

The best free
assets for every
game.

OCCA SOFTWARE

Hello Game Devs!

If you don't have the budget to purchase licenses for the most powerful assets from the Unity Asset Store, you're going to need some free assets that don't suck.

The Unity Asset Store is a fantastic resource. But, last I checked, there were more than 8000 free assets on the marketplace. You're trying to build a game, not spend the next 4 months reviewing every asset on the Asset Store.

To save you time, we've put together this free guide: 'The best free assets for every game'.

Inside this guide, you will find a curated selection of the best free assets on the Unity Store, categorized into the best assets for specific types of games. Each category includes recommended assets and examples in-practice to help kick-start your creative process.

Happy game dev'ing.

-Michael.

2D Platformer

Puzzle

3D Adventure

Roguelike and Rogue-lite

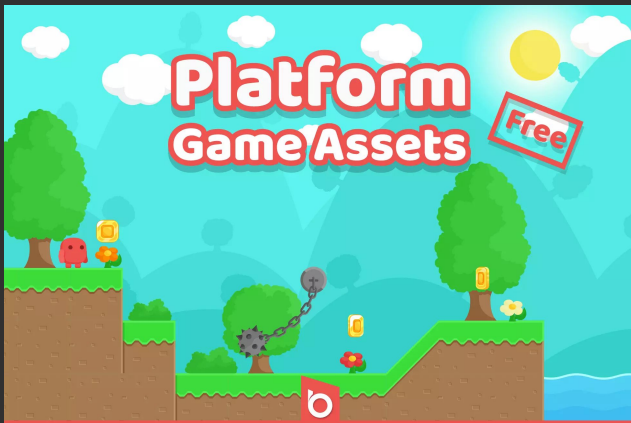
Simulation

Jammo

2D Platformer

Free Platform Game Assets

By Bayat Games



This package offers high-quality 2D and 2.5D (isometric) platform-style game assets for free.

It includes various features like Power of Two textures for memory performance, pixel-perfect elements, GUI components, handcrafted icons, character animations, enemy characters, items, seasonal terrain, backgrounds, and more.

The package also provides source files (AI, EPS) and promises frequent updates. It is free for use in both commercial and non-commercial projects.

Free Asset - 2D Handcrafted Art

By Alien Nude LTD



This is a collection of selected assets from several of the developer's paid packages, offered as a free version.

You can use this as a base for a straightforward, simple 2D Platformer using stylized, handcrafted art.

If you want to expand your game further and want to keep a consistent art style, you can always purchase the other packages from the developer as well, which cover various themes like jungle, desert, lava land, microcosm, underwater, alien planet, graveyard, military, and cyber city.

Animated Pixel-Art Backgrounds

By FeonY



This asset contains 4 animated pixel-art backgrounds with two different resolutions: 480 × 270 and 480 × 540.

These backgrounds can be used as loading screens, backgrounds, or illustrations in various projects. They are compatible with all three of Unity's Render Pipelines (URP, Built-In, and HDRP).

Although the package contents are somewhat limited, they look great and add beautiful background motion to your pixel-art project.

Puzzle

Free Casual Music Pack

By mk.matheusklein



This free music pack offers a quick music solution for casual game developers.

It provides a collection of music and loops suitable for casual games, puzzles, cards, mobile apps, and other genres.

The pack includes 12 loopable tracks, 4 different themes, and 3 additional loops.

It also includes 1 high-quality casual music track and 4 high-quality sound effects designed specifically for casual games.

A great place to start if you need music for your casual puzzle project.

Kawaii Slimes

By Awaii Studio



Kawaii Slimes is a perfect fit for puzzle games due to its adorable and charming design. The cute and colorful appearance of the slimes creates a visually appealing atmosphere that can resonate with players of all ages. In puzzle games, the characters and elements play a crucial role in engaging players and keeping their interest, and the Kawaii Slimes asset excels in this regard by adding a delightful touch to the gameplay.

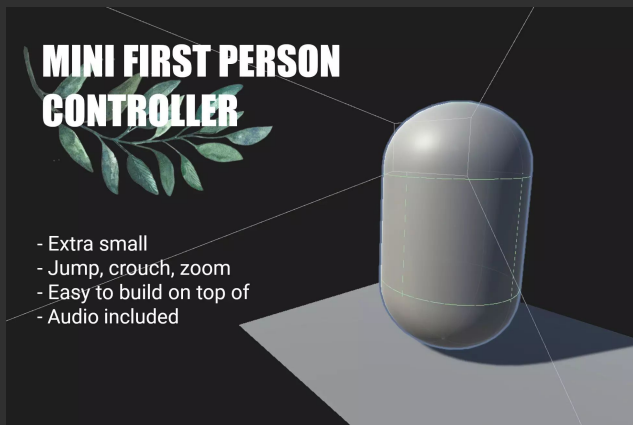
You could also use these slimes as interactive puzzle elements or characters with unique abilities, adding depth to the gameplay mechanics.

