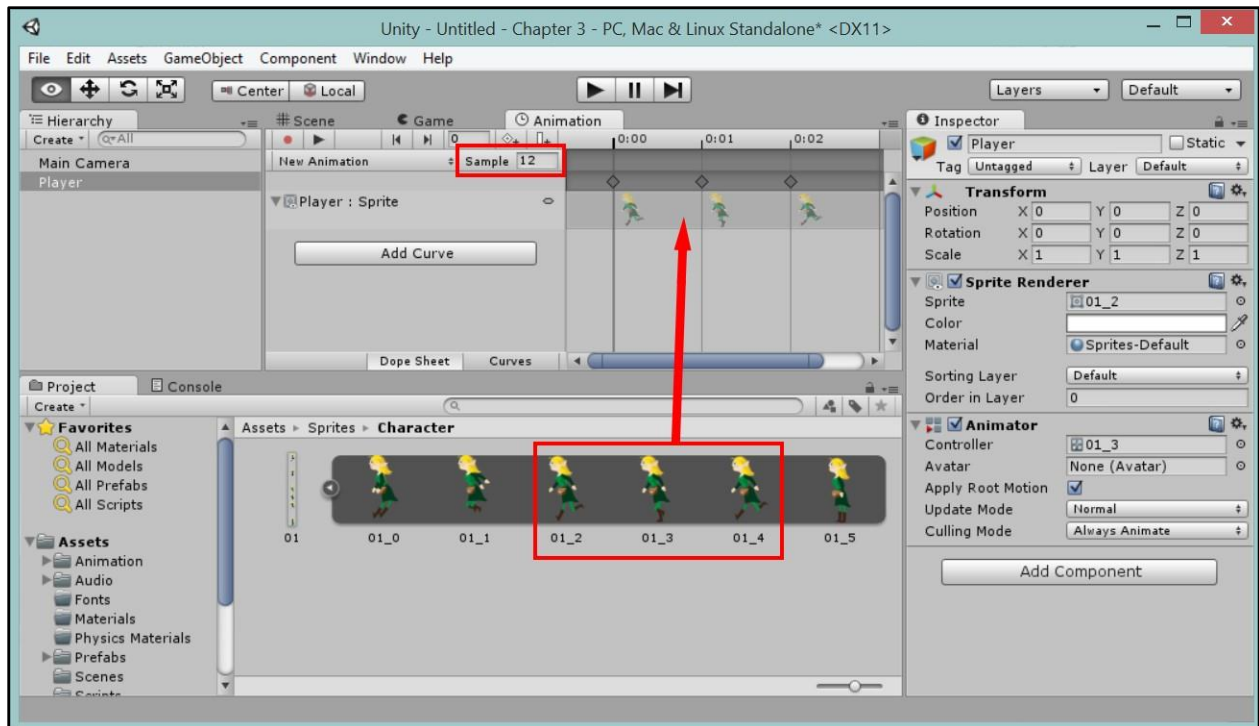


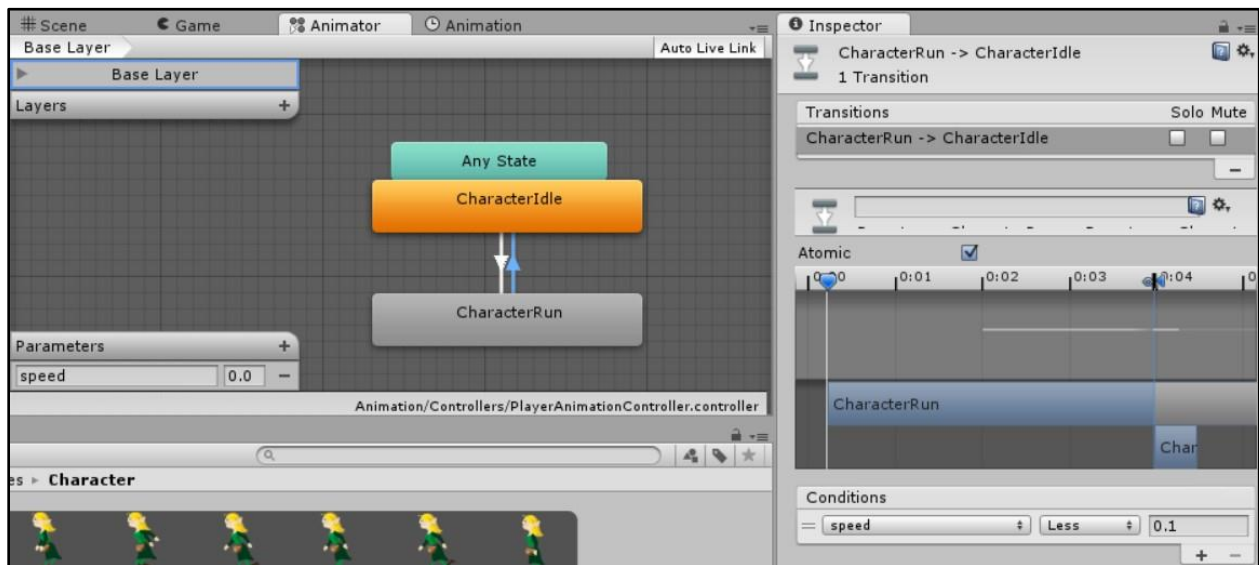
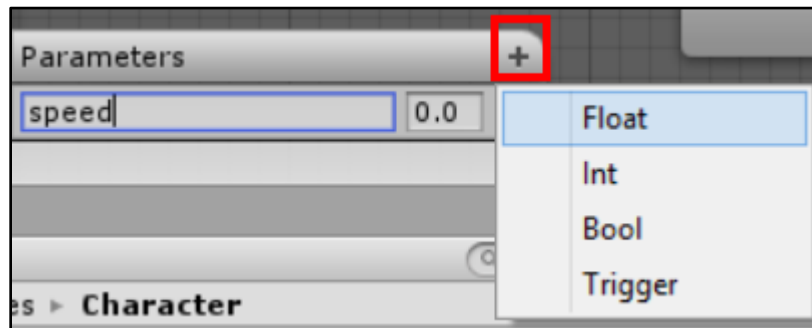
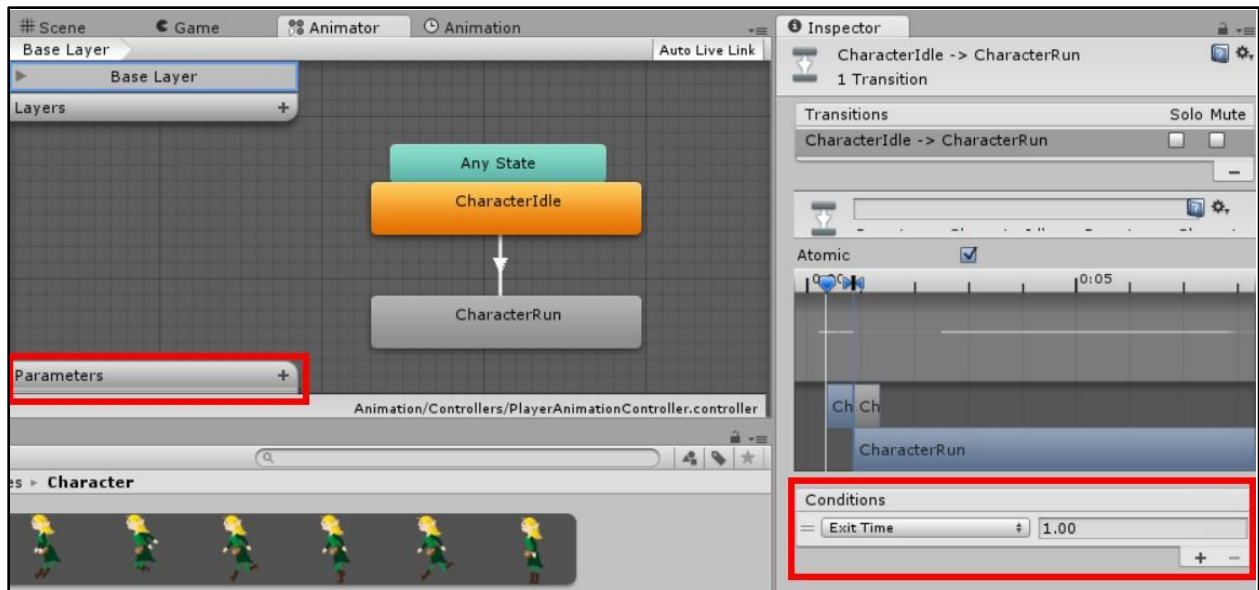


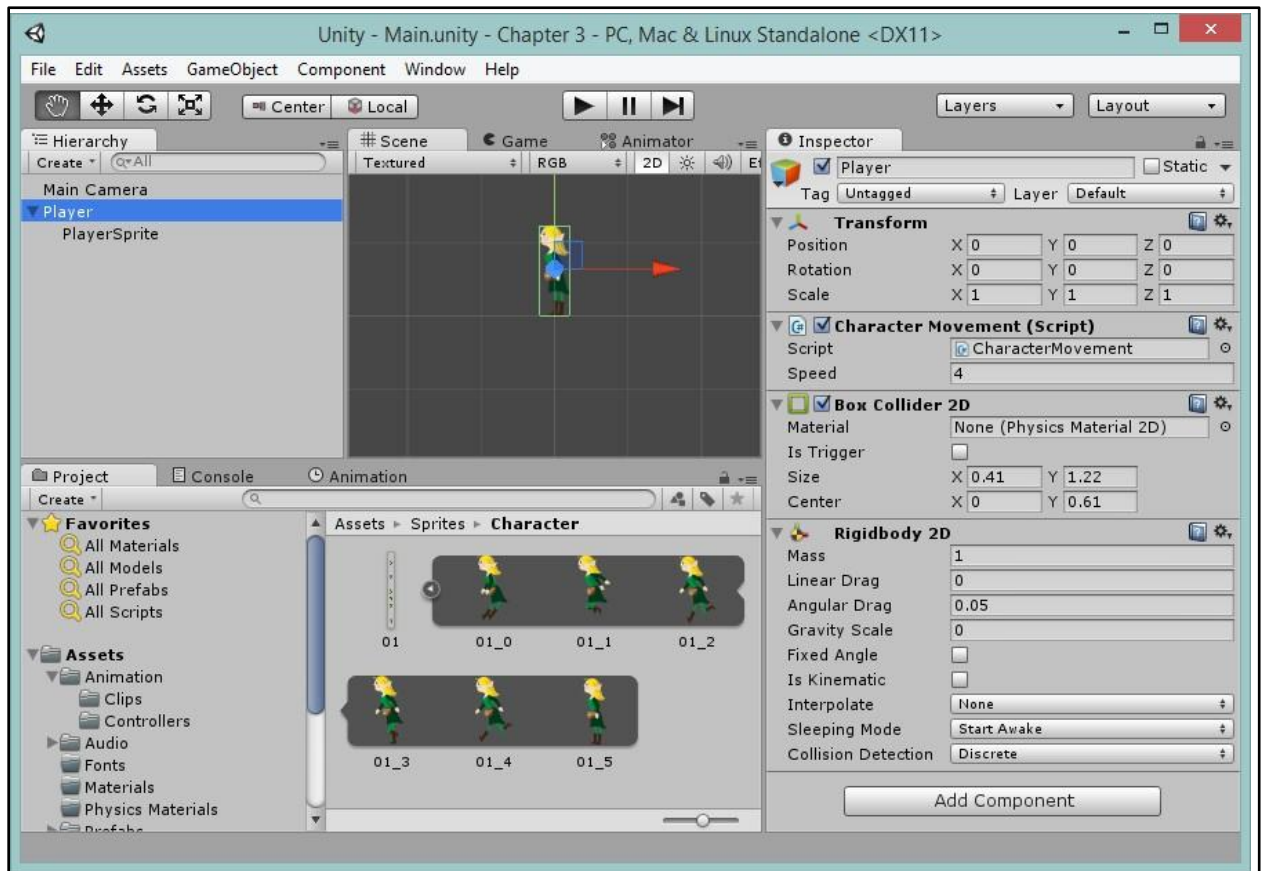
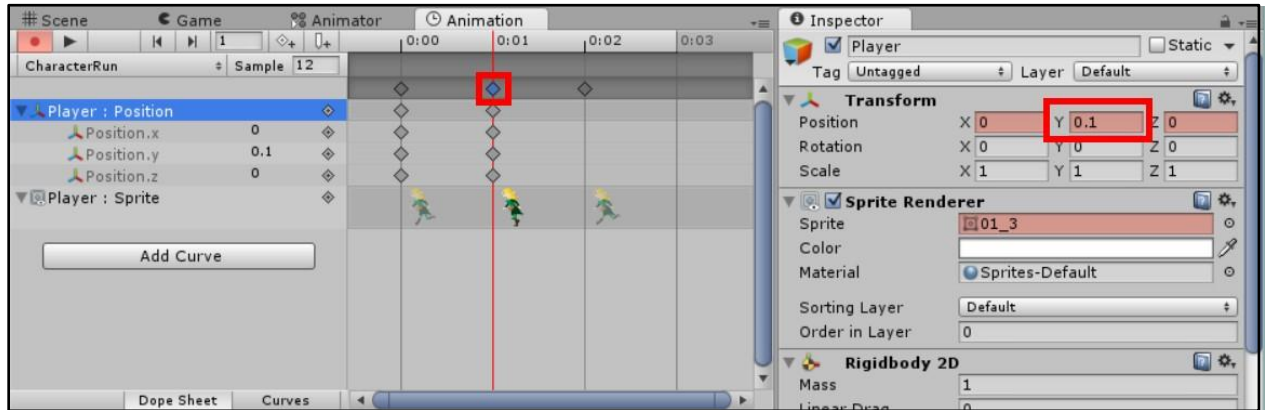


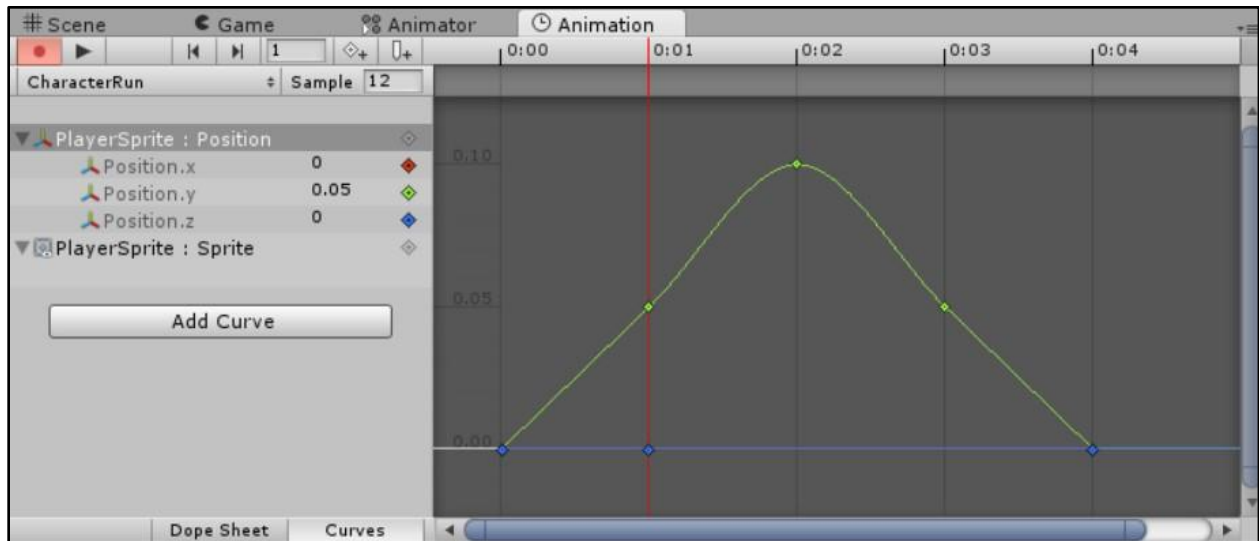
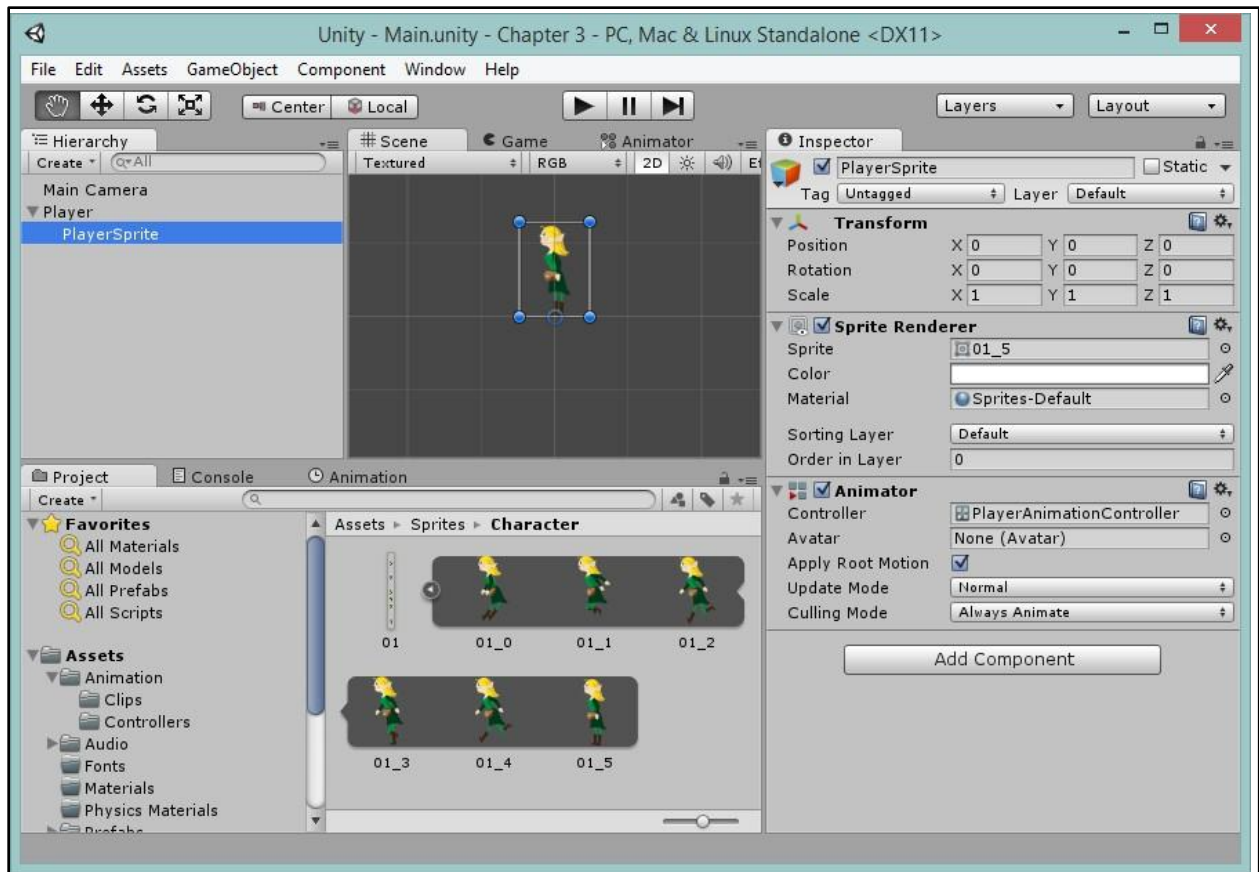


