

Forum:[Hack Forums](#)

Thread: [Unity graphical assets for game needed](#)

The Purple Snail - April 12, 2016, 4:07 am

I am creating a simple game in Unity and need some graphical assets as well as ideas.

The base of the project is built upon the roguelike tutorial. Here is the main player and two enemies from it.

Spoiler ([Click to View](#))

Can anyone create a few characters like this for me?

Thanks ?

Birdperson - April 12, 2016, 4:09 am

Nice game, you've here.

What kind of game you're going for?

<https://hackforums.net/showthread.php?tid=5228511>- here's my gaming project.

The Purple Snail - April 12, 2016, 4:16 am

(Apr 12, 2016 04:09 AM)RileyReid Wrote: [\[CITE\]](#) Nice game, you've here.

What kind of game you're going for?

<https://hackforums.net/showthread.php?tid=5228511>- here's my gaming project.

I was thinking of making characters such as green jelly blobs for enemies and a generic front man.

The game is basically you and a friend need to kill, collect and move through the levels. Two weapons, range and melee attack, keys to unlock exit, random map generation and spawns etc.. Nothing amazing but a fun project to work on.

I just can't get the character design correct no matter what I try and draw ha ?

kane2026 - May 10, 2016, 4:36 am

Hmm, could you not create the assets yourselves with something like Blender. There are plenty of good Blender tutorials on YouTube.