Players will find the challenge of solving puzzles involving these endearing slimes both entertaining and rewarding, making the asset an excellent choice for puzzle game developers aiming to create a charming and enjoyable experience for their players.

3D Adventure

Mini First Person Controller

By Simon Pasi



This asset is a minimalistic first-person controller for Unity, featuring basic movement functions like walking, running, jumping, crouching, and zooming.

The controller utilizes a rigidbody for movement and includes audio for the various movement actions. It is compatible with any of the three render pipelines (Built-In, HDRP, and URP).

You can use it in any project, including commercial games.

Sun Temple

By Sandro T



Sun Temple asset is a large environment featuring a temple and its surrounding areas, including gardens, living quarters, towers, study areas, and other buildings and structures. It's huge. And beautiful.

It offers over 200 prefabs of structural and architectural modules, along with more than 160 props of manmade objects and 210 including natural formations and decals.

The asset also includes 22 building prefabs with fully decorated interiors, and "Hollow" versions of these buildings for cases where no interiors are required.

The package includes a large demo scene showcasing all the features in action, so it is super easy to get started right away with this great package.

Rogue-like and Rogue-lite

Procedural Toolkit

By Syomus



Procedural Toolkit is a free and open-source procedural generation library designed for Unity.

It makes it easy to generate various procedural content - a common feature of Roguelikes or Rogue-lite games.

The toolkit includes mesh primitives, mesh generators and extensions, random data generators, noise generators (e.g., Perlin, simplex, cellular), computational geometry algorithms, a shader library with signed distance functions and easings, texture extensions for drawing, gizmos and debug drawing methods, palette and color generators, and utility methods for various tasks like shuffling and weighted choice.

Designers beware: This toolkit will be a bit tricky to use if you can't code! It has limited editor support and is mostly designed for programmatic use.

Undead Survivor Assets Pack

By Goldmetal



The asset includes various game development resources in a pixel art style.

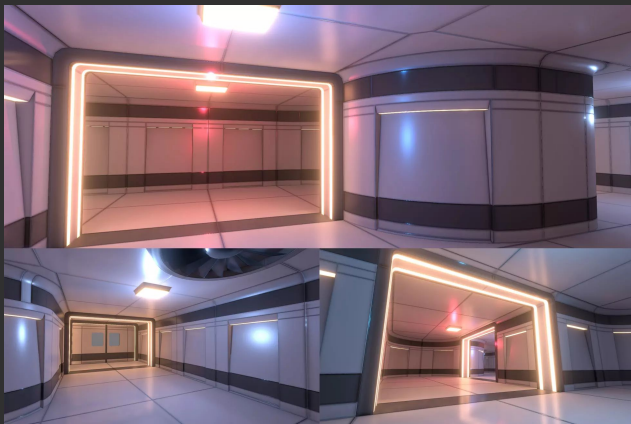
It consists of 4 player sprite sheets (Stand, Run, Dead), 5 enemy sprite sheets (Run, Hit, Dead), various weapon, bullet, and item sprites, 6 tilemap sprites, assorted UI sprites, a tile palette with random tiles, an enemy animator controller with animations, retro audio files, and a pixel-style font called NeoDunggeunmo.

This package contains everything you need to get started on a roguelike top-down pixel art game.

Simulation

3D Free Modular Kit

By Barking Dog



The 3D Free Modular Kit's sci-fi theme makes it an excellent choice for simulation games.

With its futuristic aesthetics and versatile modular components, you can create dynamic and immersive environments, providing players with a unique and engaging experience.

The kit's creative freedom allows for the customization and arrangement of assets, ensuring that simulation scenarios can be designed with precision.

Its technological themes and futuristic appeal also attract a broad audience, making it a valuable asset for simulation game developers seeking to captivate players with advanced and imaginative virtual worlds.

Jammo Character

By Mix and Jam



The Jammo Character is an excellent asset for a simulation game due to its versatility and ease of use. Get a fully rigged character into your project in seconds.

The rig was designed to work seamlessly with Mixamo's animation library, so it is easy to import new animations.

Overall, the Jammo Character serves as a valuable asset that brings a polished and user-friendly character option to simulation games, giving you a great starting point to develop your game further.

Thanks for reading!

Although we didn't cover **every** type of game you might make, we did cover a huge variety of popular indie game dev genres - from 2D Platformers to Roguelikes - and gave concrete examples of how these assets could be used to develop better games faster.

It takes years of experience to become an expert game developer, but we believe that these free tools and assets will help you get started.

As you improve as a game developer, you will need to experiment, test, and explore a variety of assets that you can use to improve your game projects.

Follow OccaSoftware



If you'd like to make your game look its best, we offer high-quality assets that make your game look great and run well.

Our assets focus on high-value visual fidelity features, like volumetric fog, dynamic skies, and realistic shaders.

More than 20,000 game developers already use our assets to make their games awesome.

Explore our assets:

[Explore all assets](#)

Good Luck creating!

OCCA SOFTWARE

Written and designed by Michael Sacco
Copyright © 2023 OccaSoftware