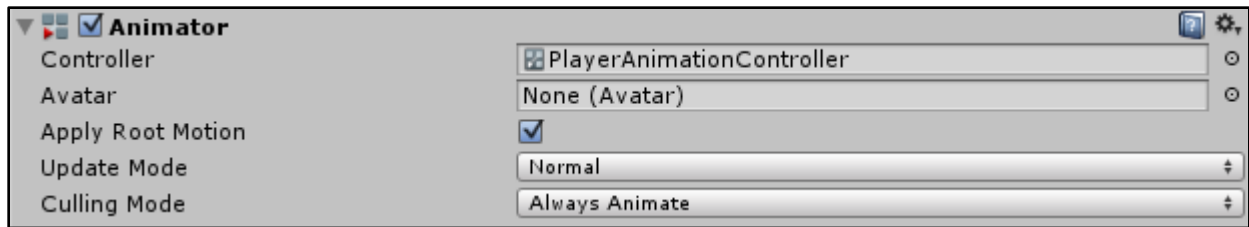




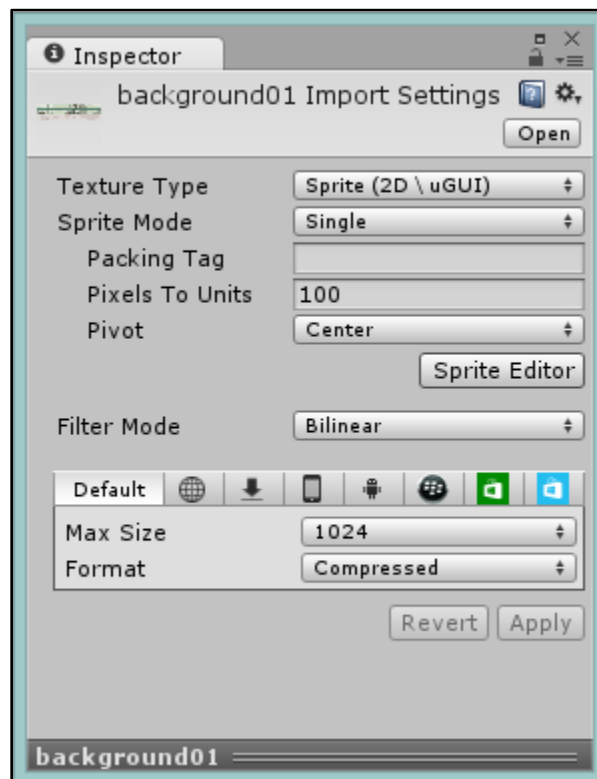


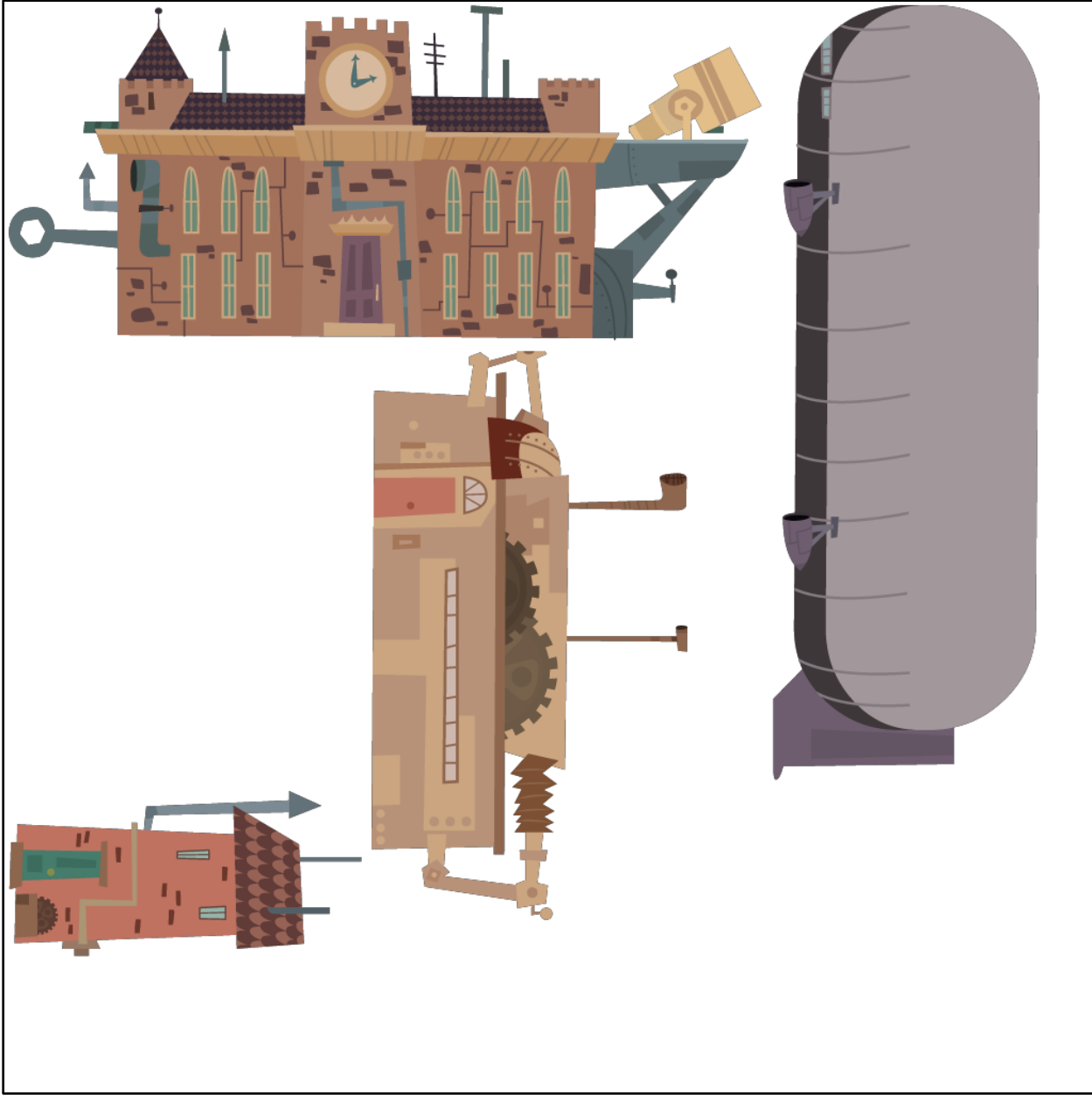


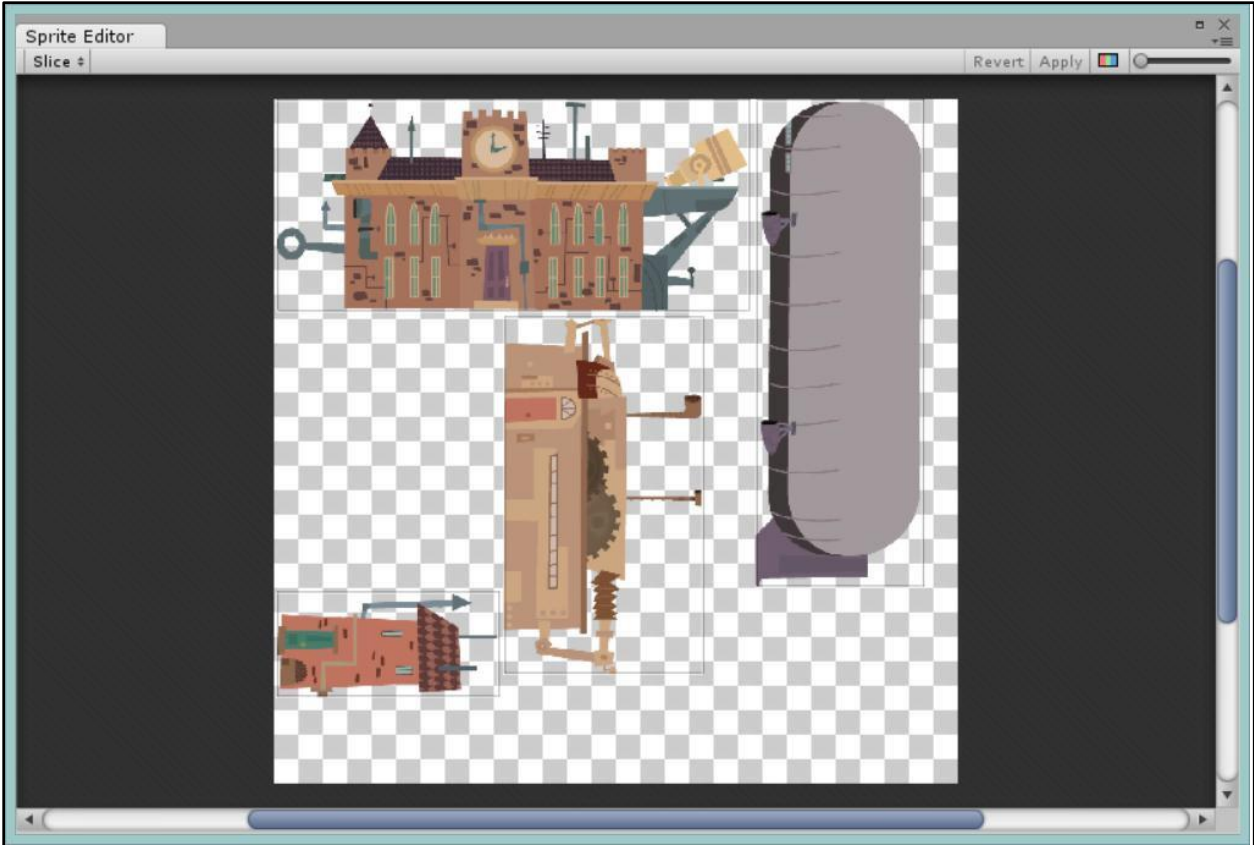


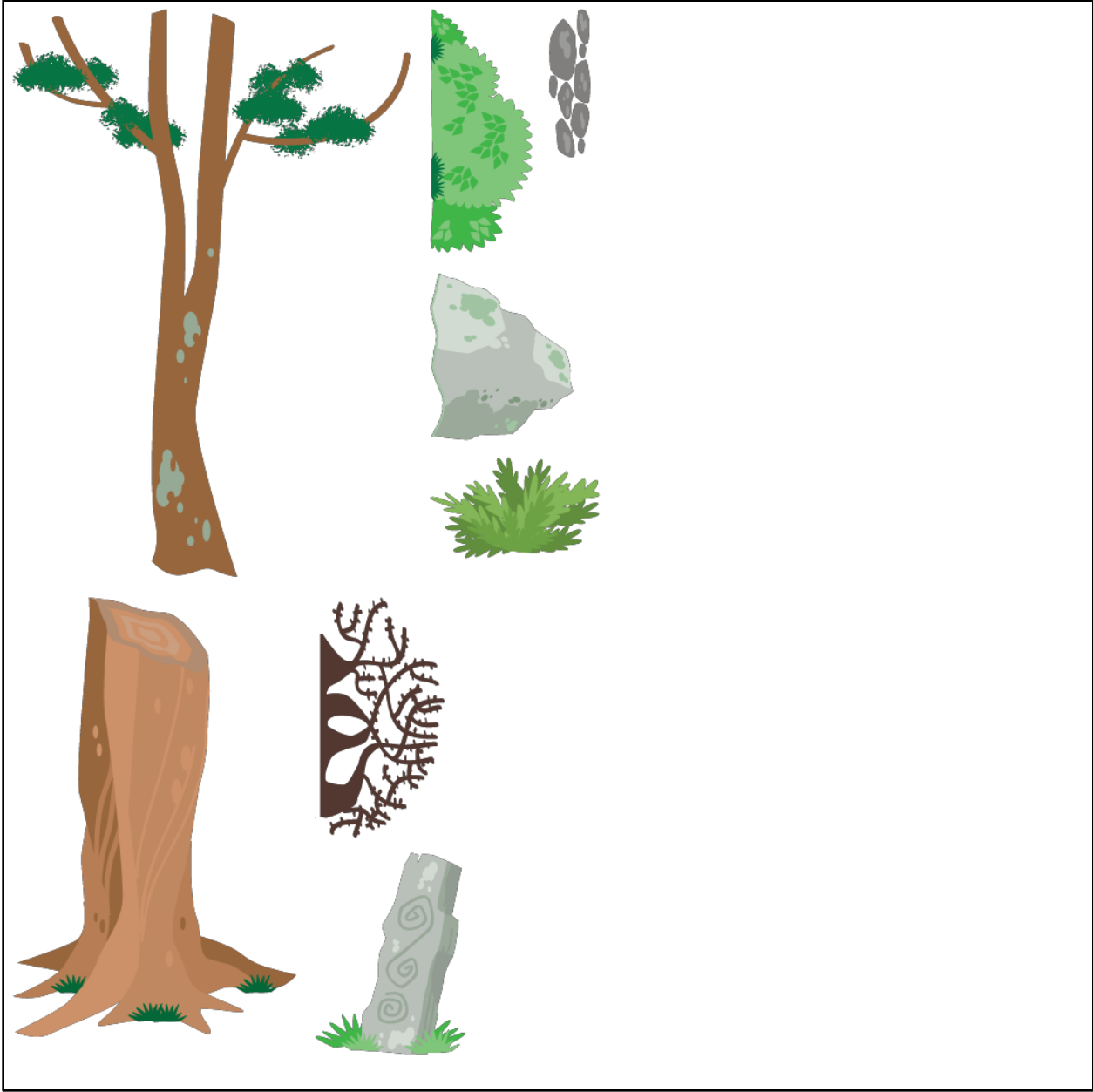


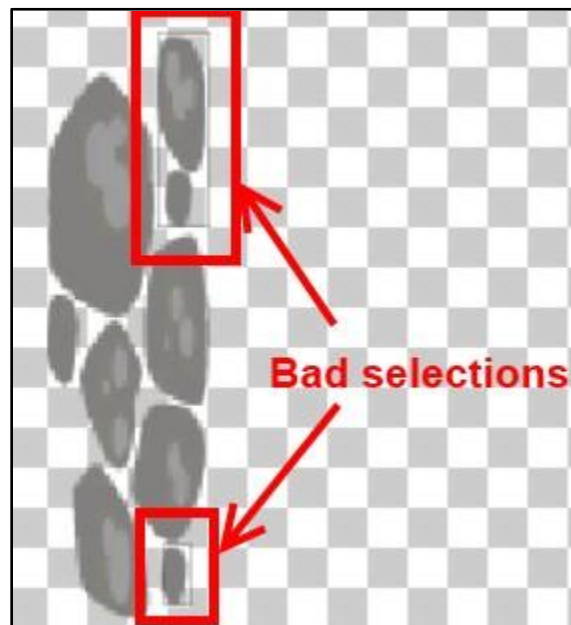
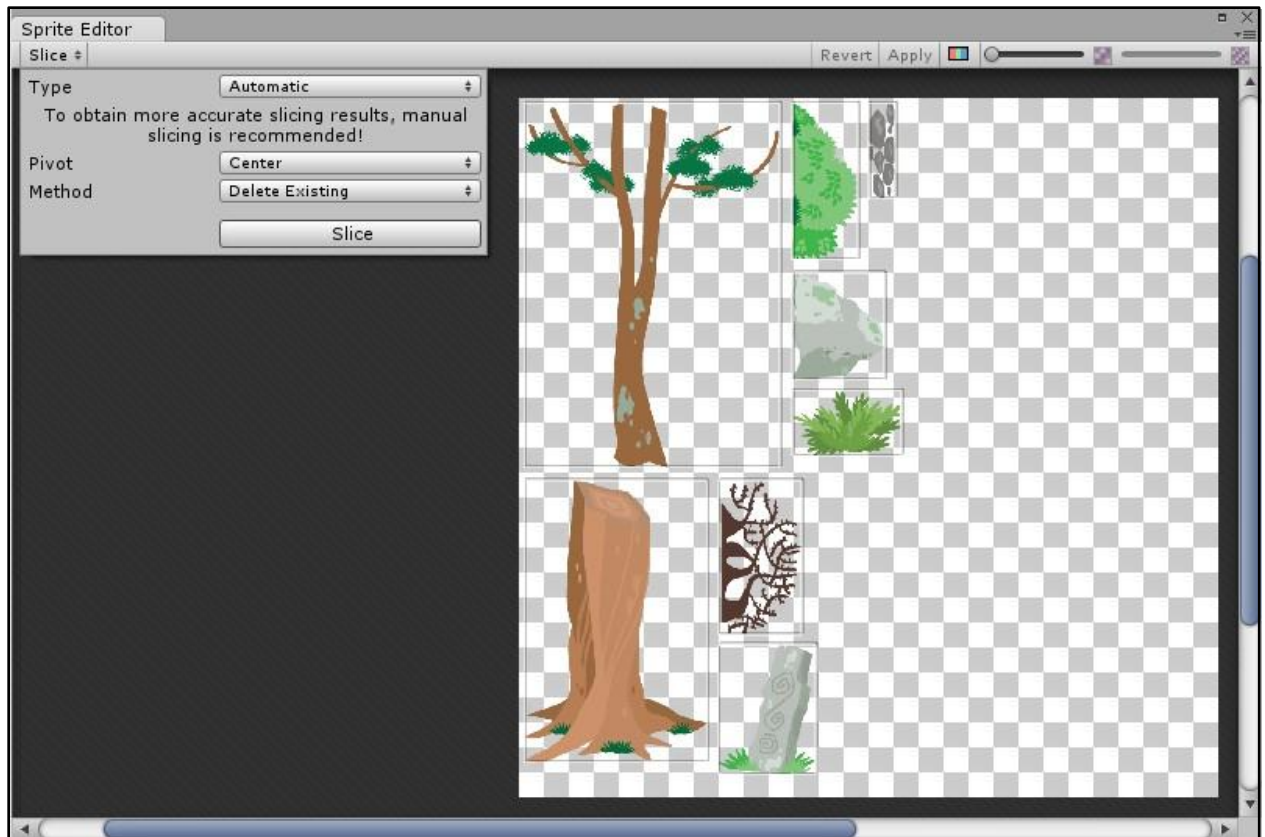
Chapter 4



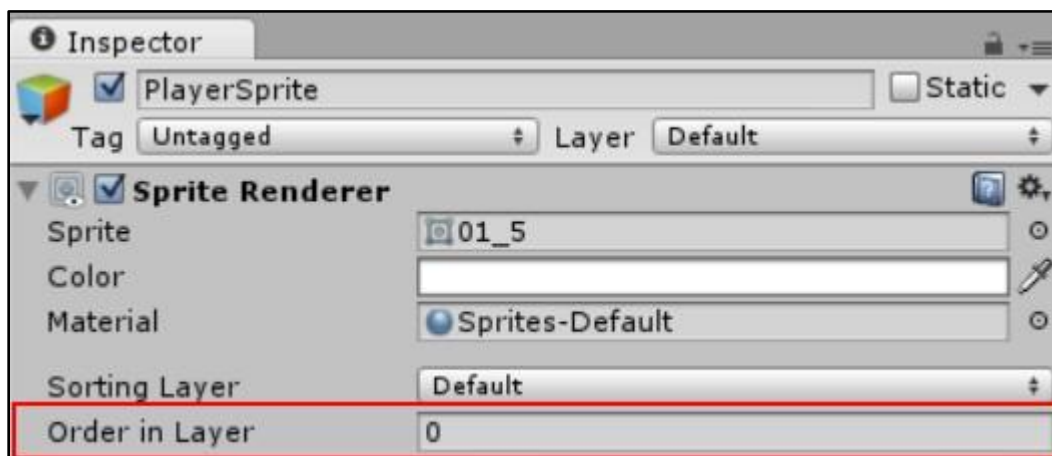
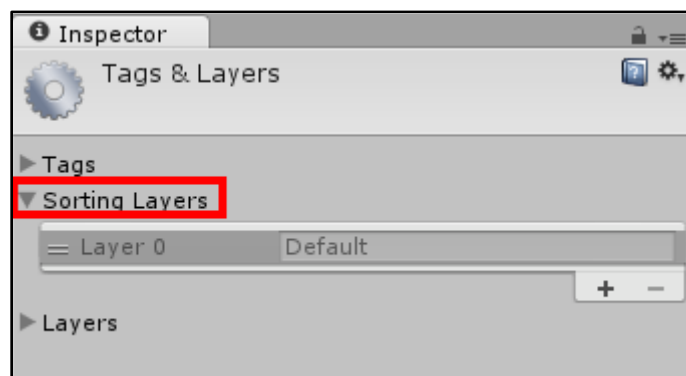
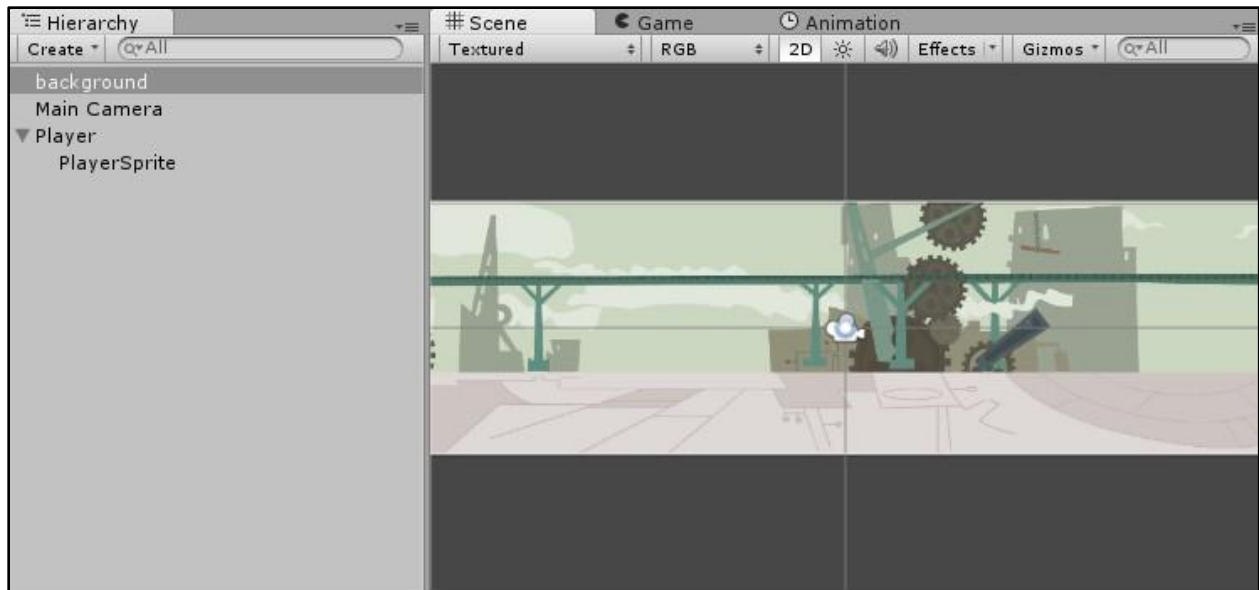


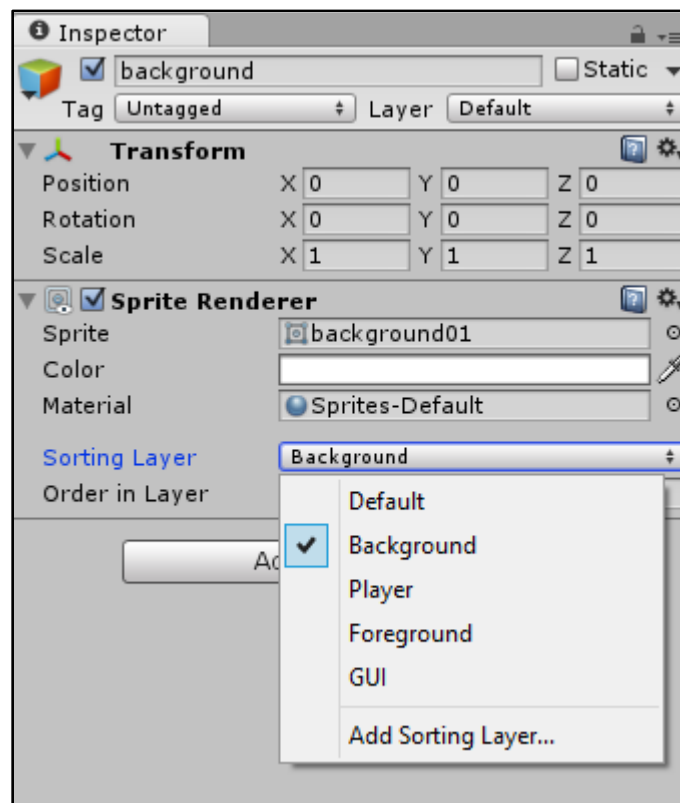
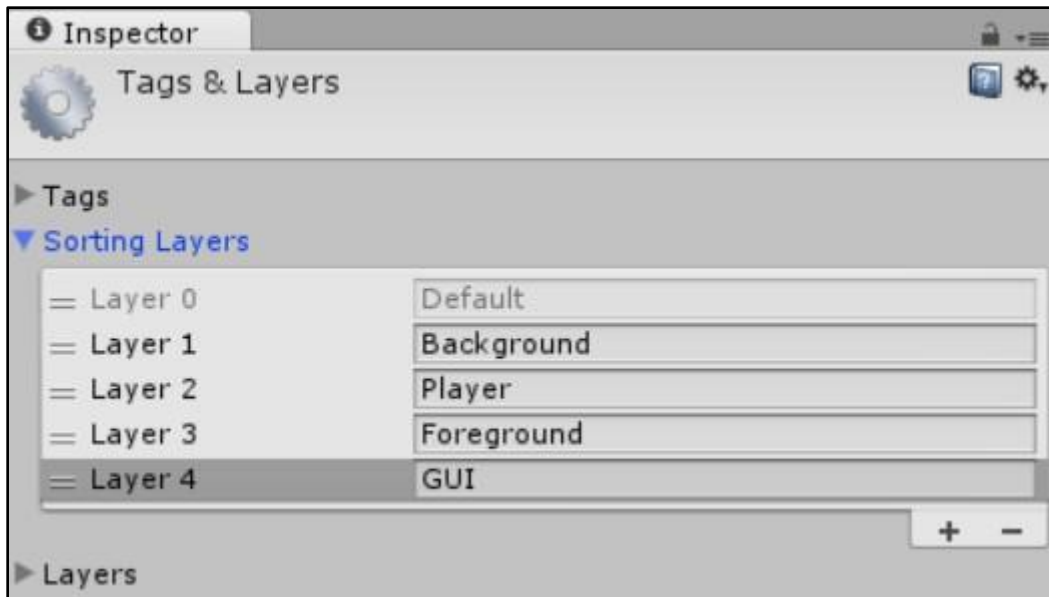


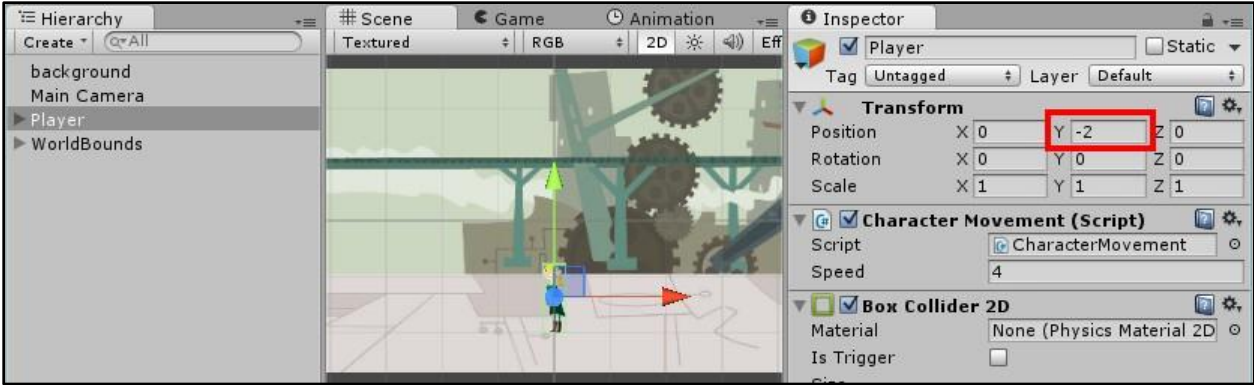


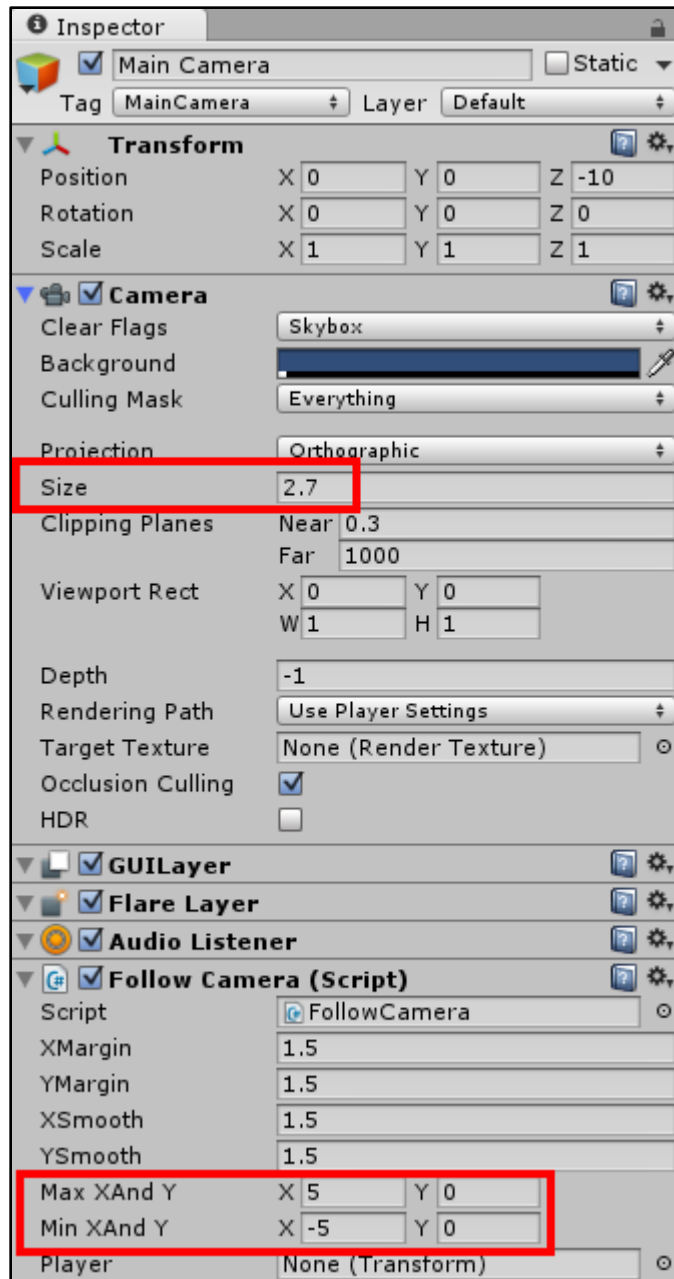






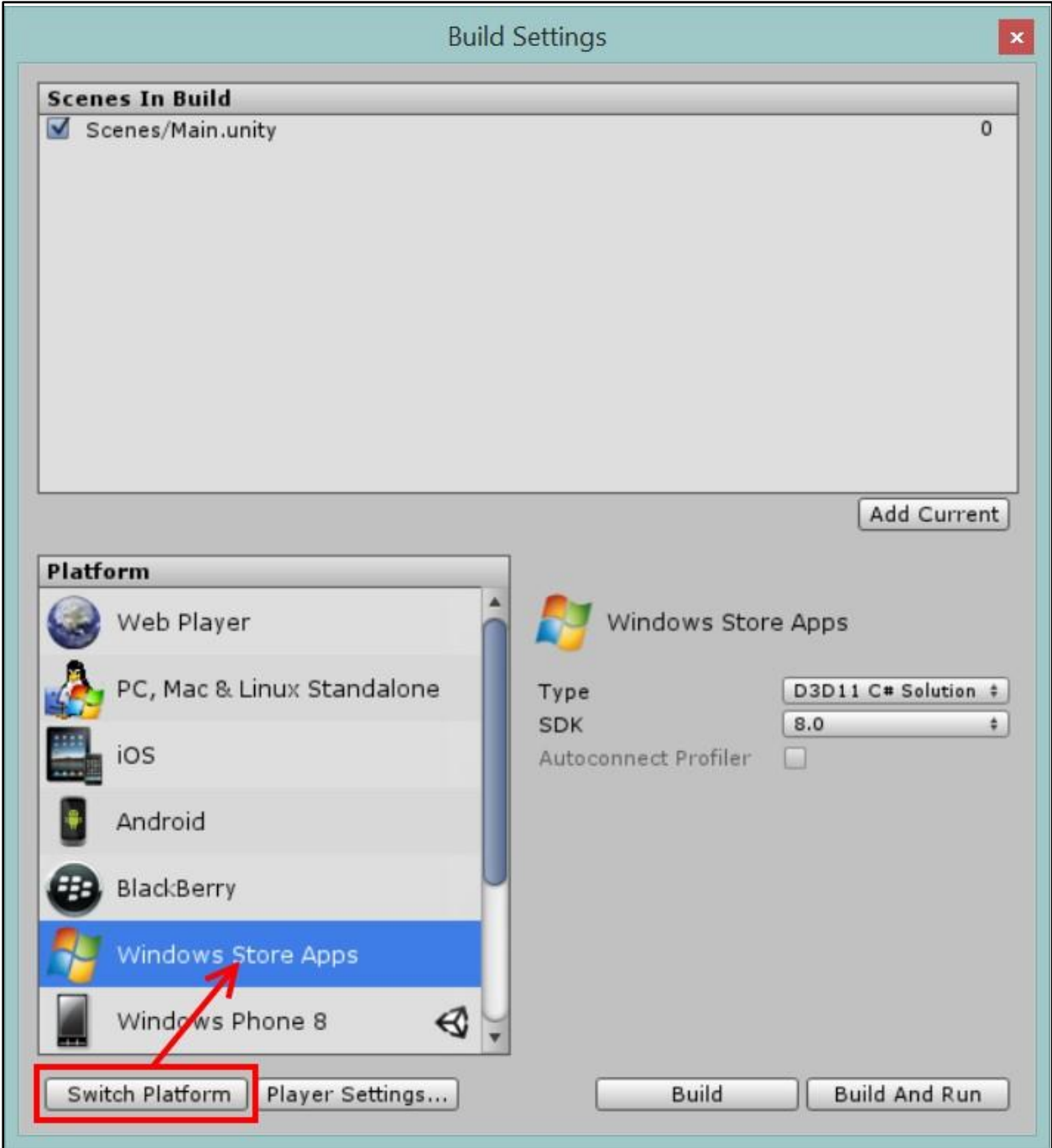




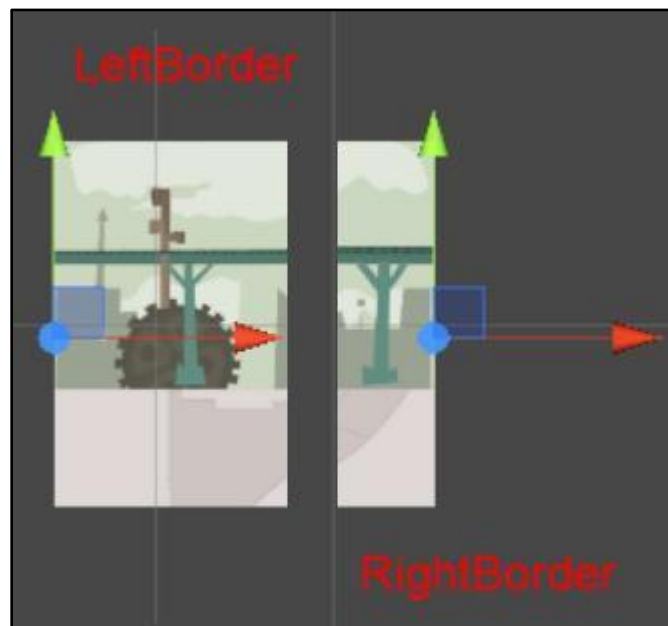
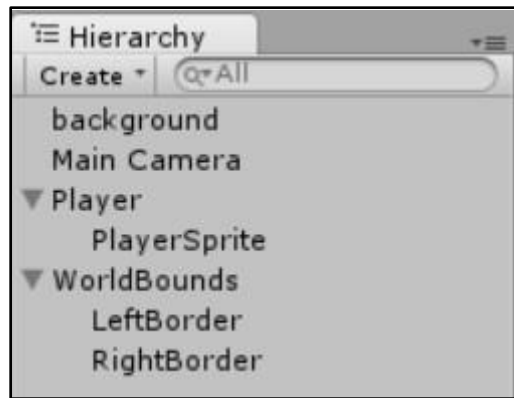


