2D PIXEL TILESET
TILES AND OBJECTS INSTRUCTIONS

BACKGROUND TILES

The setup of the background tiles is pretty straight-forward. In the main folders for the ground tiles, you will find the tiles with transparent background. These are good for overlaying directly on top of wall tiles or any other surface. You could have patches of grass growing out of the snow where it's supposed to be warmer, for instance.

Each ground set folder also contains lower edge tiles with wall tile backgrounds. If you'd like to save some hassle sorting the ground tiles on top of the wall tiles, you can use these to put directly where the ground tiles **transition to the wall tiles**.

Likewise, each wall tile set contains a folder with tiles that have ground backgrounds.
Like dirt walls with grass background, for instance.

Edge/corner ground and wall tiles have child GameObjects that contain Line colliders, which are named according to which edges are blocked off.
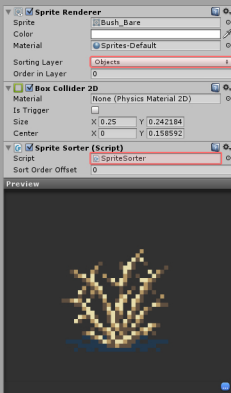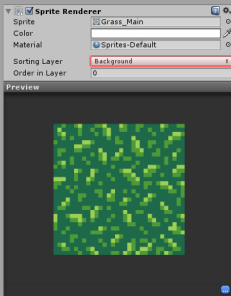
Highlighted in red:
The sorting layer, if not already set up, should be a sorting layer that is rendered below the Objects.
The default 2DPT setup in the included, archived TagManager.asset is ordered like this:
    Background
    Objects
    Foreground
    UI
The foreground and UI layers are unused, but are supplied as sample layers. For instance, if you'd want a scrolling layer of cloud shadows rolling across the landscape, you could put that in the foreground layer.

OBJECTS

The object prefabs are any sprites that should be rendered on top of the background scenery. This includes trees, bushes, cacti, rocks, etc. Ideally, these objects should all have a collider, to prevent the player going through them.
A simple Box Collider 2D is usually sufficient enough for any object. Using a top-down perspective, the scale of the collider should take into account where you can walk behind the objects. Study the prefab objects to see how the colliders should be scaled for different objects.

Highlighted in red:
The sorting layer, if not already set up, should be a sorting layer that is rendered above the Background.

The Sprite Sorter script automatically adjusts the Order in Layer value, depending on the Y-position of the object.
The Sort Order Offset variable offsets the final Order in Layer value. Positive values means object gets rendered above other objects with the same Order in Layer value.

NOTE: For this script to work best, it is recommended that you only place objects according to a 1x1 grid. That means X and Y positions should always be integer values. See the ReadMe in the Extras-folder for further information on how **the automatic sprite sorting works**.