



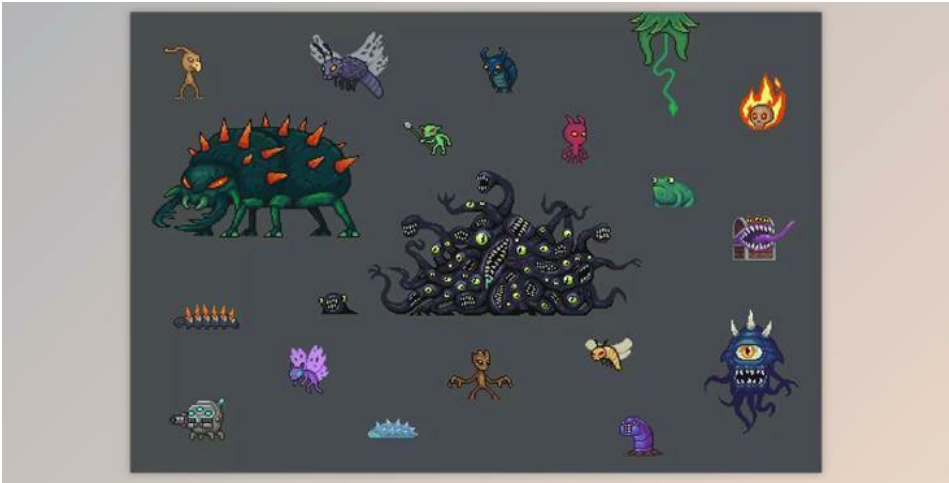
Unity Assets - Medieval Kingdom UI v1.0

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The **Unity Assets - Medieval Kingdom** is a collection that features 20-pixel art creatures designed for use as heroes or enemies in various 2D games. Each creature comes with detailed sprite sheets, covering a range of actions and effects. The

What should we do to design a two-dimensional pixel project?

You can use "Unity Assets - Medieval Kingdom UI" to design your project.

"Unity Assets - Medieval Kingdom UI" Samples:

The **sprite dimensions vary for each creature, with specifications as follows:**

Monster 1: Cell size 100x100 pixels

- Dead: 1200x100 pixels
- Hit: 300x100 pixels
- Walk: 700x100 pixels

Monster 2: Cell size 100x100 pixels

- Attack: 1600x100 pixels
- Dead: 1200x100 pixels
- Fly: 400x100 pixels
- Hit: 400x100 pixels
- Idle: 800x100 pixels
- Projectile: 384x32 pixels, cell size 64x34 pixels

Monster 3: Cell size 128x128 pixels

- Attack: 2048x128 pixels
- Dead (Air): 512x128 pixels
- Dead (Ground): 1408x128 pixels
- Fly: 512x128 pixels
- Hit: 512x128 pixels
- Idle: 1024x128 pixels
- Projectile: 384x34 pixels, cell size 64x34 pixels

These assets are suitable for enhancing the visual appeal and dynamic interaction in 2D games.



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