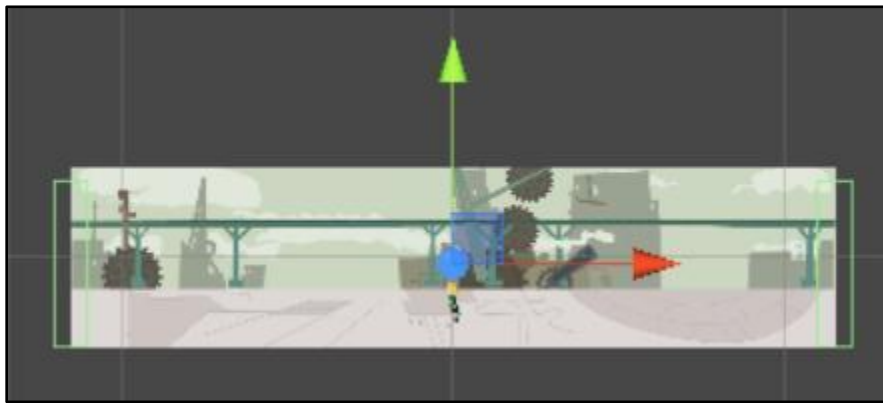
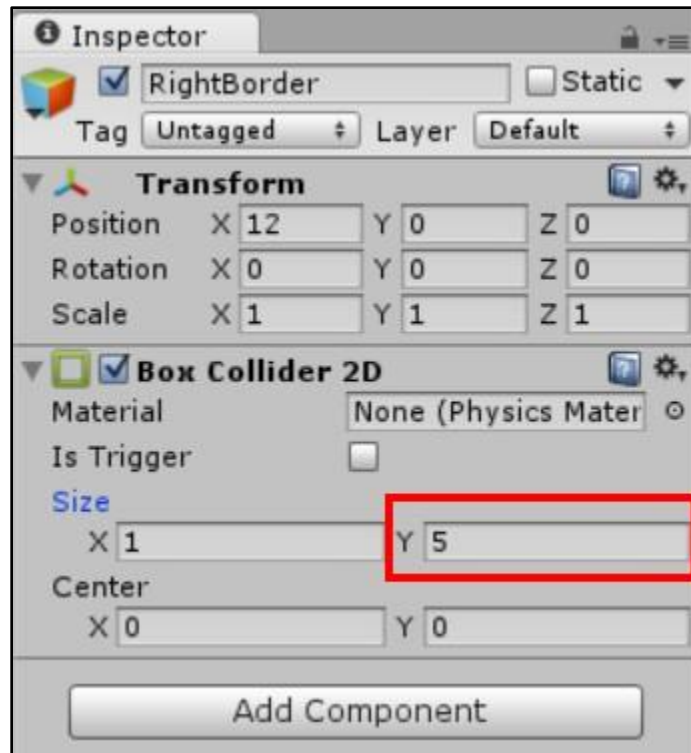


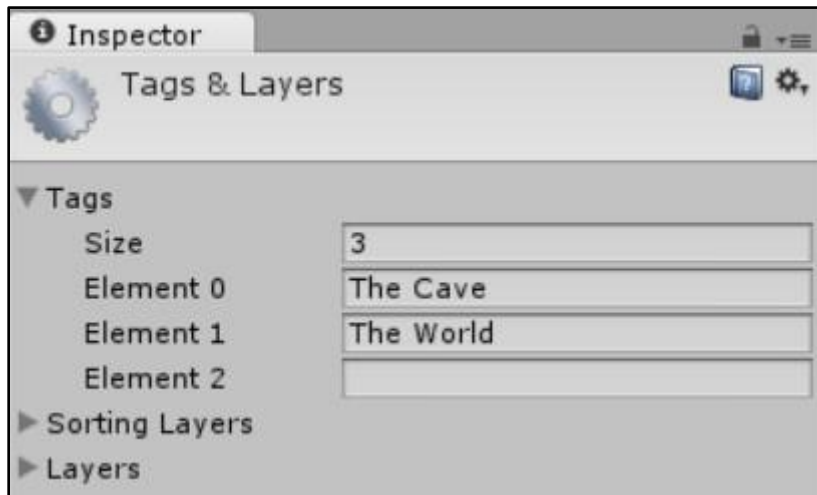
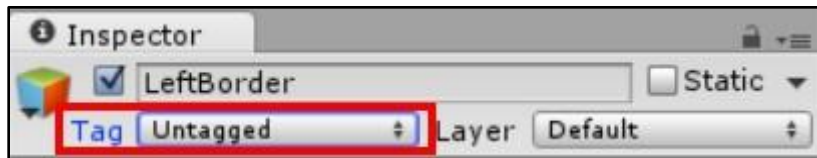
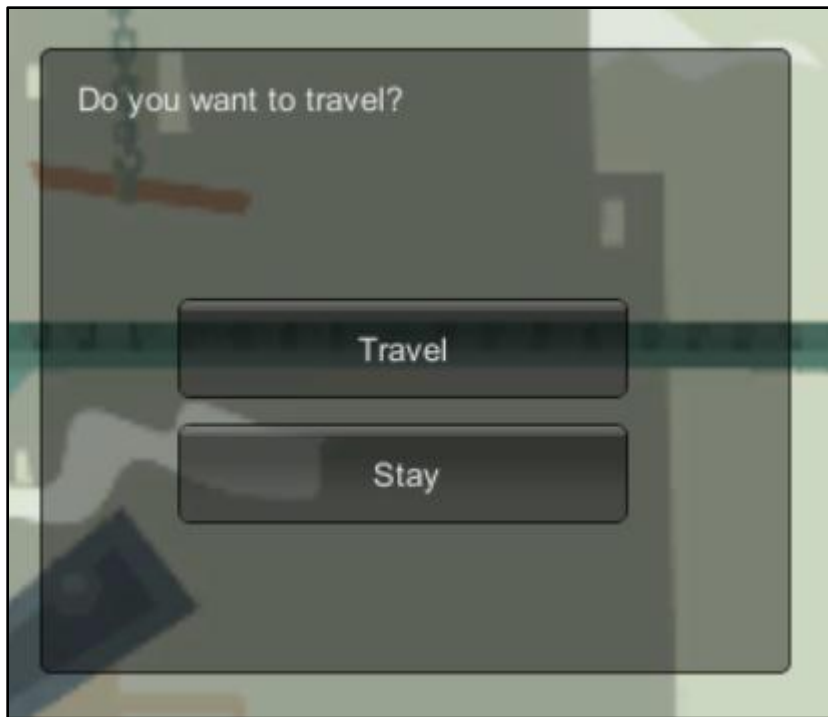
<p align="center">Web Client</p>	<p align="center">PC,Mac,Linux Standalone Windows / Windows 8 Google native client</p>	<p align="center">iOS</p>
<p>✓ Free Aspect</p> <ul style="list-style-type: none"> 5:4 4:3 3:2 16:10 16:9 Web (960x600) <p align="center">⊕</p>	<p>✓ Free Aspect</p> <ul style="list-style-type: none"> 5:4 4:3 3:2 16:10 16:9 Standalone (1024x768) <p align="center">⊕</p>	<p>✓ Free Aspect</p> <ul style="list-style-type: none"> iPhone Tall (320x480) iPhone Wide (480x320) iPhone 4 Tall (640x960) iPhone 4 Wide (960x640) iPad Tall (768x1024) iPad Wide (1024x768) iPhone 5 Tall (9:16) iPhone 5 Wide (16:9) iPhone Tall (2:3) iPhone Wide (3:2) iPad Tall (3:4) iPad Wide (4:3) <p align="center">⊕</p>
<p align="center">Android</p>	<p align="center">Blackberry</p>	<p align="center">Windows Phone</p>
<p>✓ Free Aspect</p> <ul style="list-style-type: none"> Remote (Not Connected) (10x10) HVGA Portrait (320x480) HVGA Landscape (480x320) WVGA Portrait (480x800) WVGA Landscape (800x480) FWVGA Portrait (480x854) FWVGA Landscape (854x480) WSVGA Portrait (600x1024) WSVGA Landscape (1024x600) WXGA Portrait (800x1280) WXGA Landscape (1280x800) 3:2 Portrait (2:3) 3:2 Landscape (3:2) 16:10 Portrait (10:16) 16:10 Landscape (16:10) <p align="center">⊕</p>	<p>✓ Free Aspect</p> <ul style="list-style-type: none"> Touch Phone Portrait (720x1280) Touch Phone Landscape (1280x720) Keyboard Phone (720x720) Playbook: Portrait (600x1024) Playbook: Landscape (1024x600) 9:16 Portrait (9:16) 16:9 Landscape (16:9) 1:1 (1:1) <p align="center">⊕</p>	<p>✓ Free Aspect</p> <ul style="list-style-type: none"> WVGA Portrait (480x800) WVGA Portrait (9:15) WVGA Landscape (800x480) WVGA Landscape (15:9) WXGA Portrait (768x1280) WXGA Portrait (9:15) WXGA Landscape (1280x768) WXGA Landscape (15:9) 720p Portrait (720x1280) 720p Portrait (9:16) 720p Landscape (1280x720) 720p Landscape (16:9) <p align="center">⊕</p>

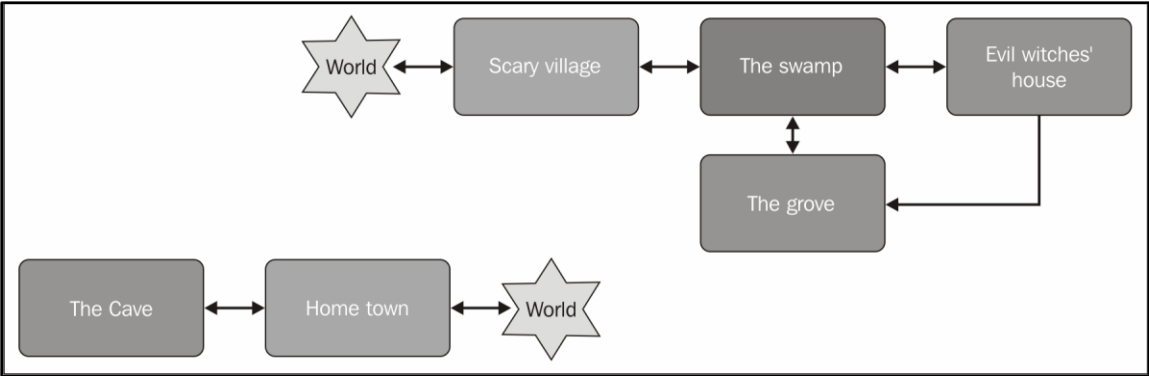
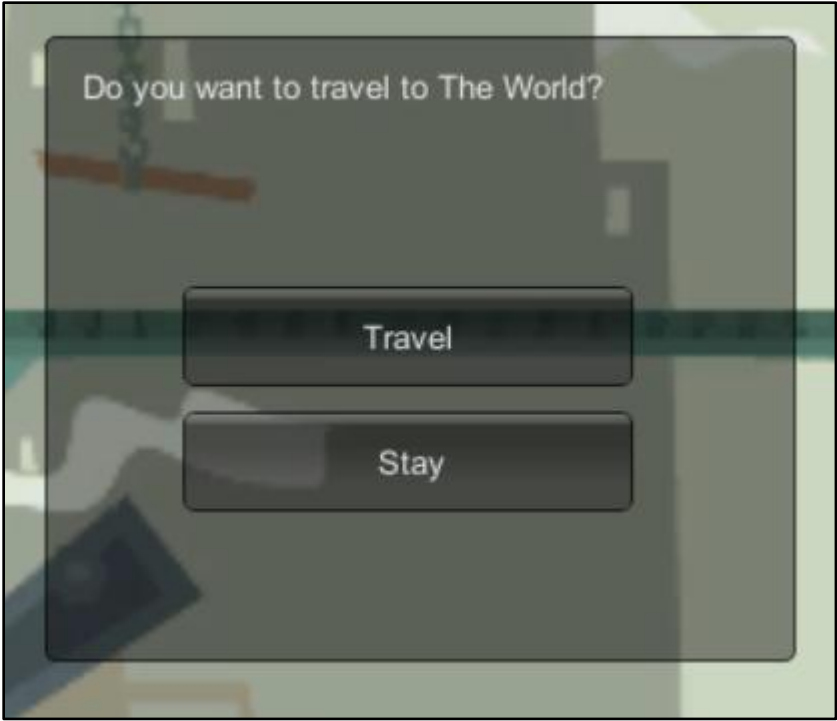


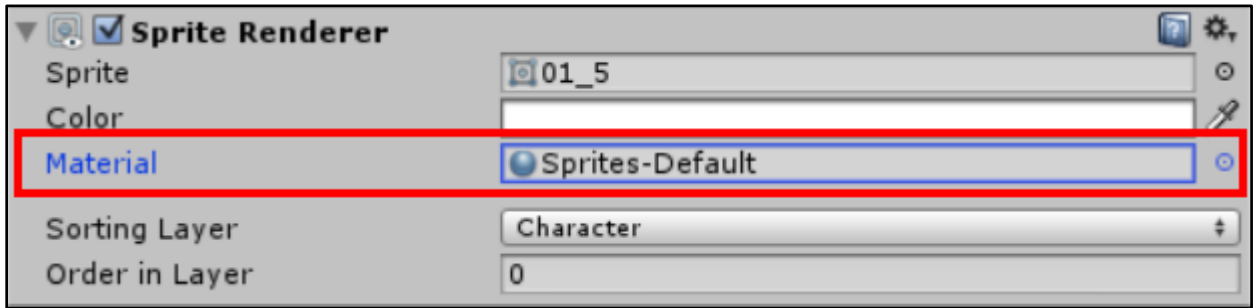
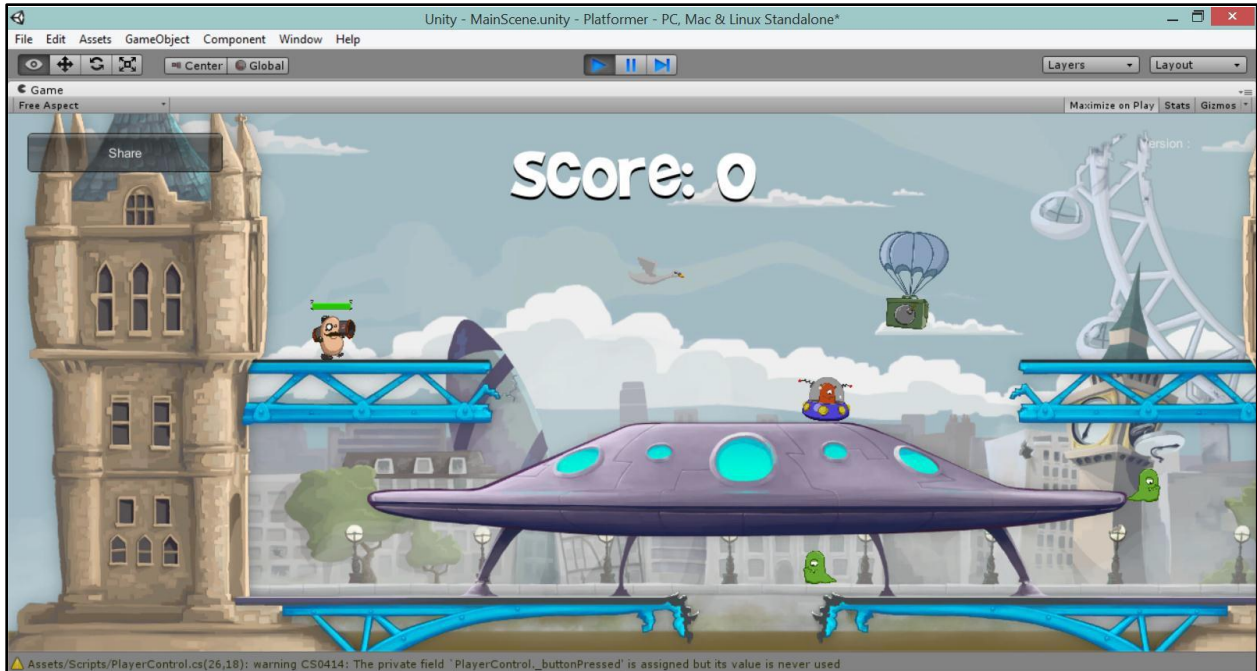
Maximize on Play

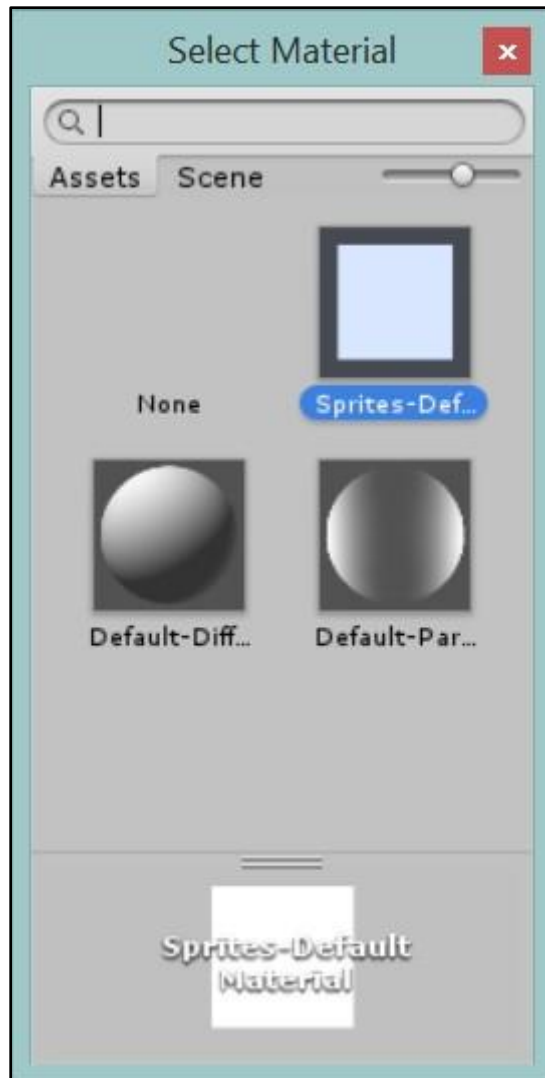


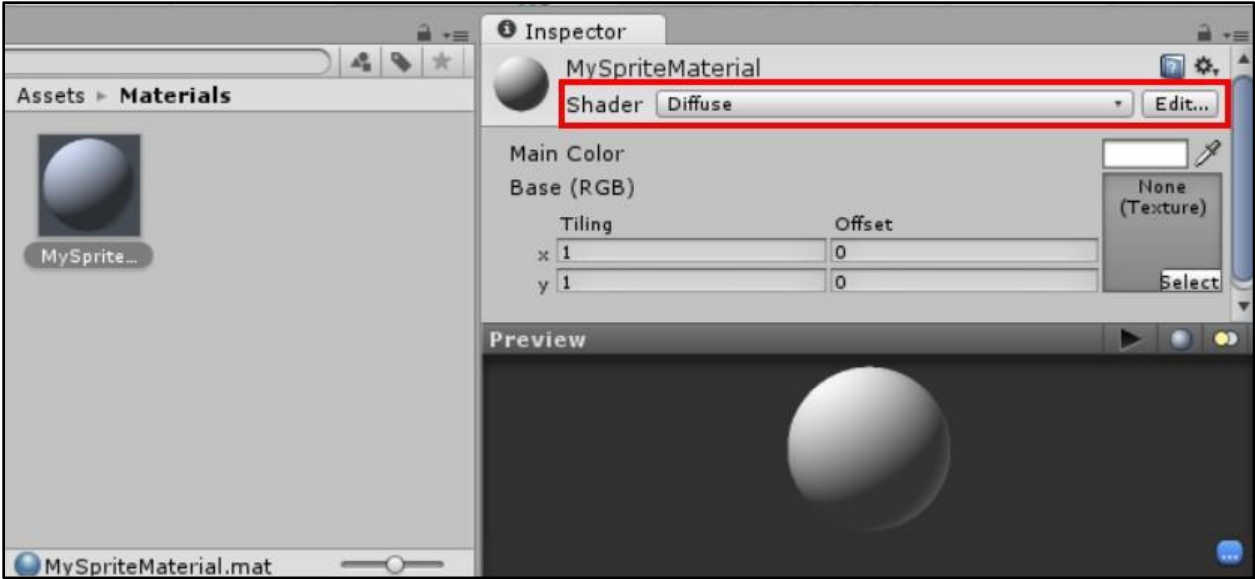


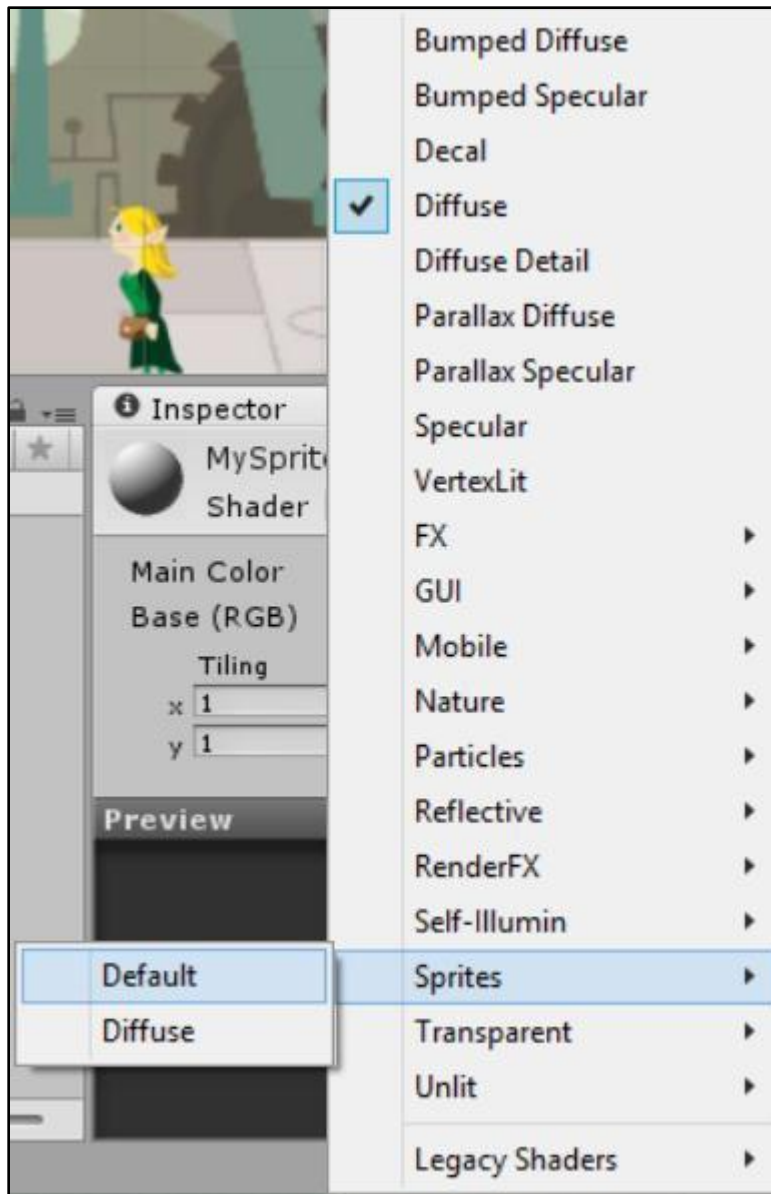


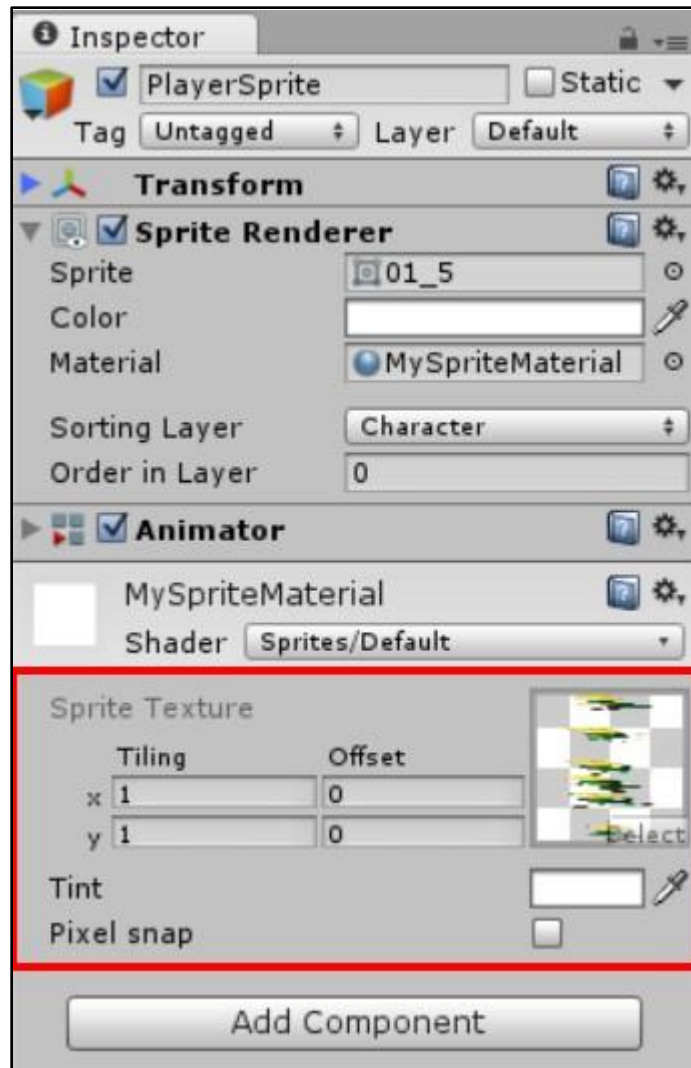




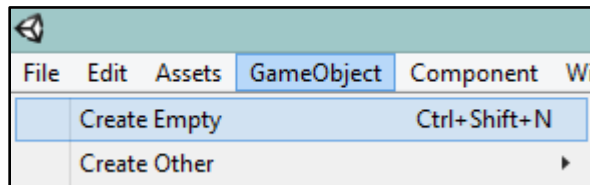


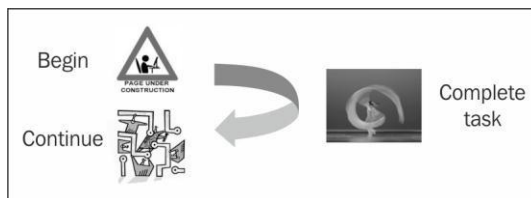
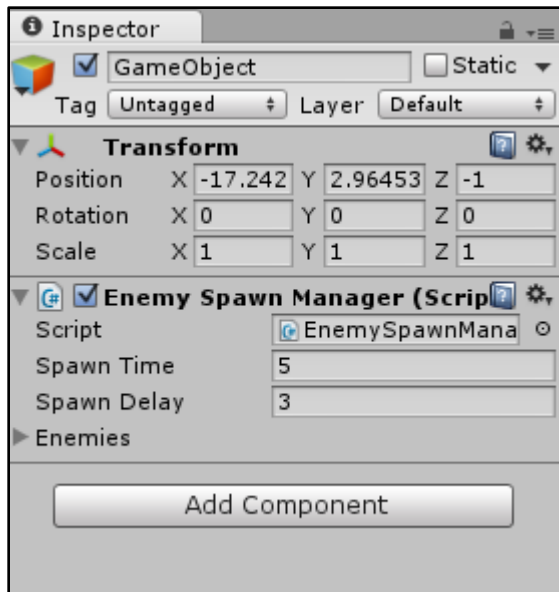


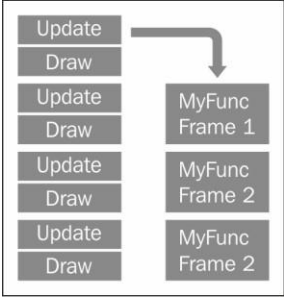
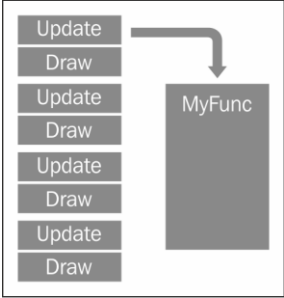


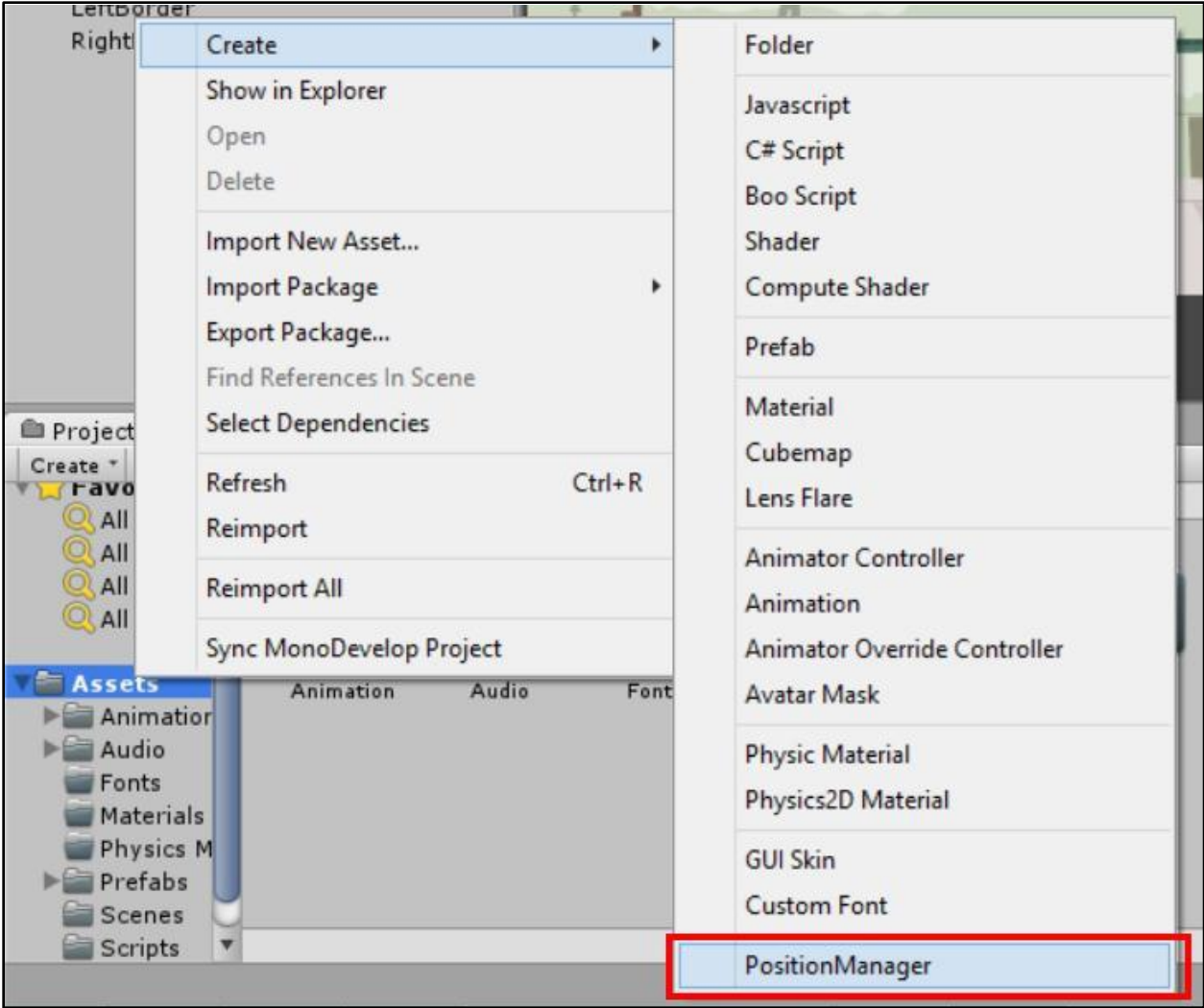


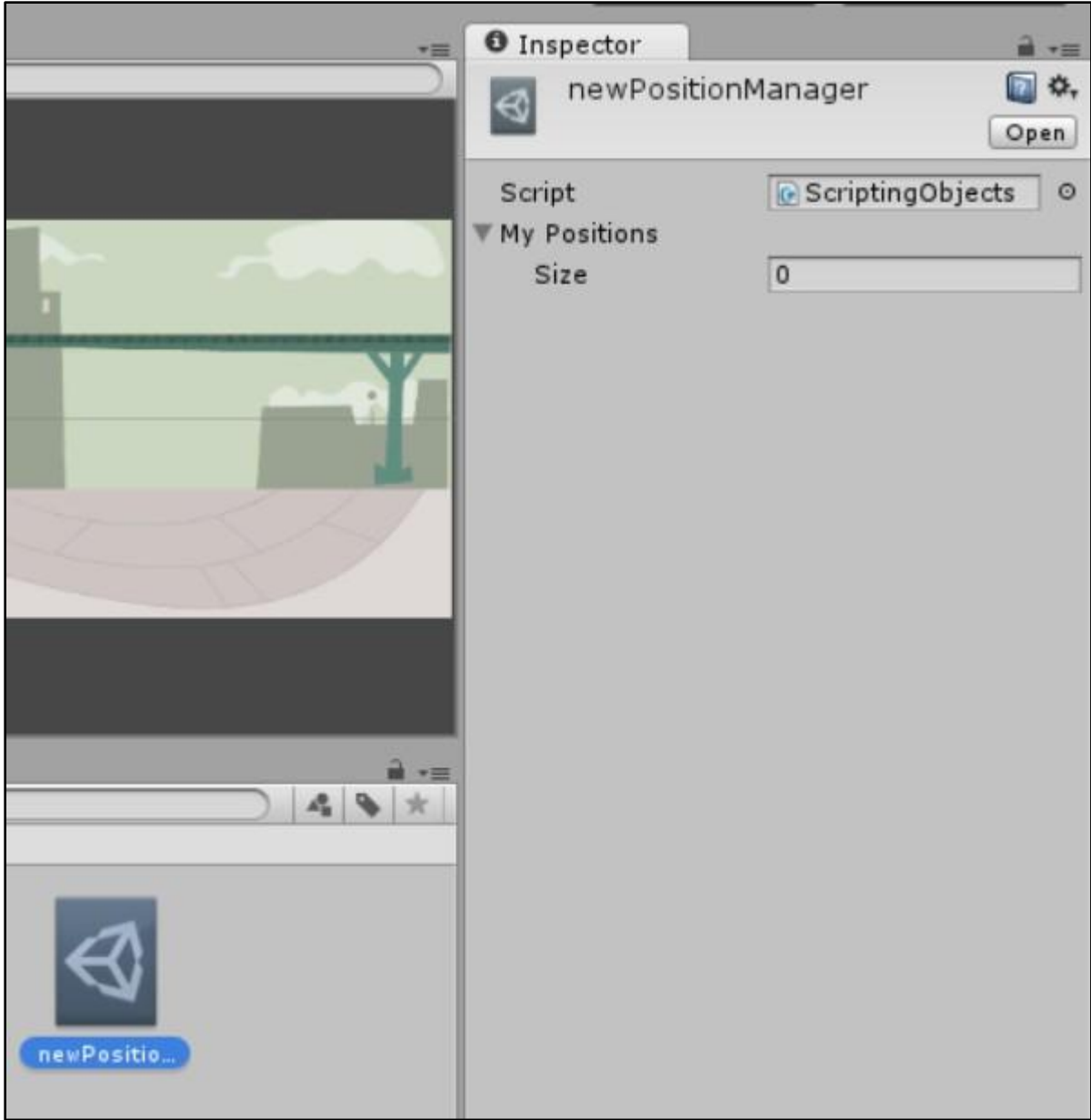
Chapter 5

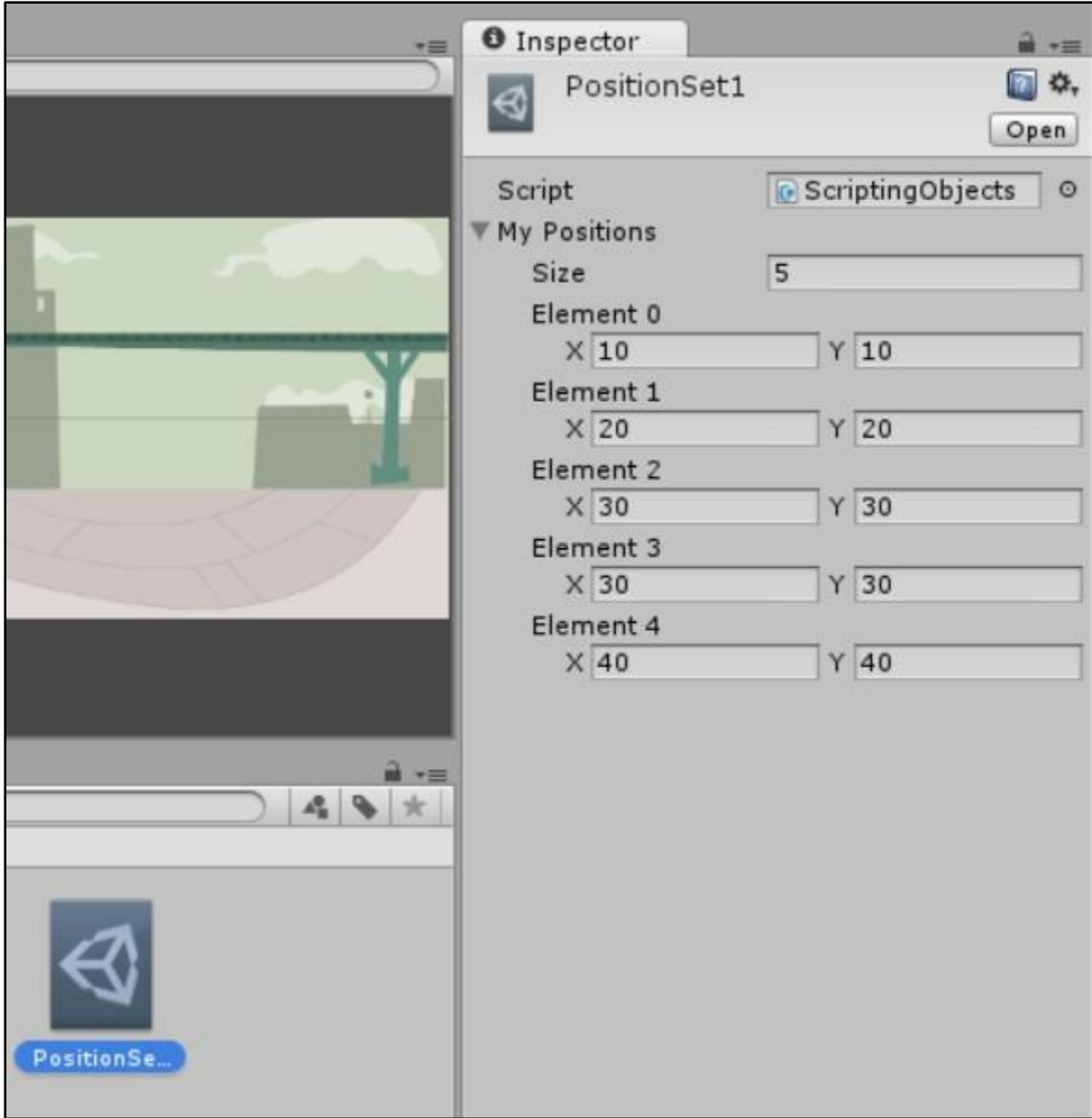


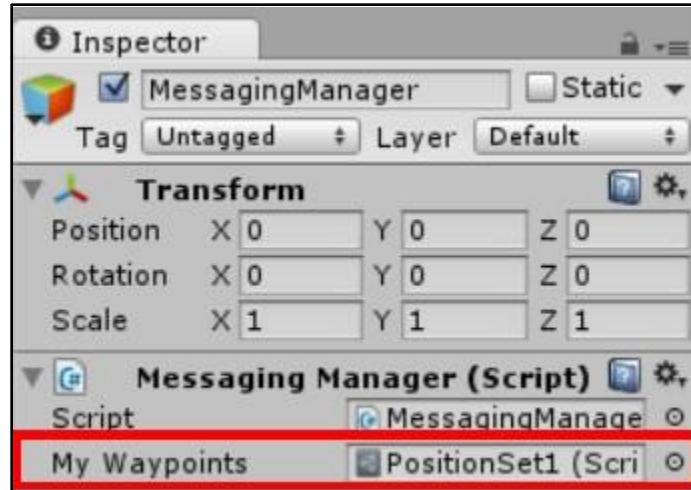


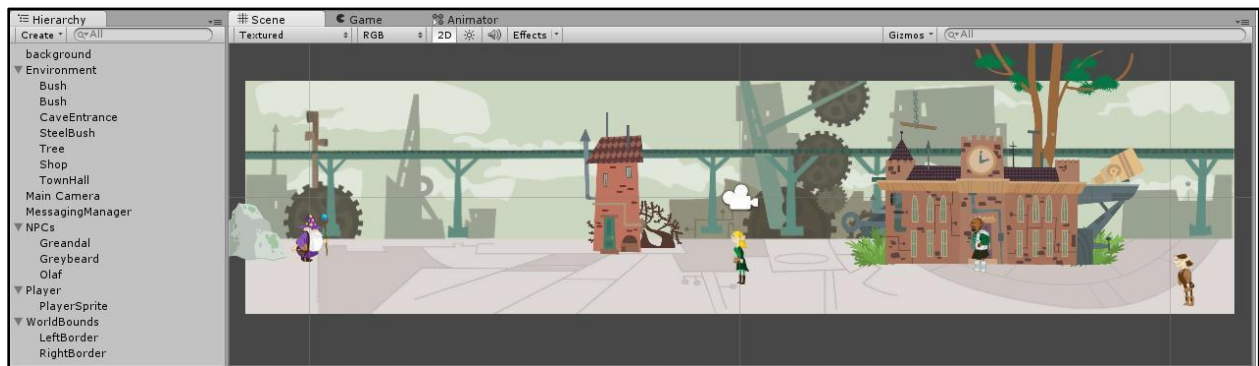
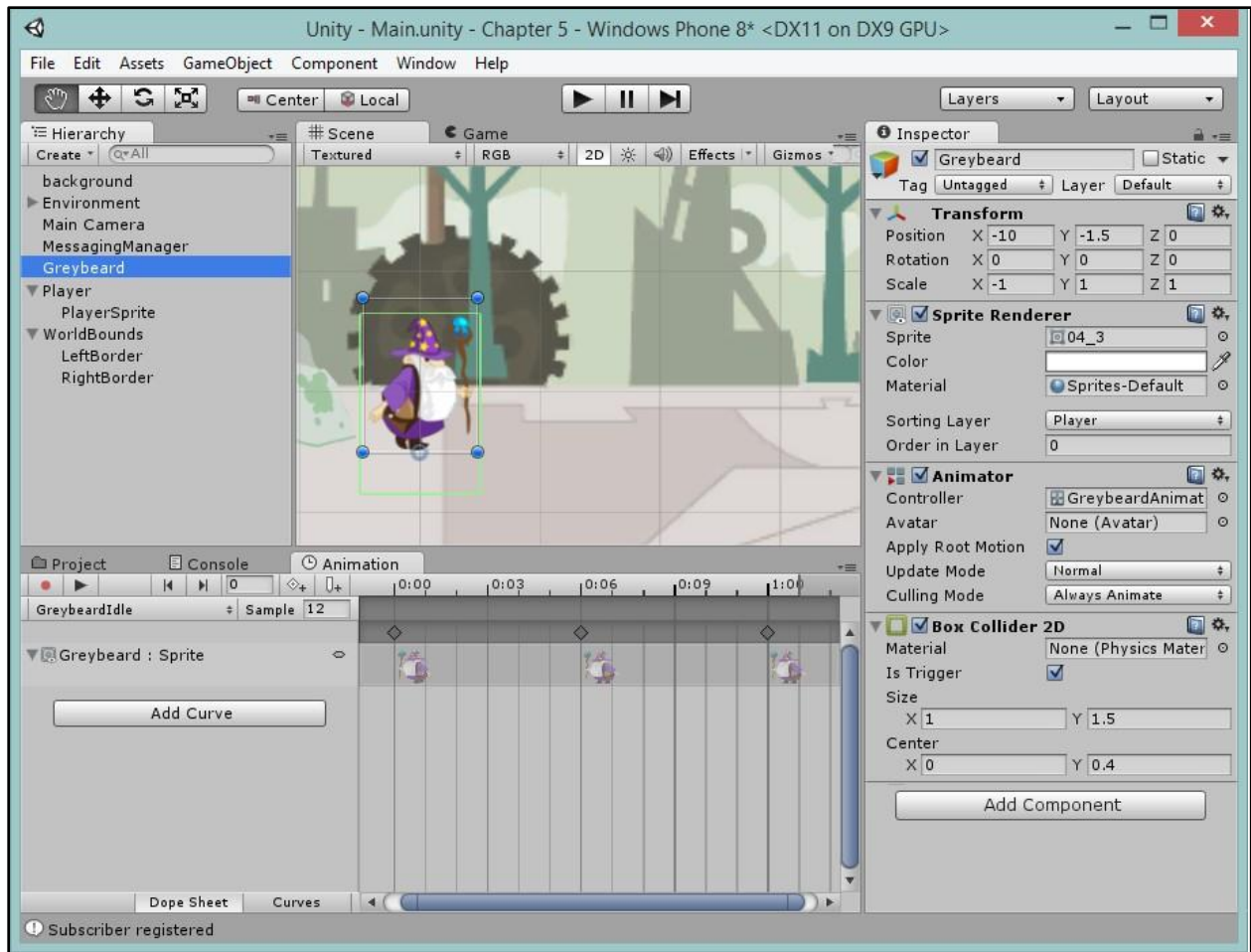


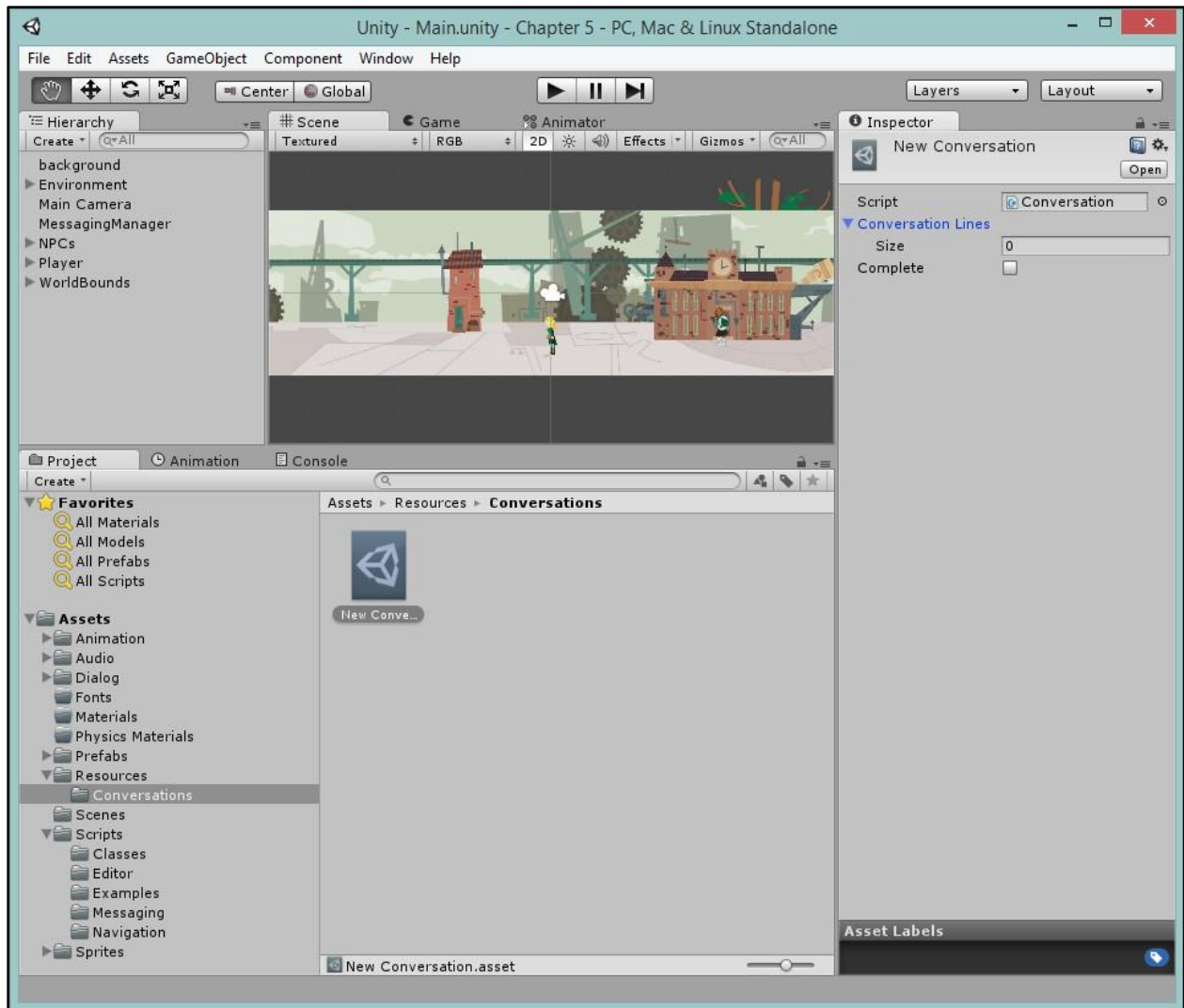


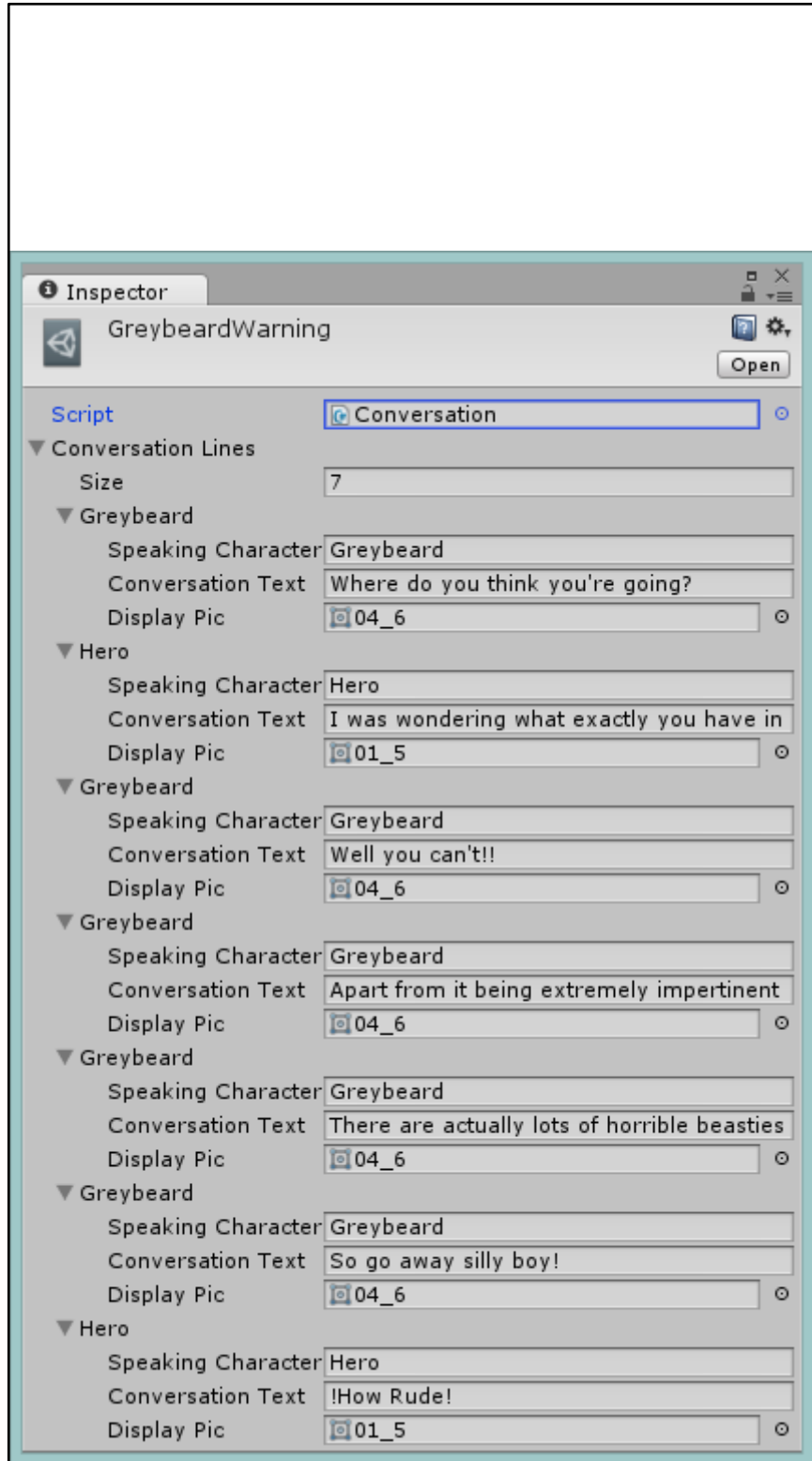


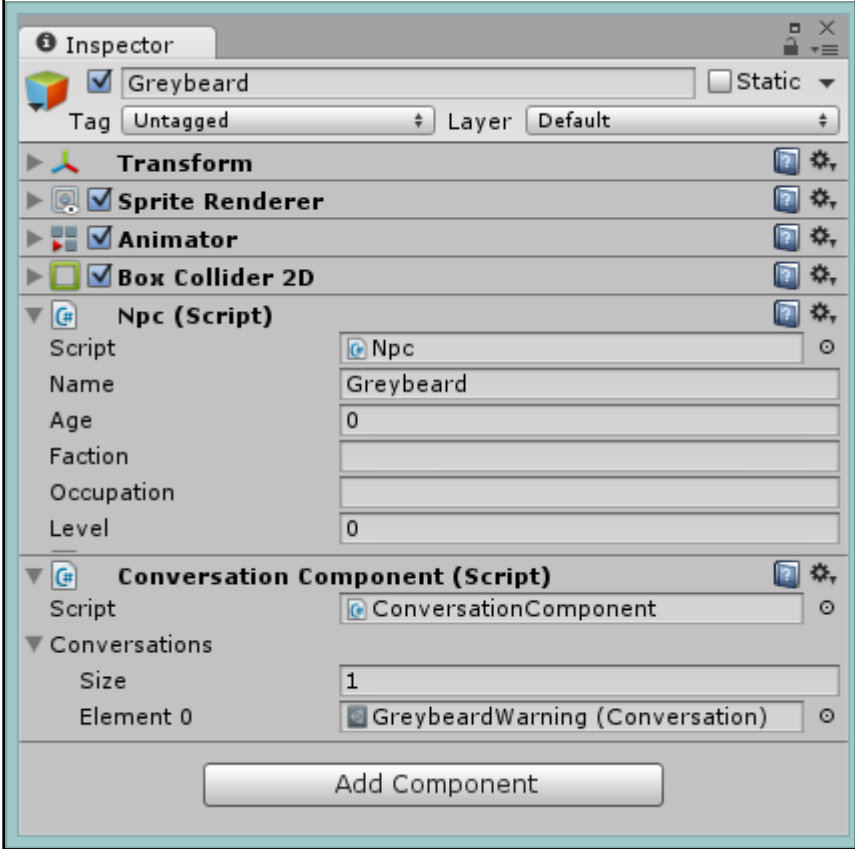






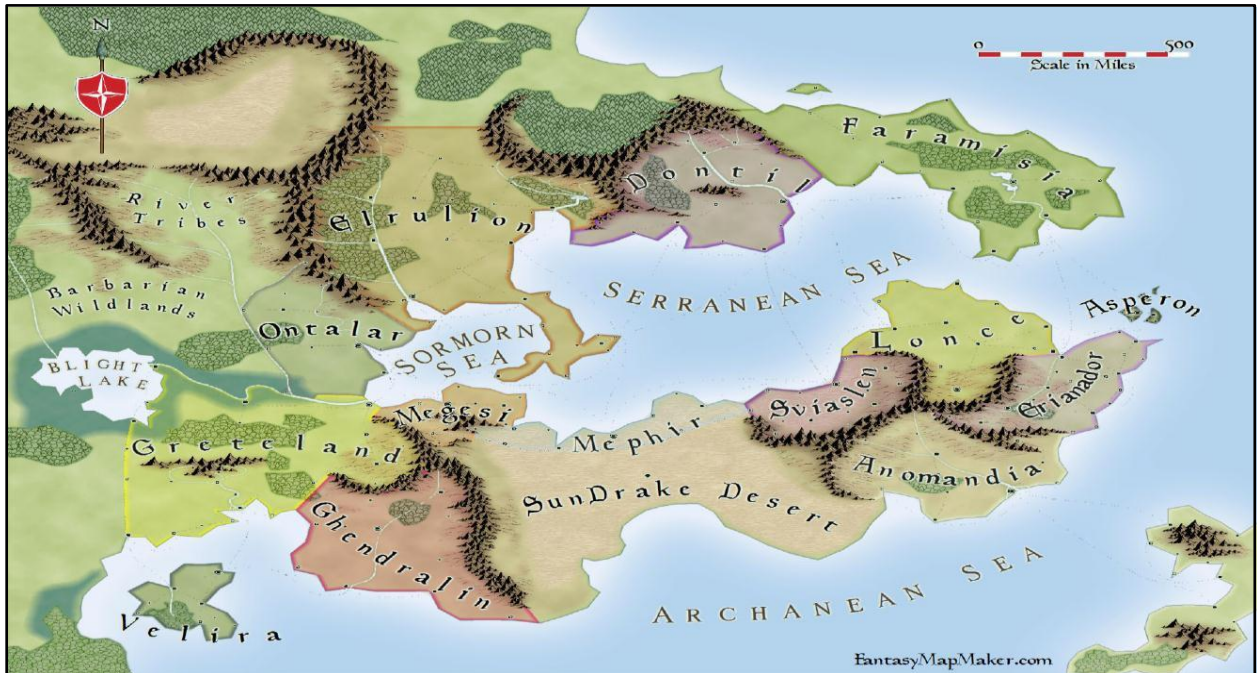


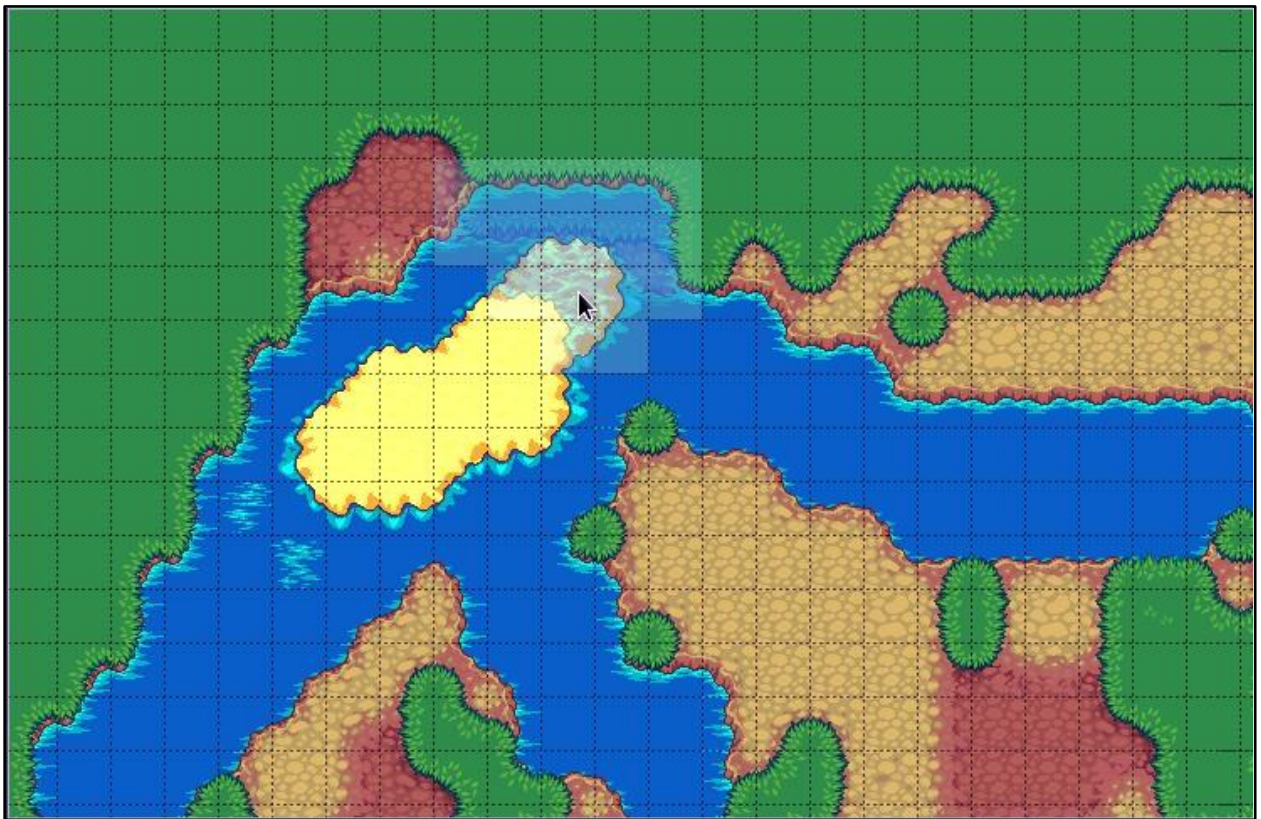
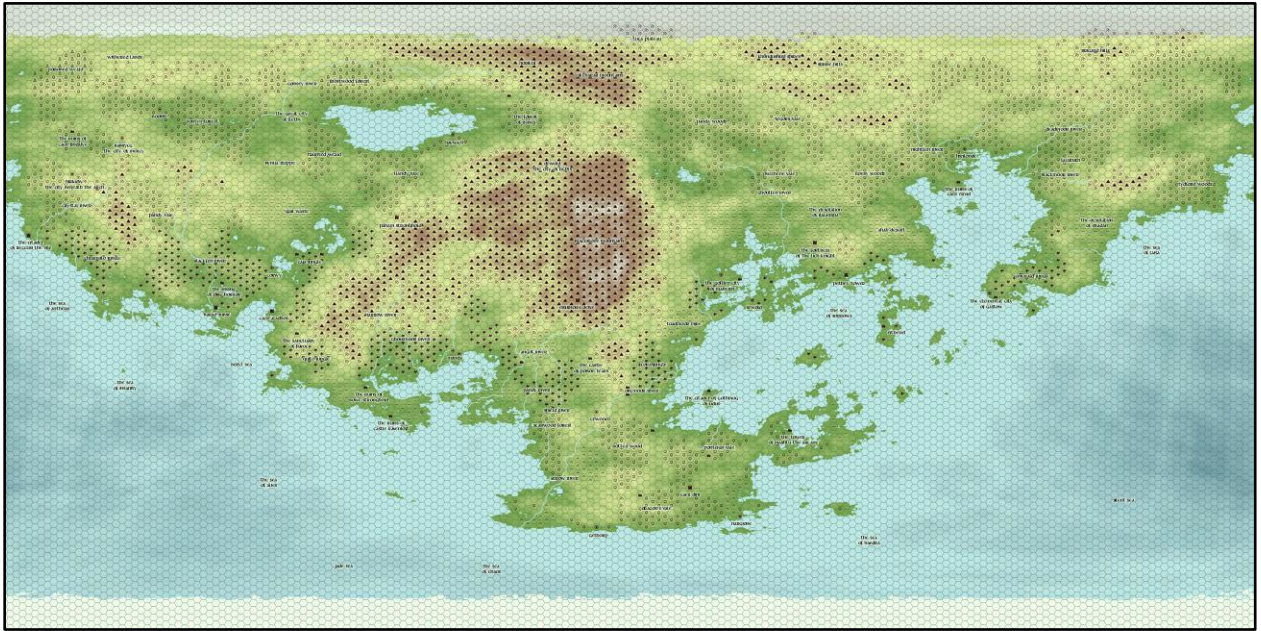


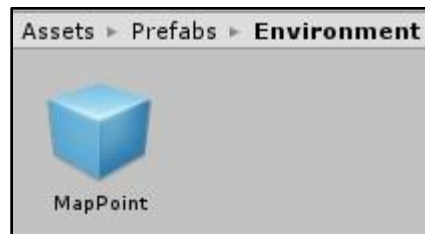
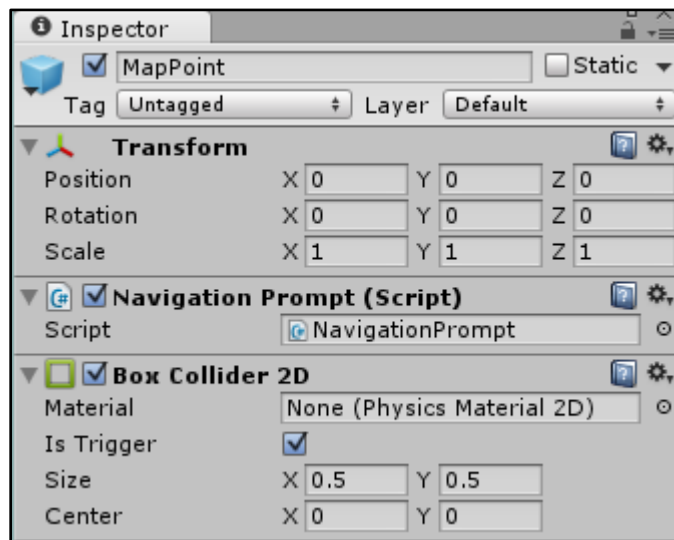
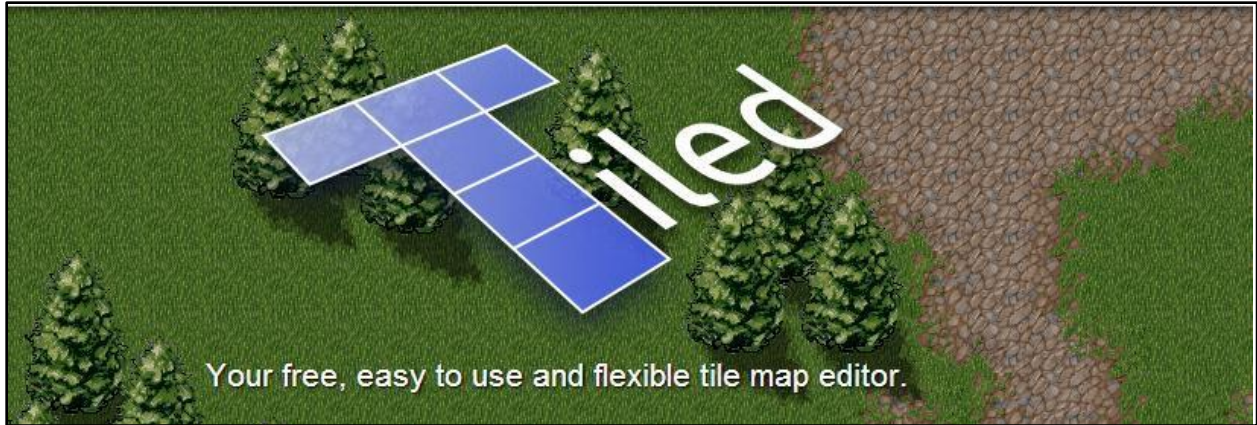


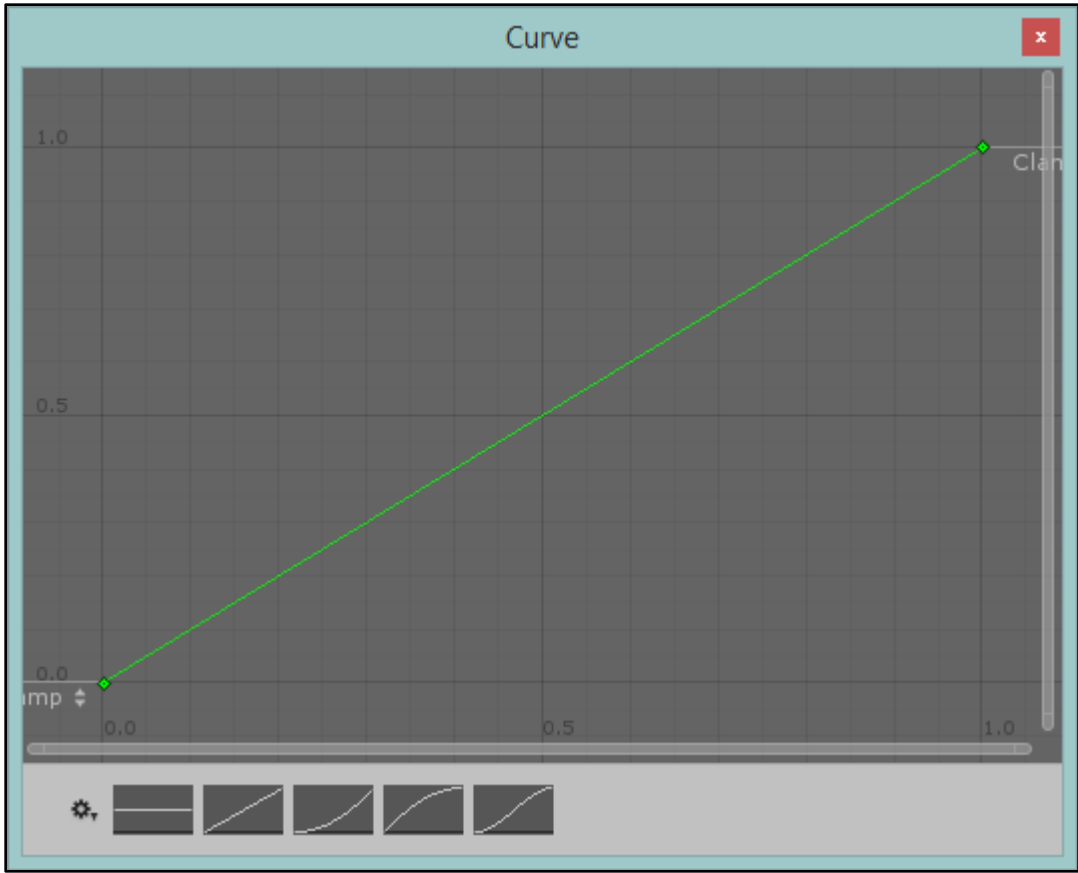


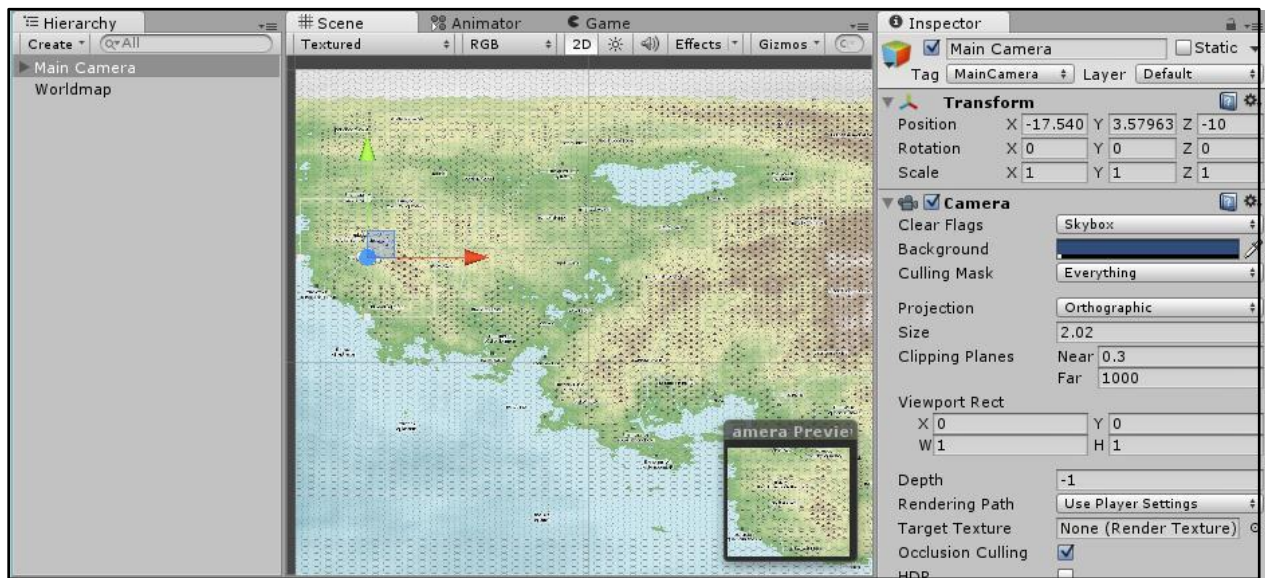
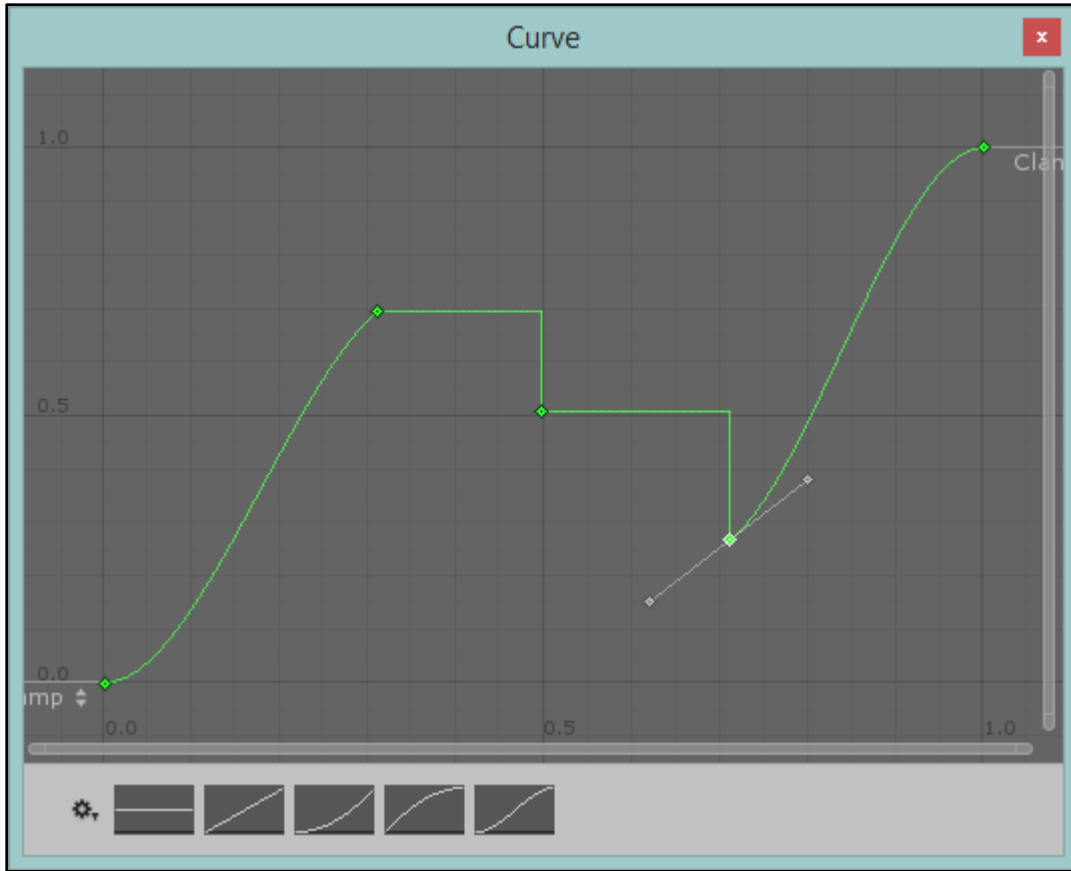
Chapter 6

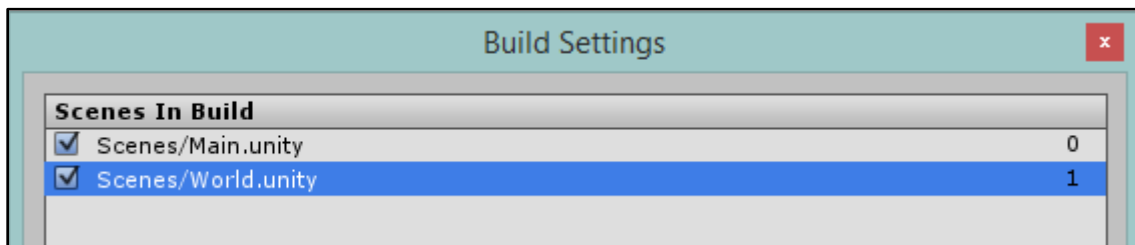
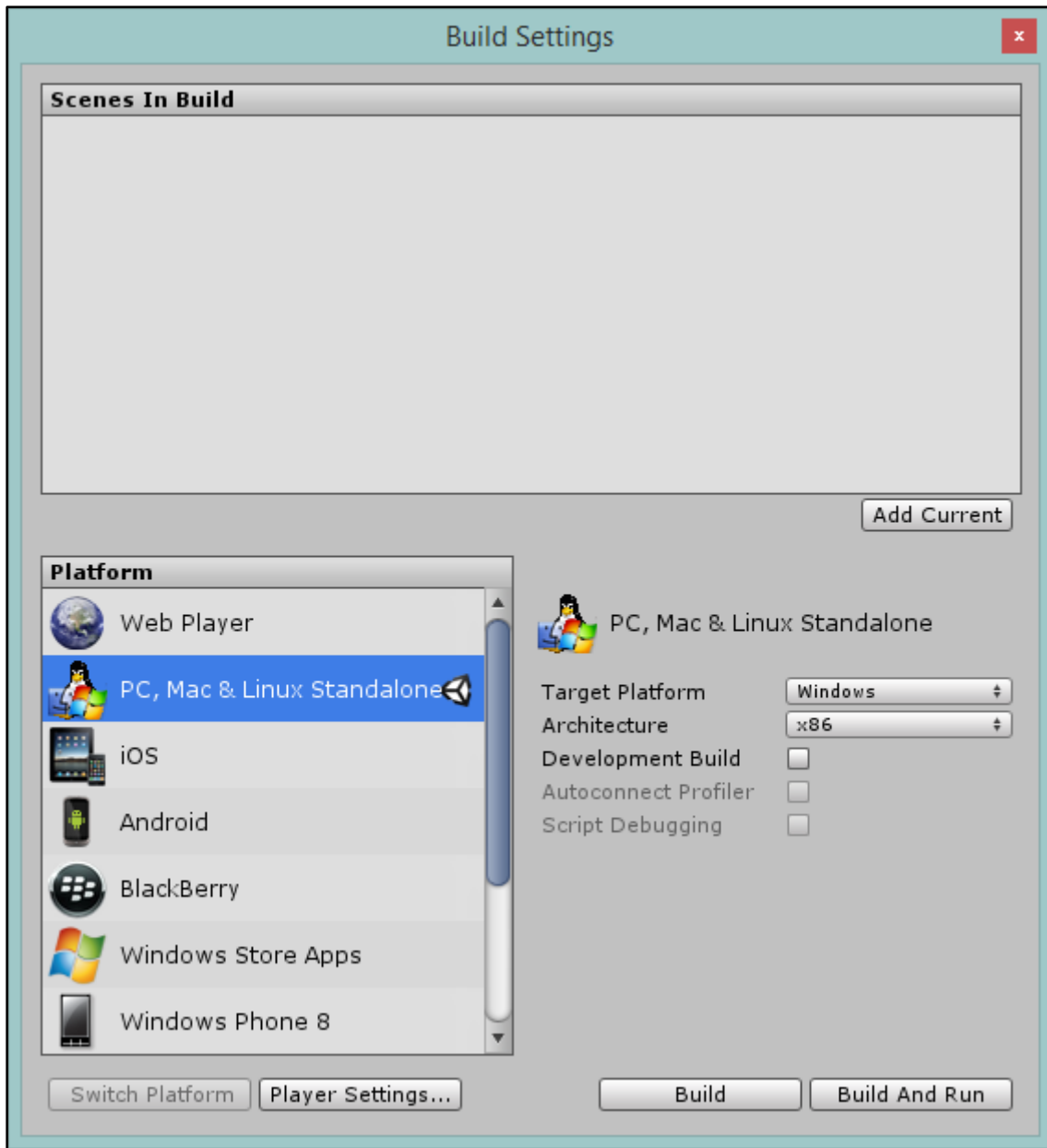


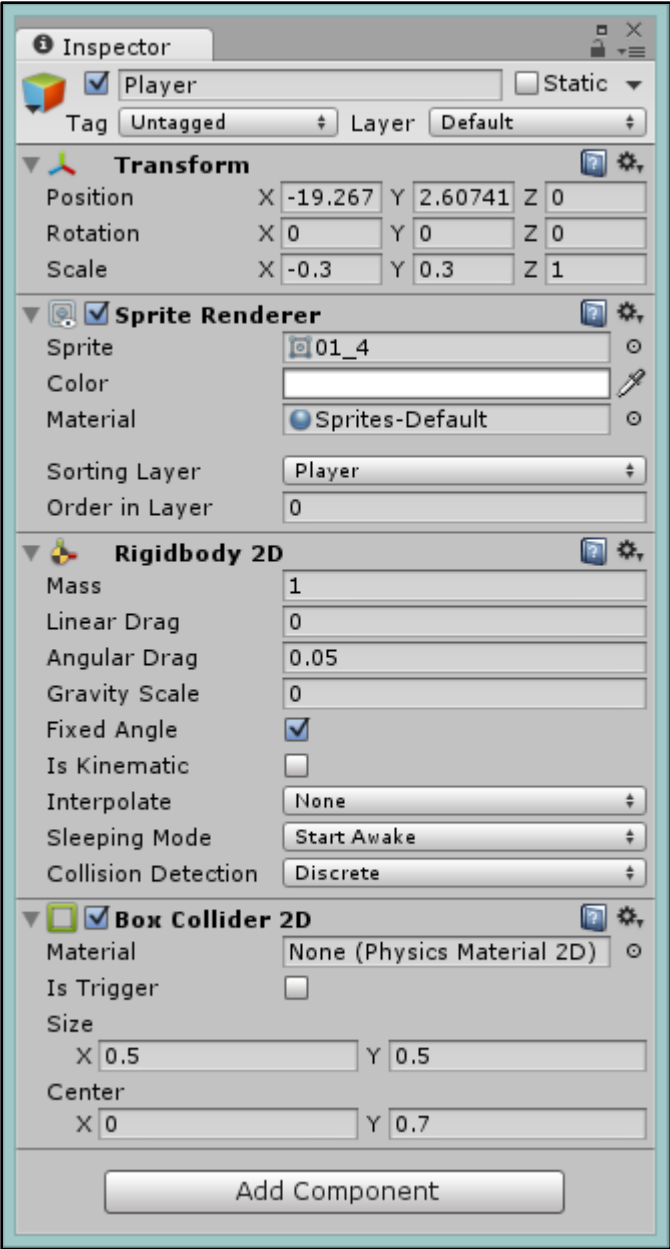


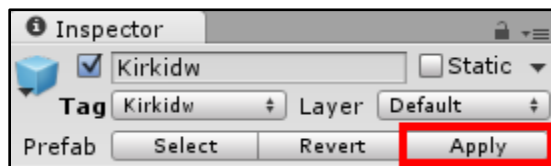
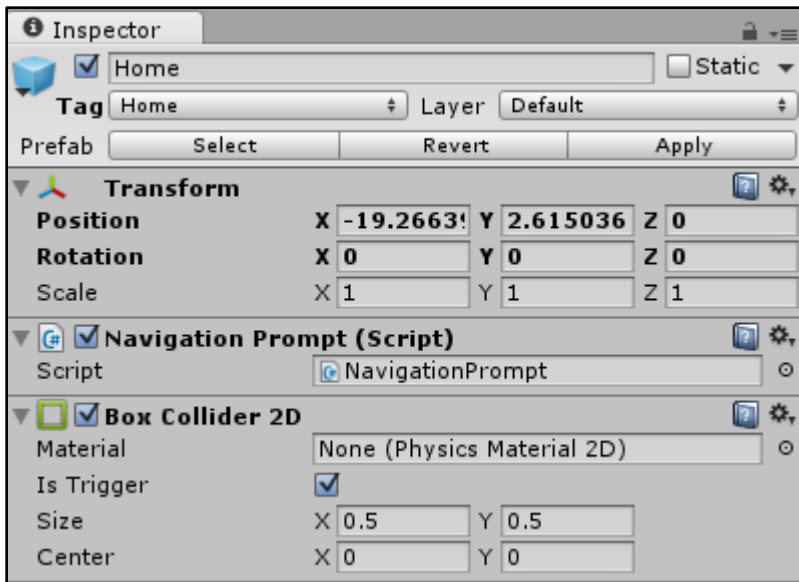




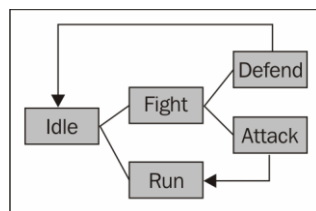


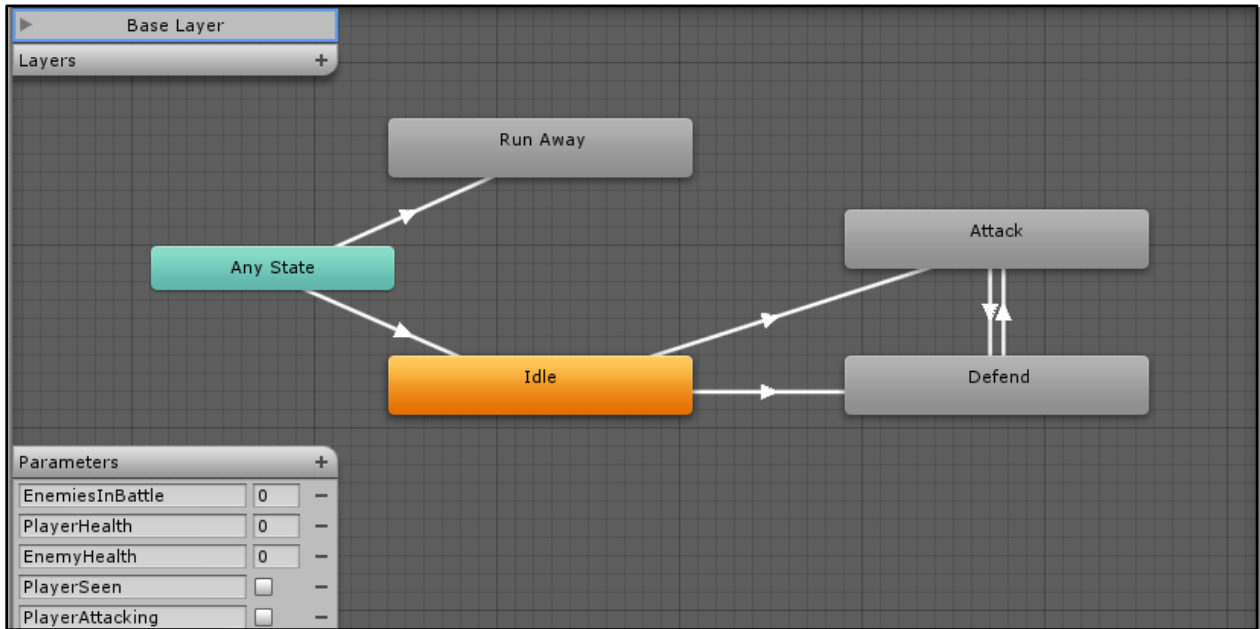
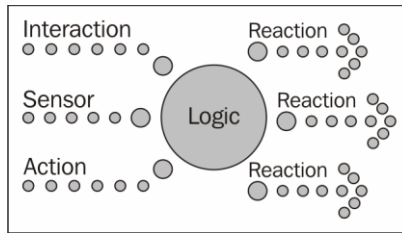






Chapter 7







Base Layer Auto Live Link

▶ Base Layer

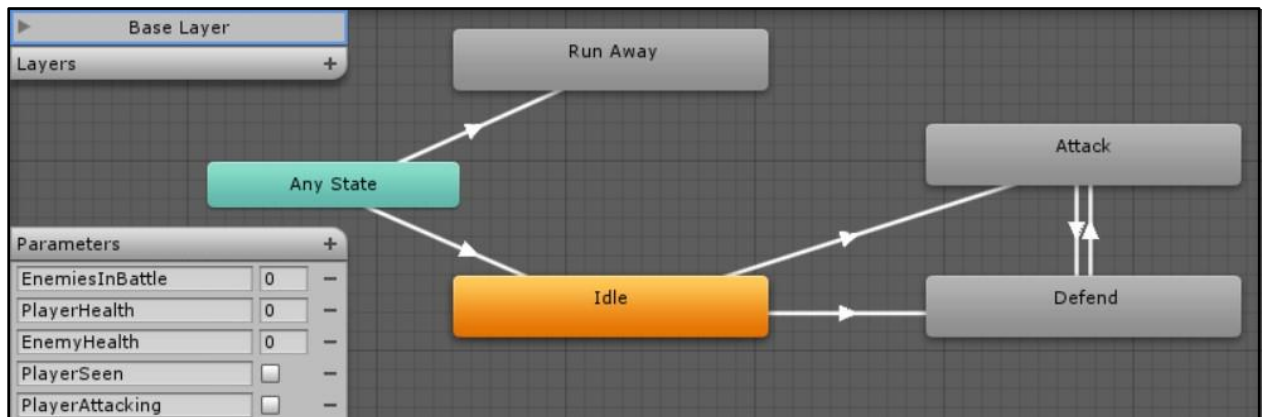
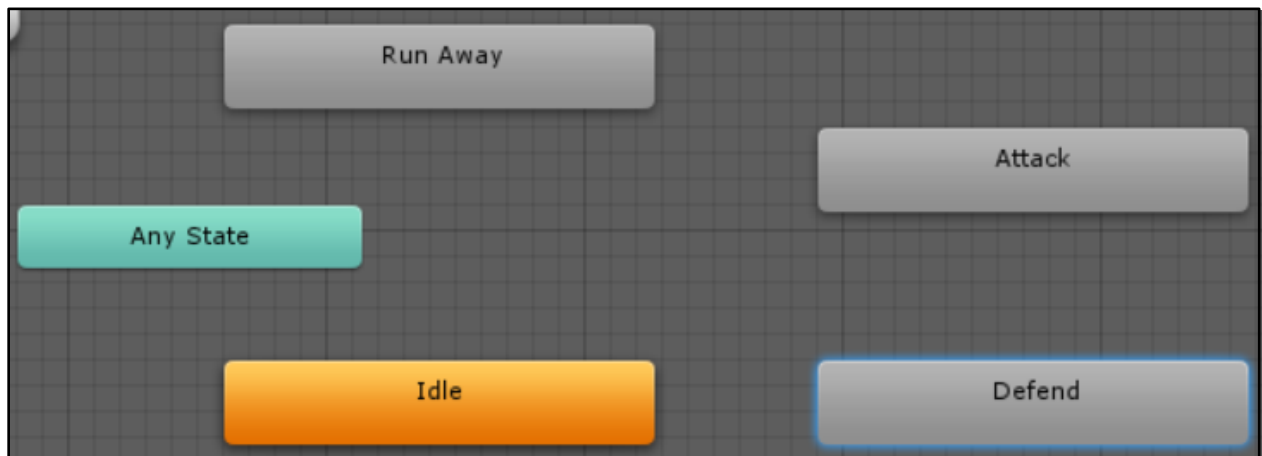
Layers +

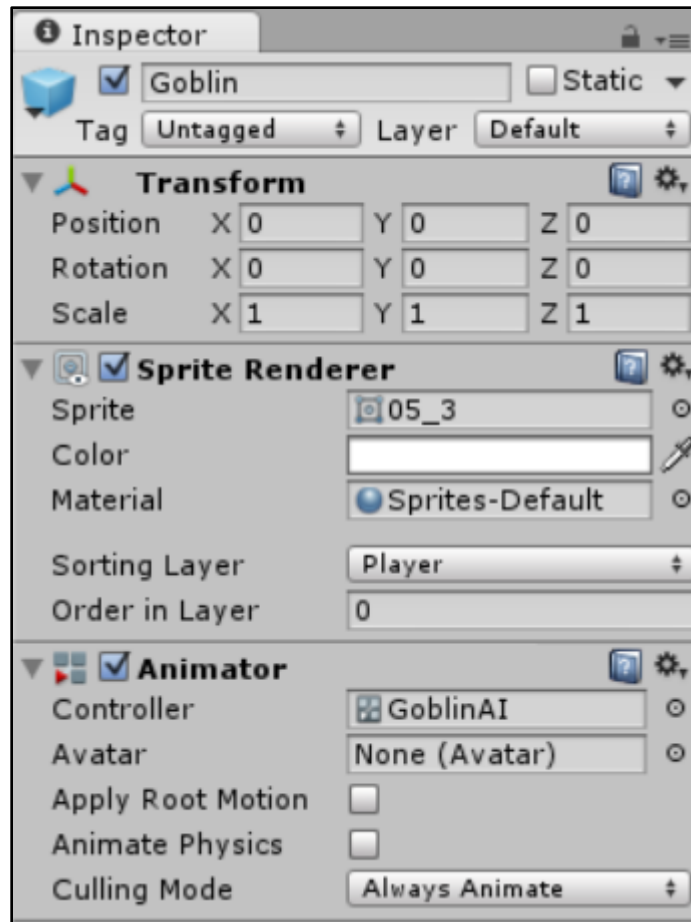
Any State

Parameters +

The image shows a software interface for a 2D animation or rendering engine. At the top, there is a header bar with 'Base Layer' on the left and 'Auto Live Link' on the right. Below this is a main workspace with a dark grey grid background. On the left side, there is a vertical panel with a 'Base Layer' header and a 'Layers' section containing a plus sign. In the center of the grid, there is a glowing cyan button labeled 'Any State'. At the bottom left, there is a 'Parameters' section with a plus sign.

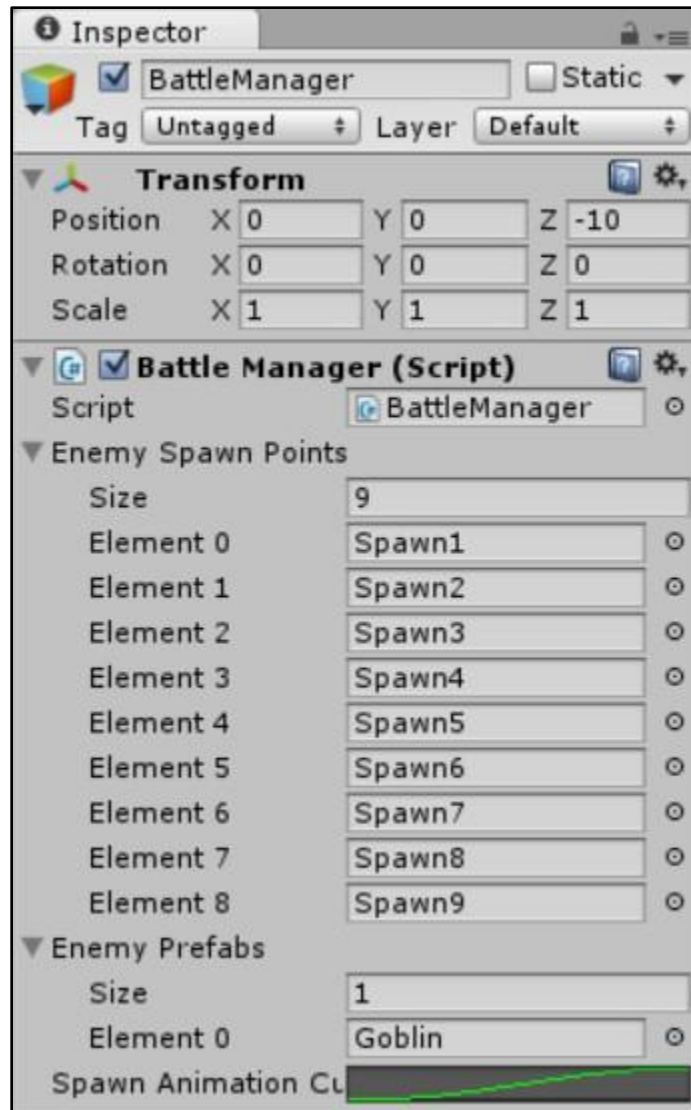
Parameters		
EnemiesInBattle	0	-
PlayerHealth	0	-
EnemyHealth	0	-
PlayerSeen	<input type="checkbox"/>	-
PlayerAttacking	<input type="checkbox"/>	-





- ▼ SpawnPoints
 - Spawn1
 - Spawn2
 - Spawn3
 - Spawn4
 - Spawn5
 - Spawn6
 - Spawn7
 - Spawn8
 - Spawn9





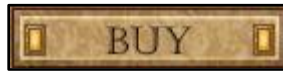
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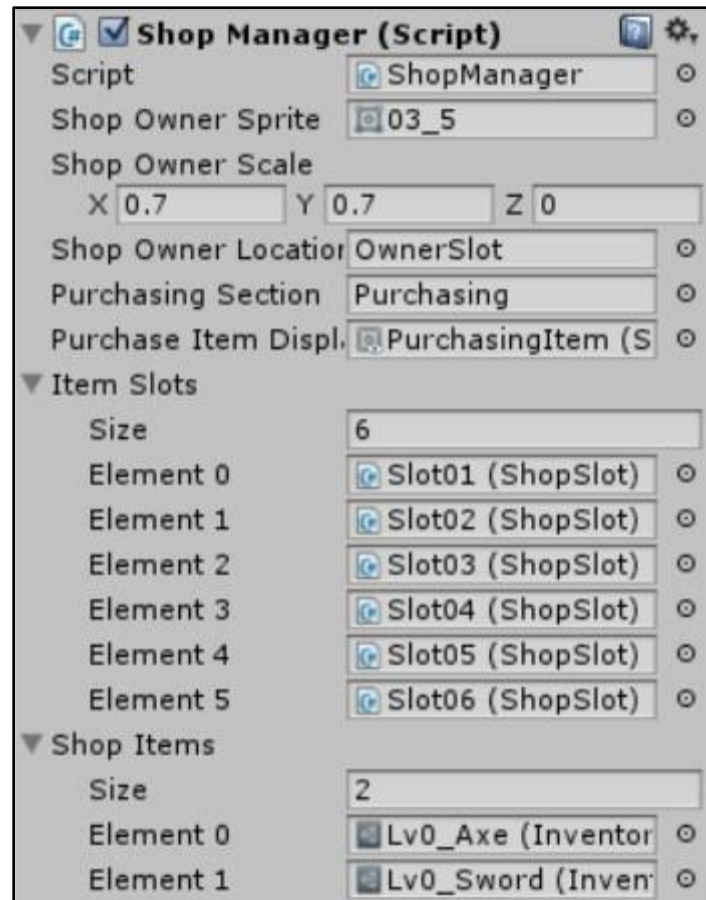
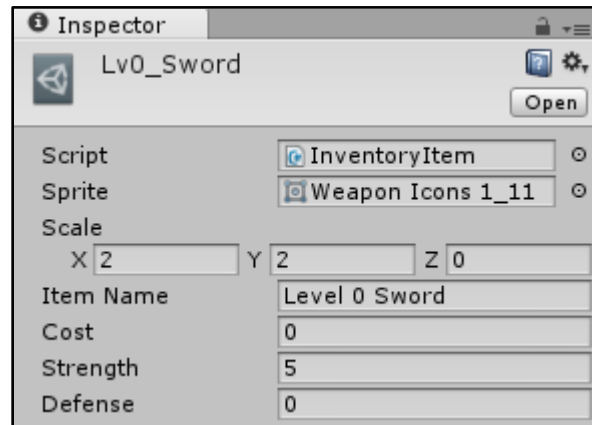


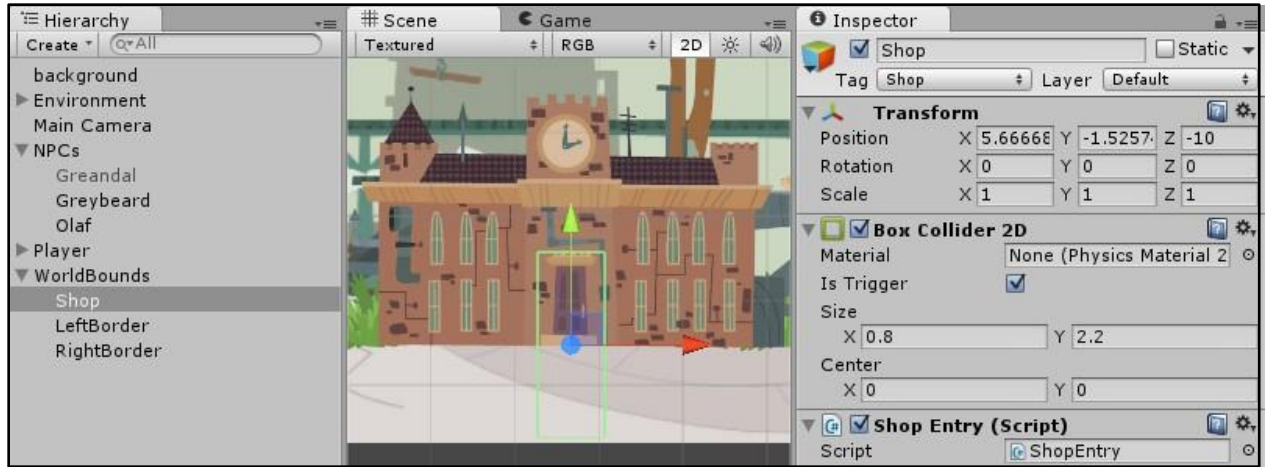




- Main Camera
- ▼ ShopScreen
 - BackButton
 - OwnerSlot
 - ▼ Purchasing
 - BuyButton
 - PurchasingItem
 - Slot01
 - Slot02
 - Slot03
 - Slot04
 - Slot05
 - Slot06





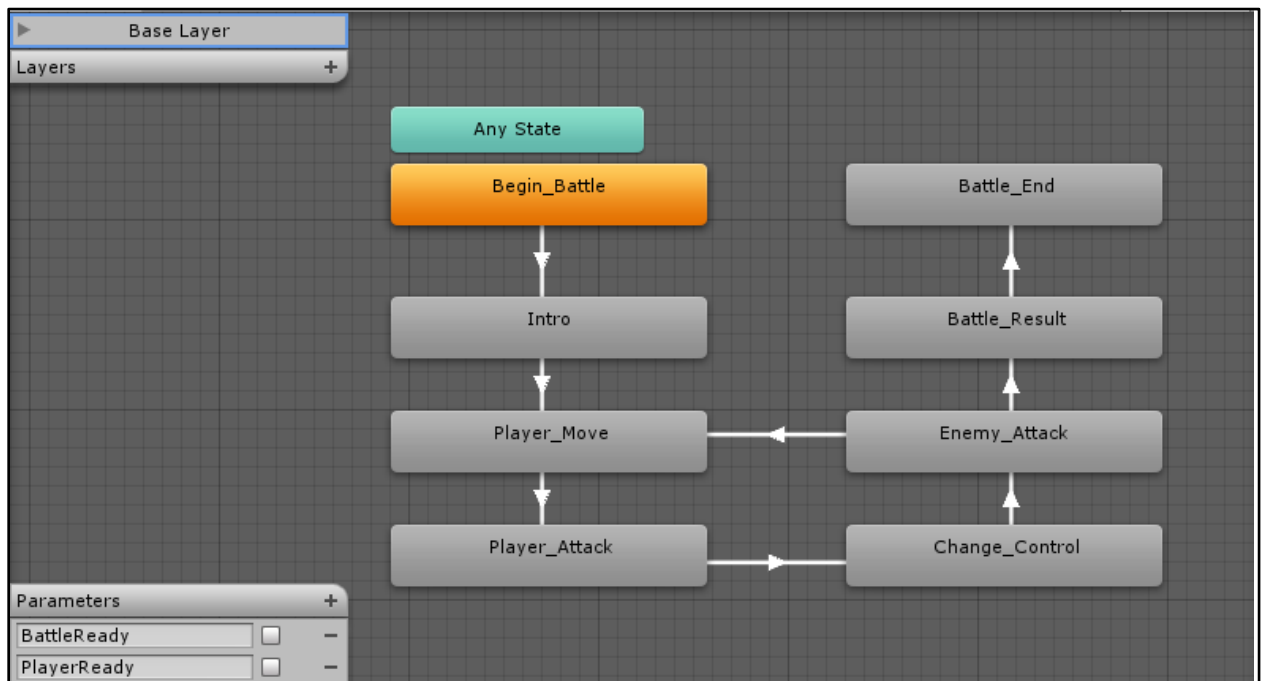


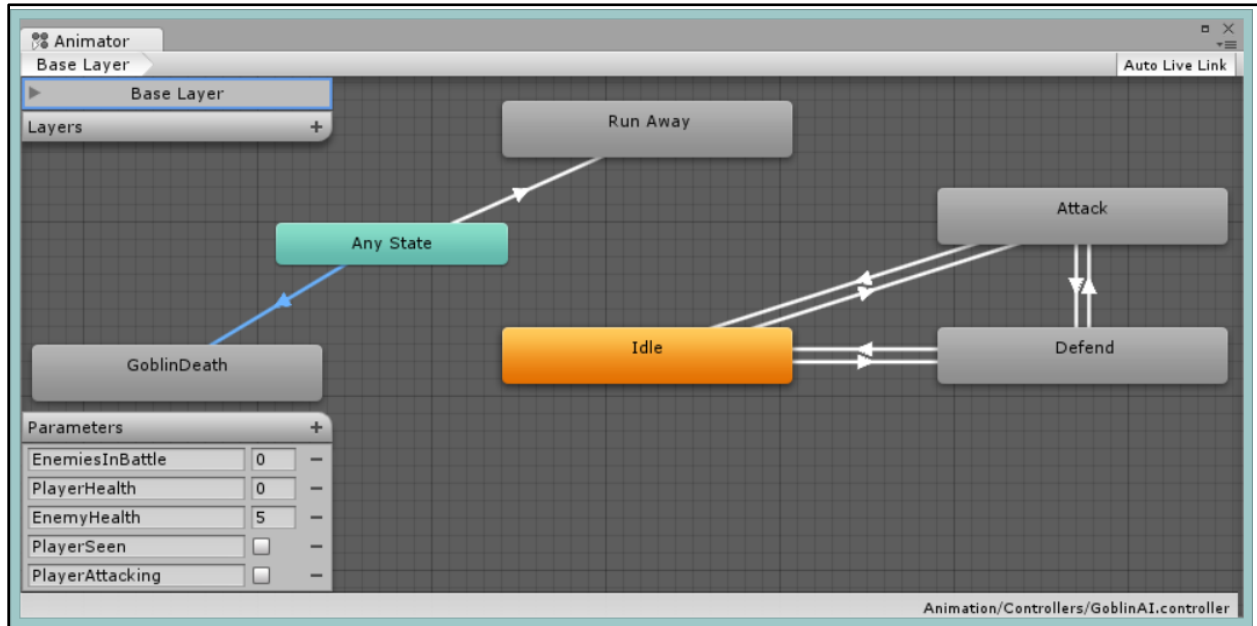


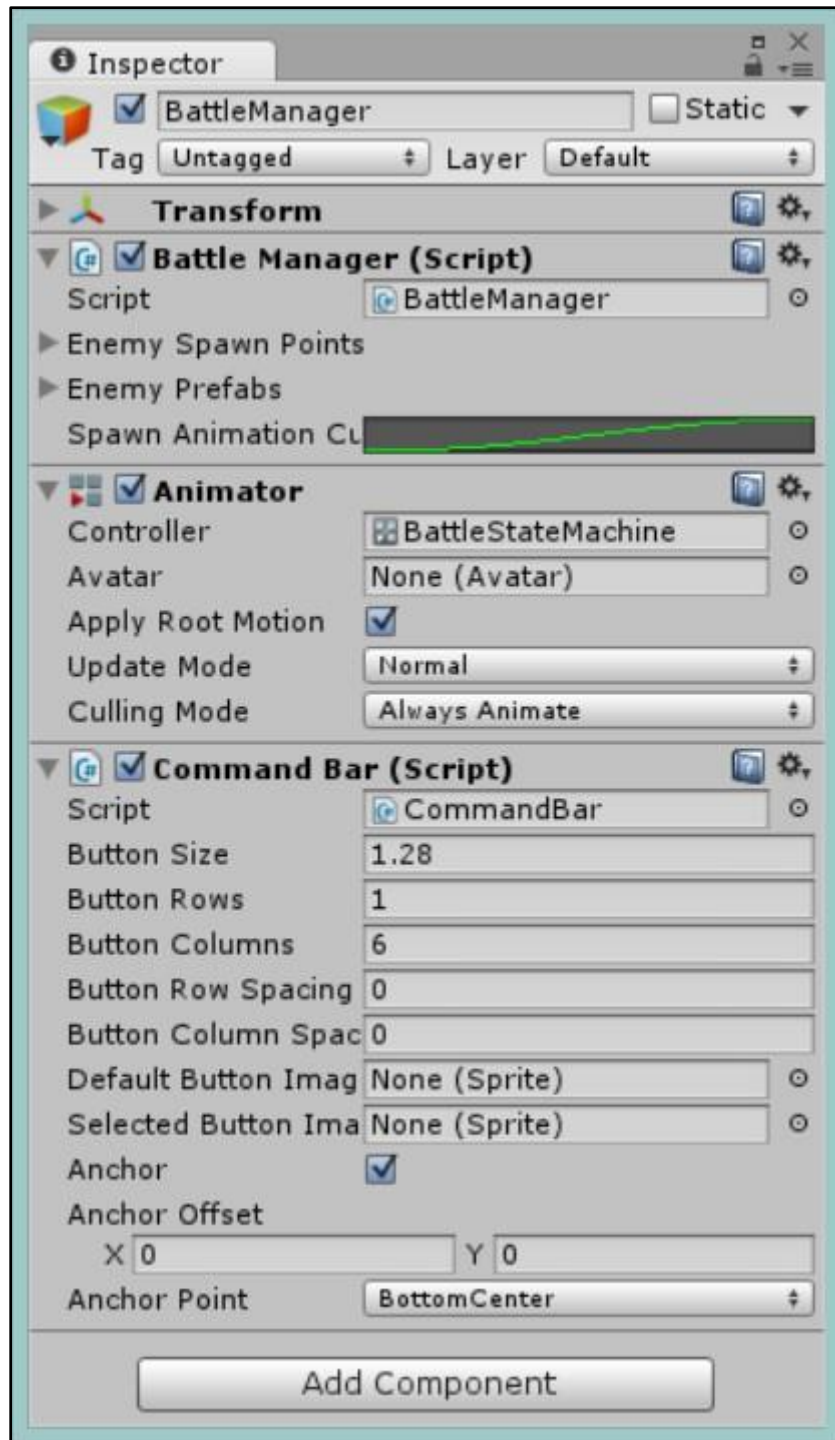
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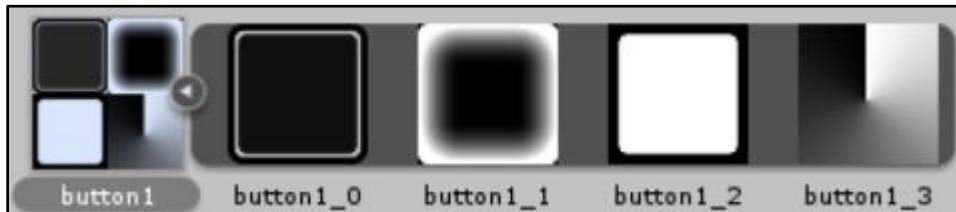
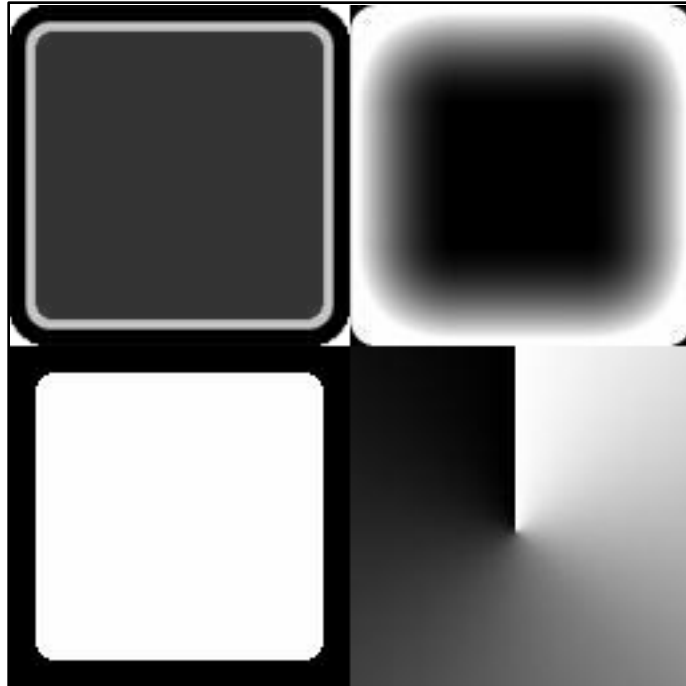












Command Bar (Script)

Script:

Button Size:

Button Rows:

Button Columns:

Button Row Spacing:

Button Column Spacing:

Default Button Image:

Selected Button Image:

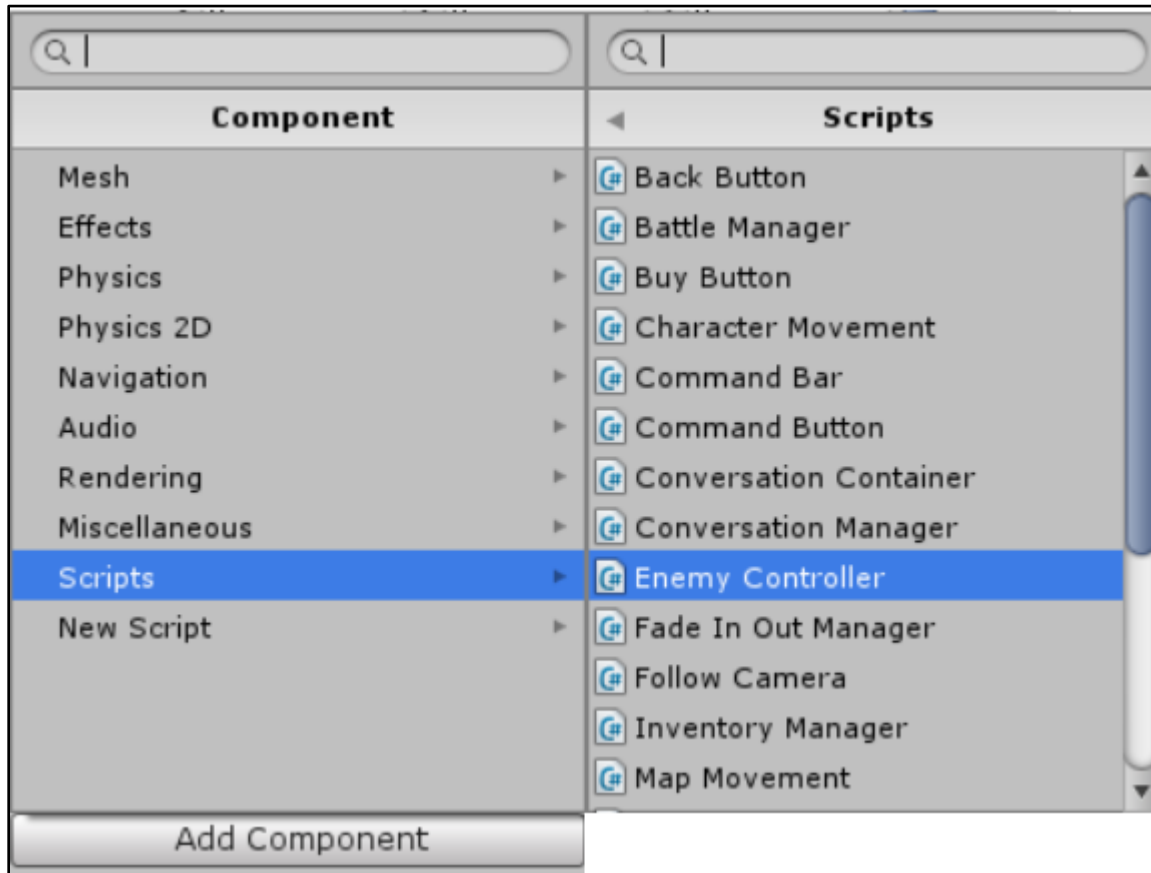
Anchor:

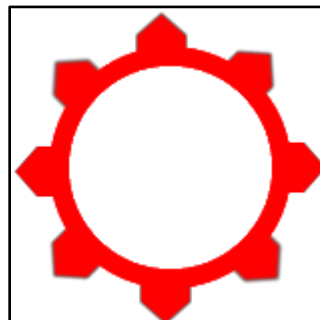
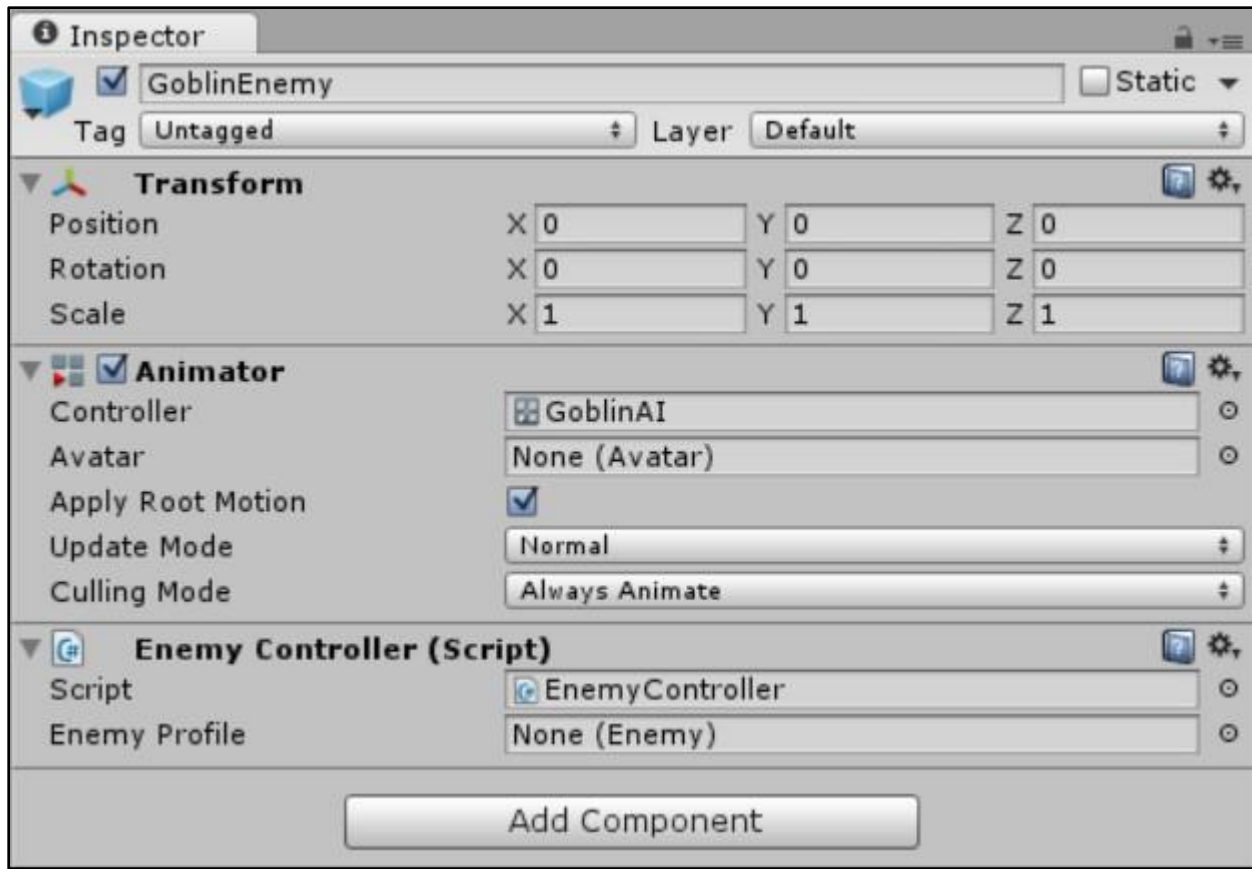
Anchor Offset

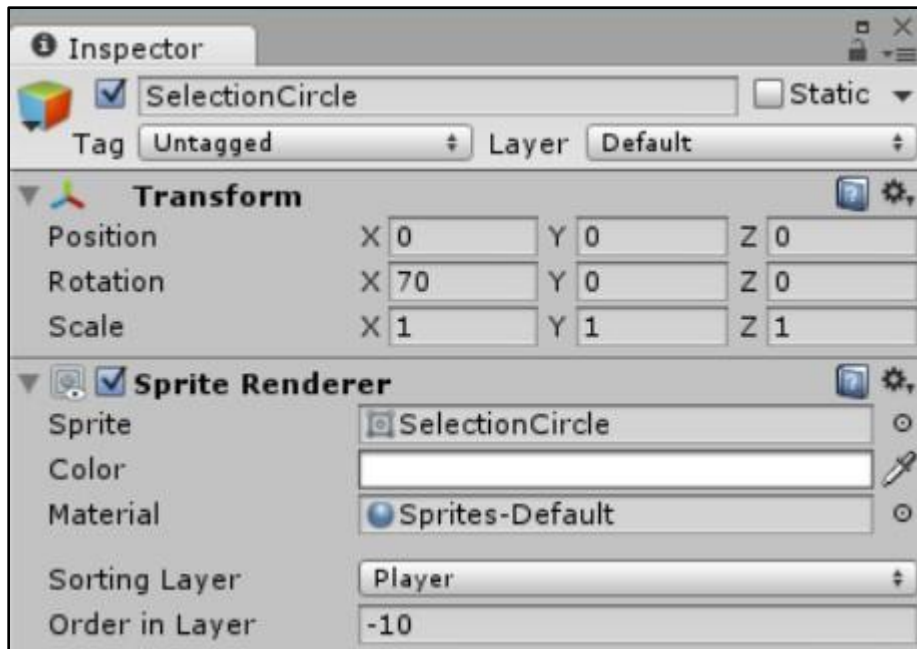
X: Y:

Anchor Point:

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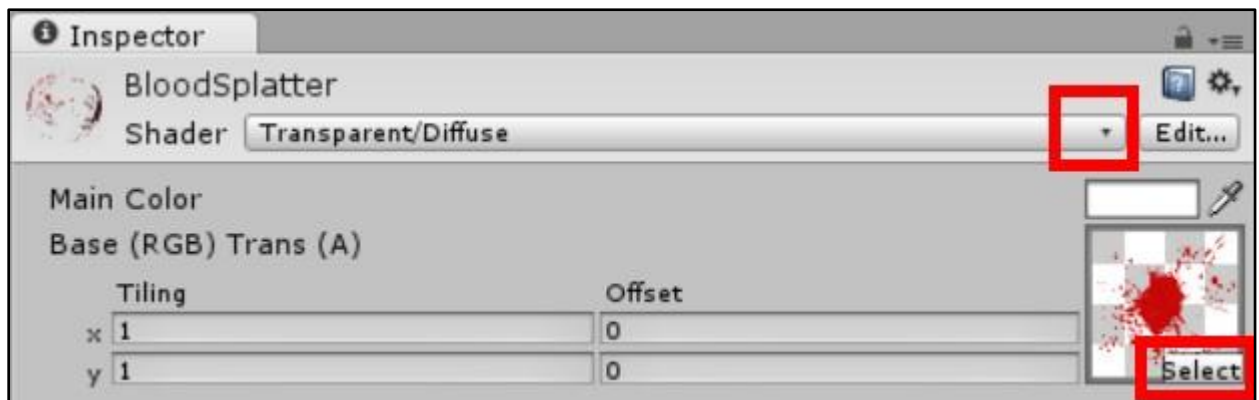


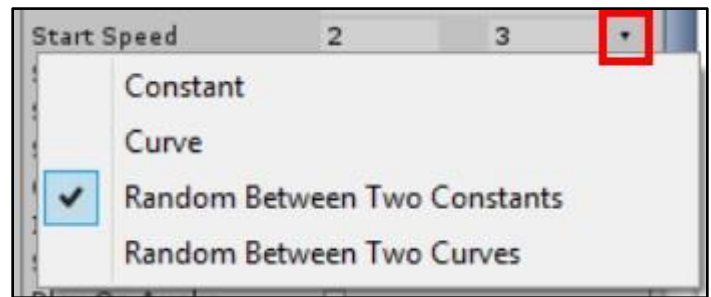
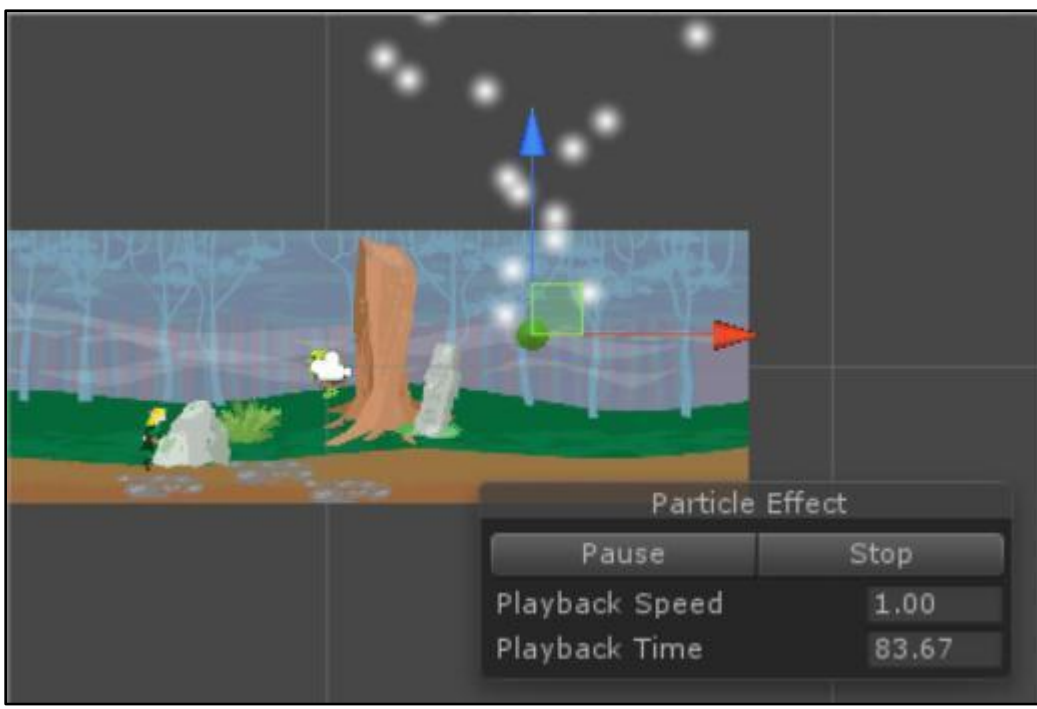
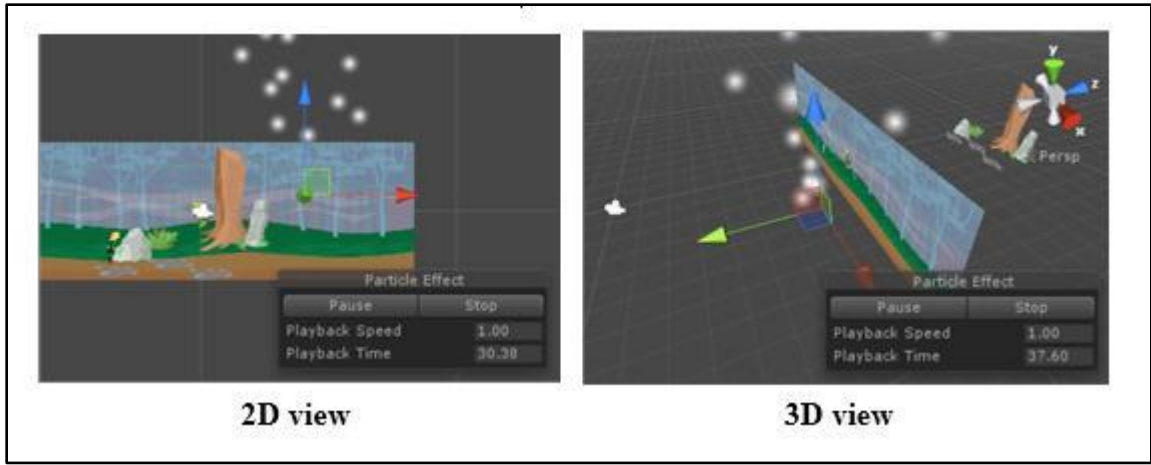


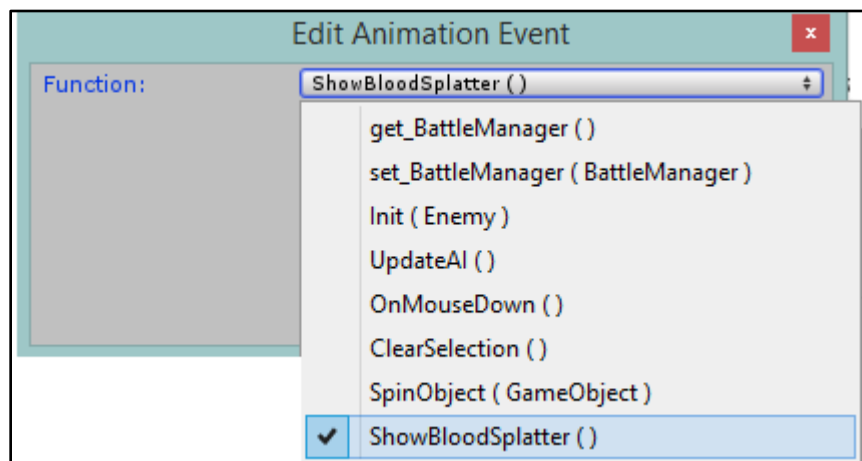
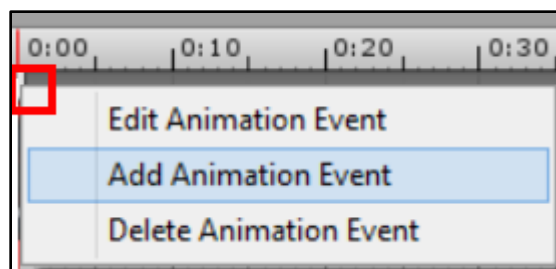
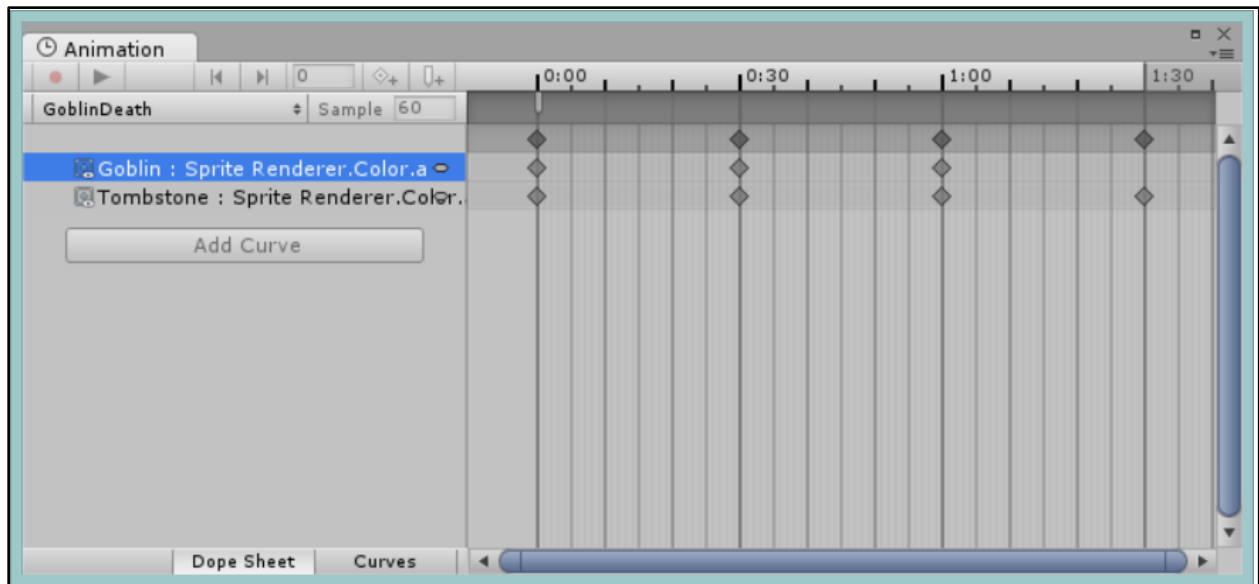
A blood splat effect image called
"bloodSplat.png"

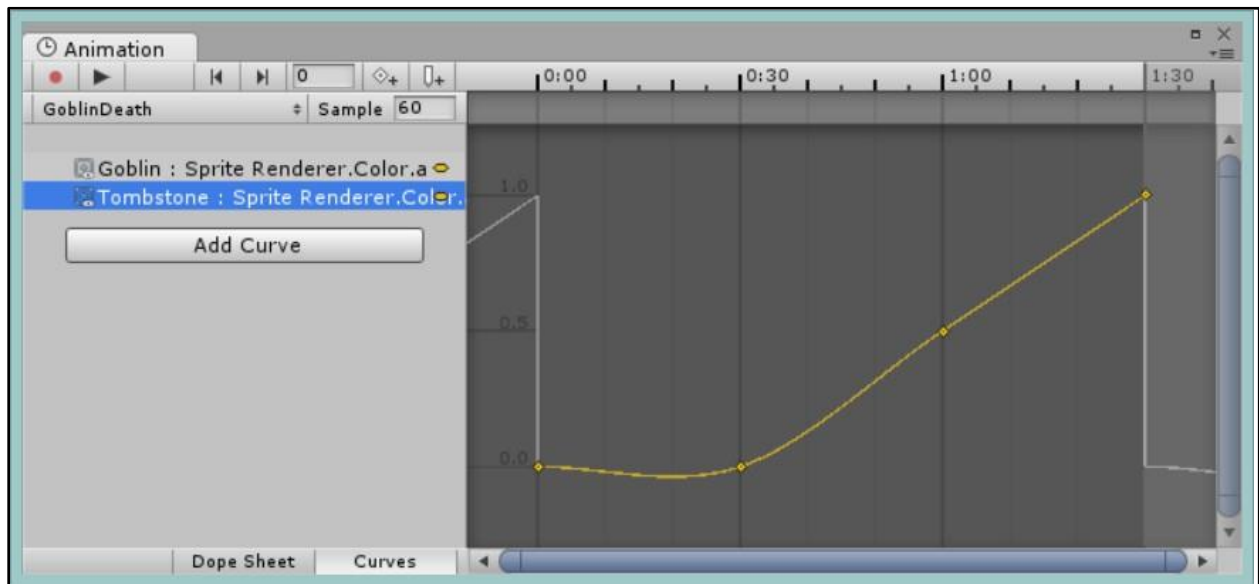
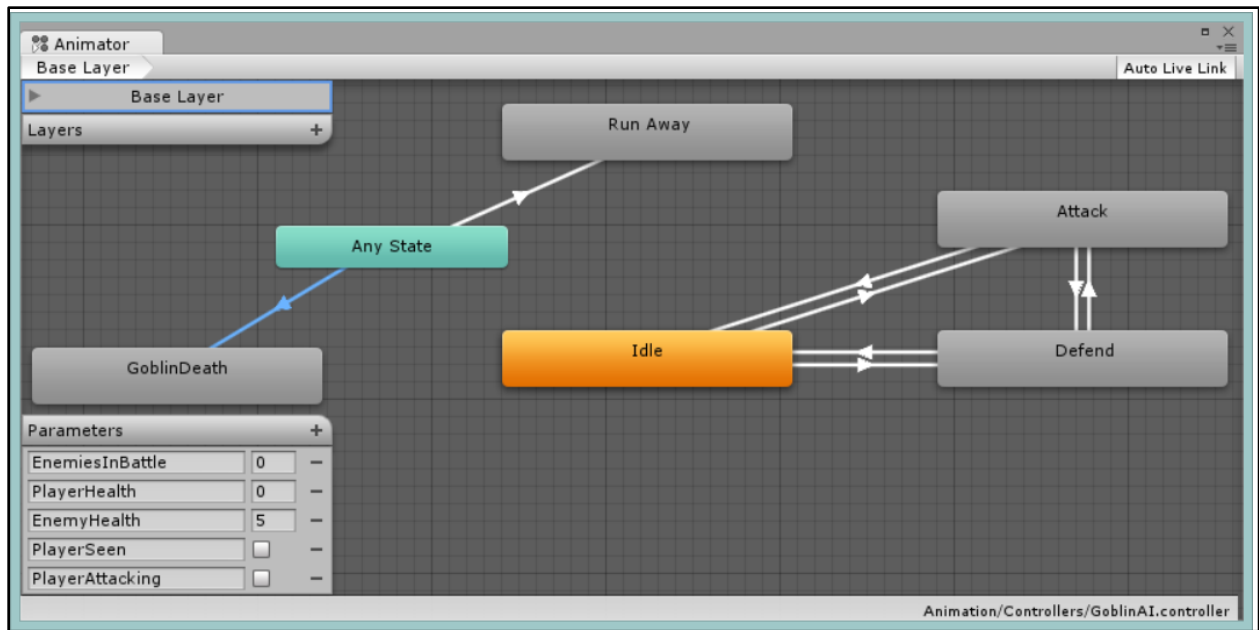


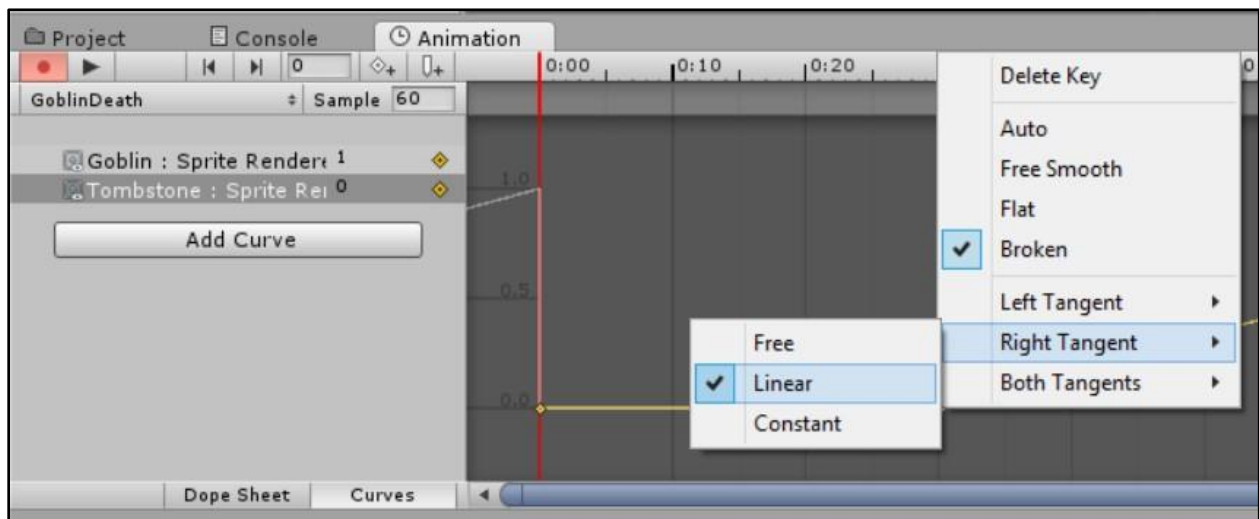
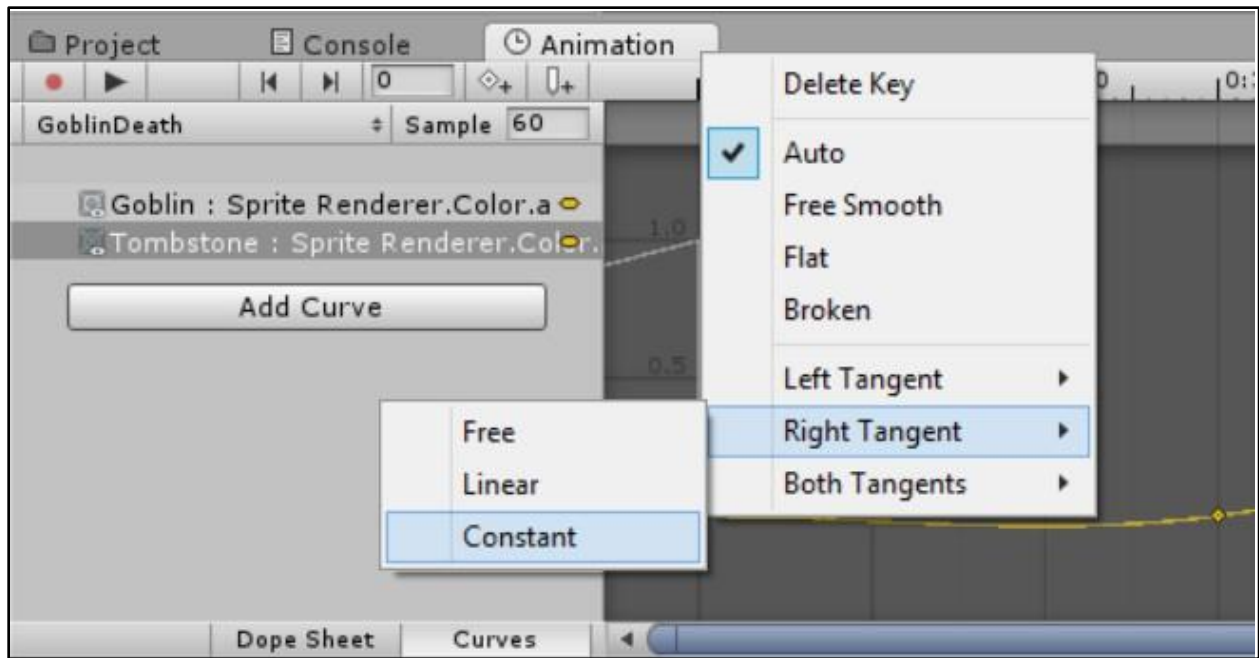
A tombstone image called
"Tombstone.png"

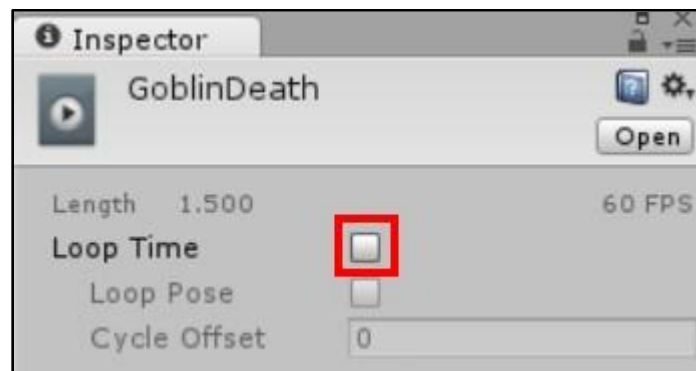
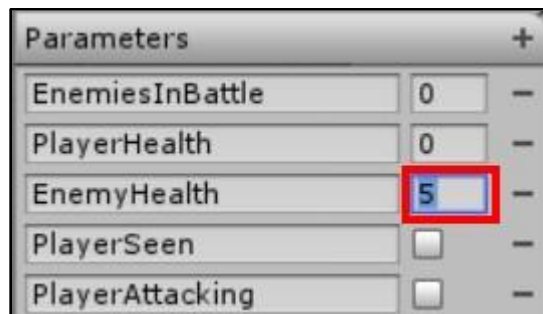
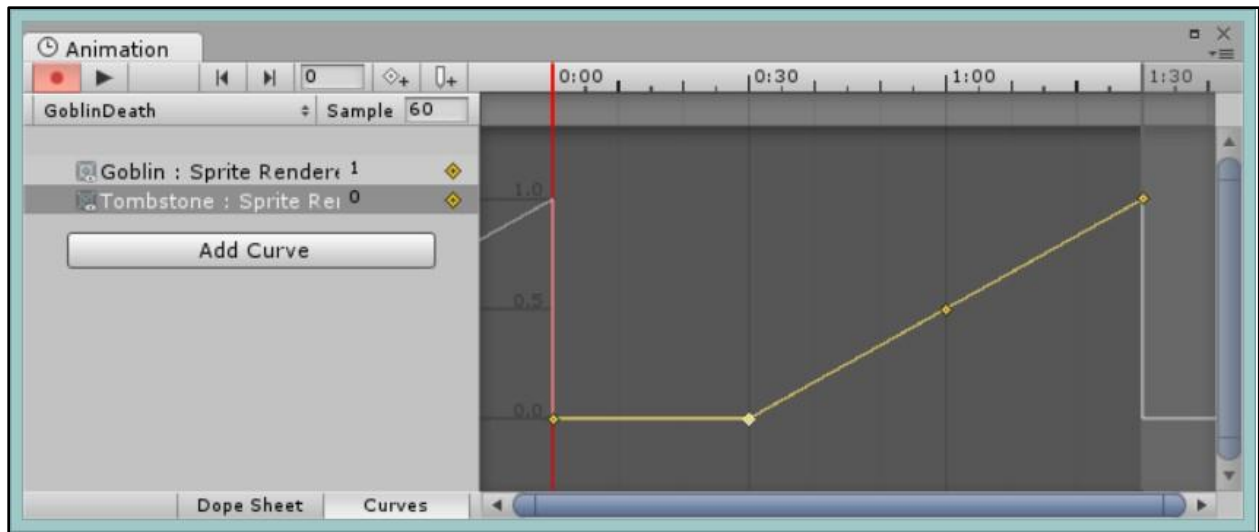




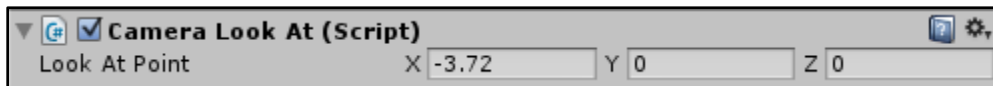
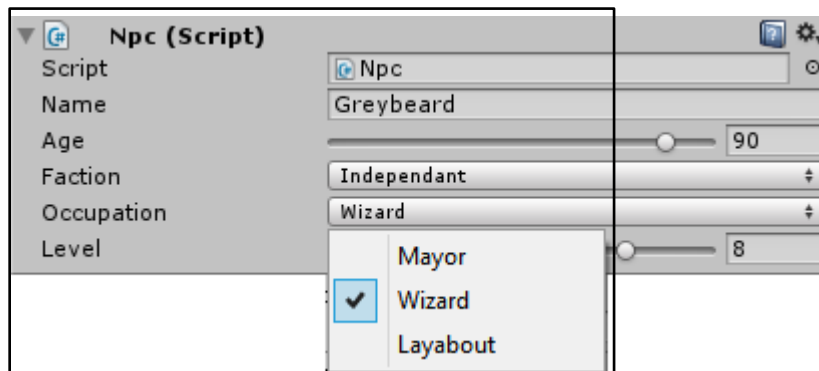
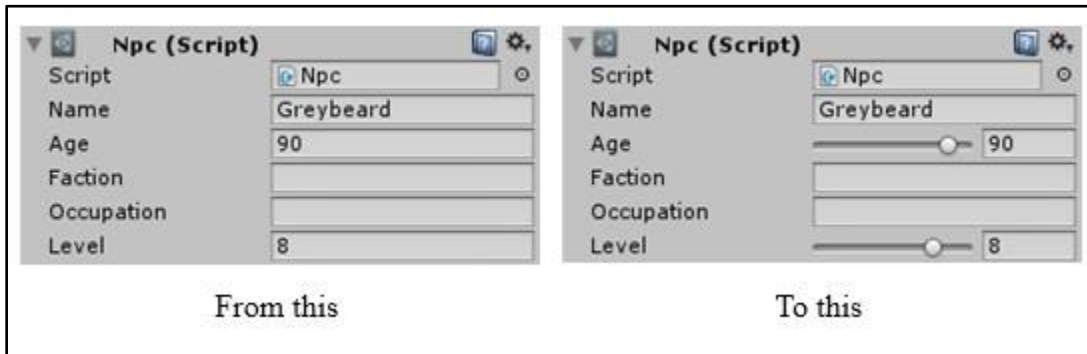
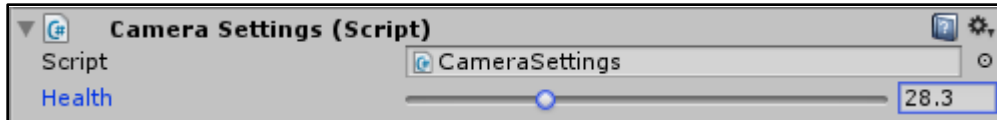


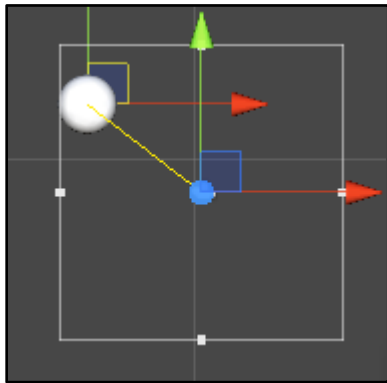
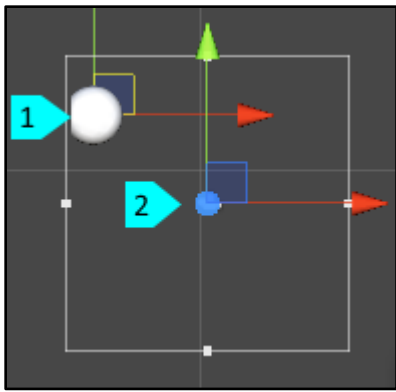
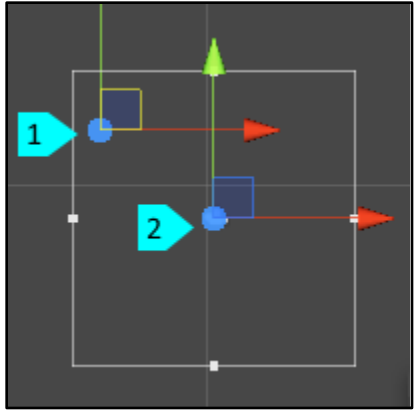


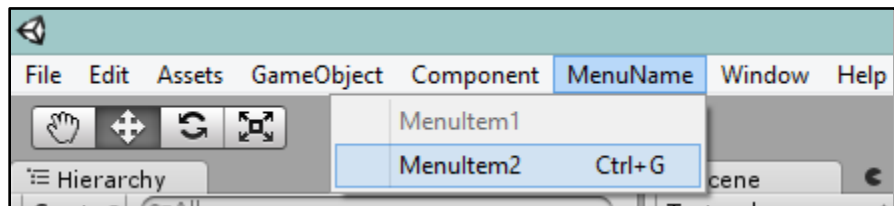
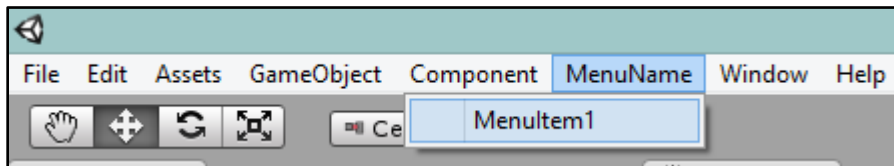
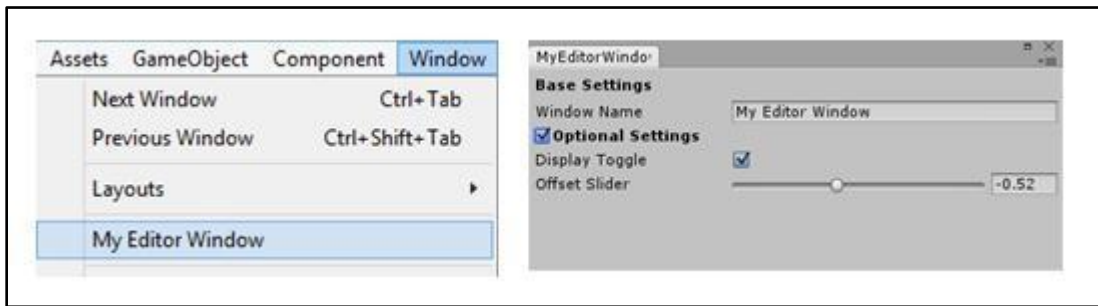
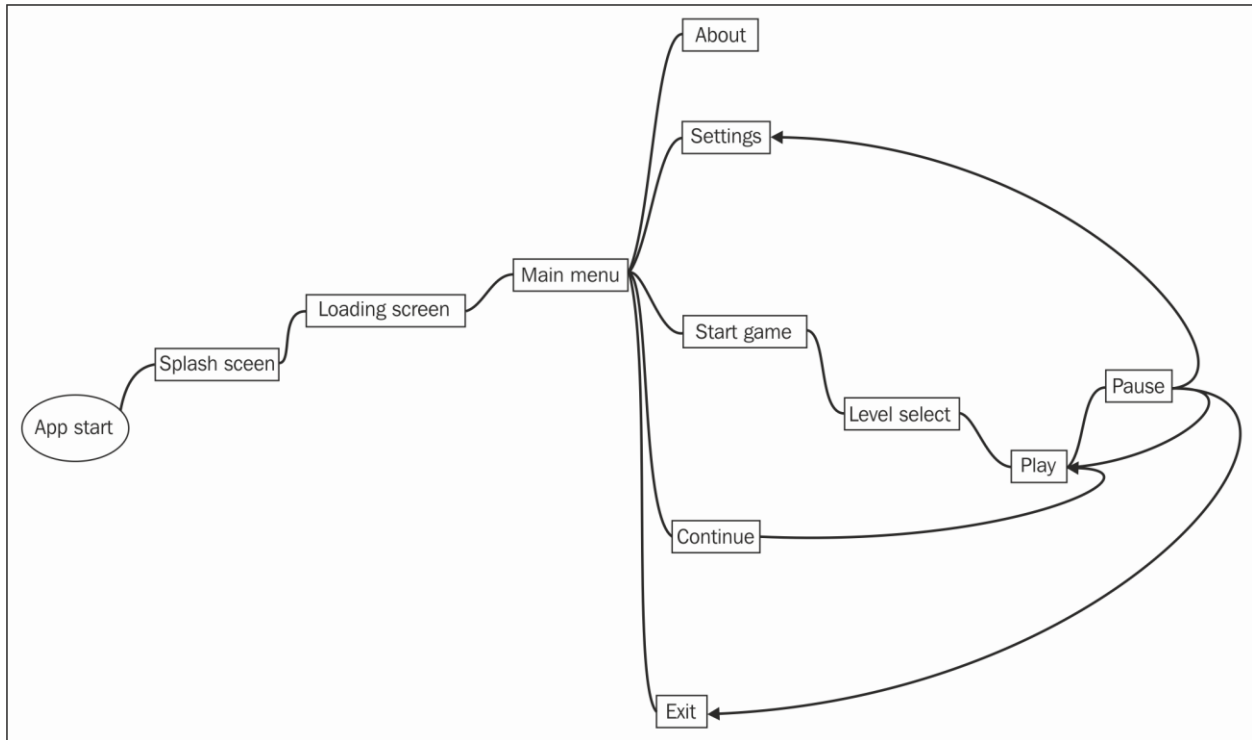


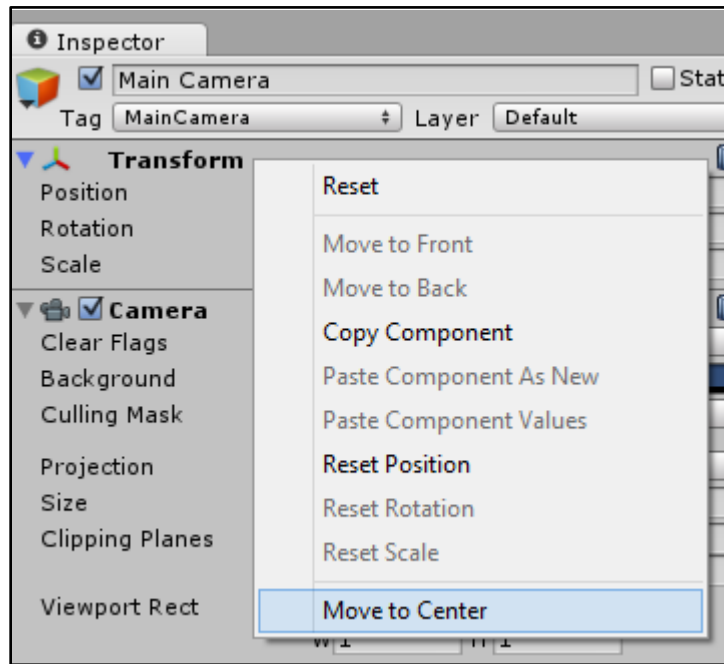


Chapter 11









Chapter 12

