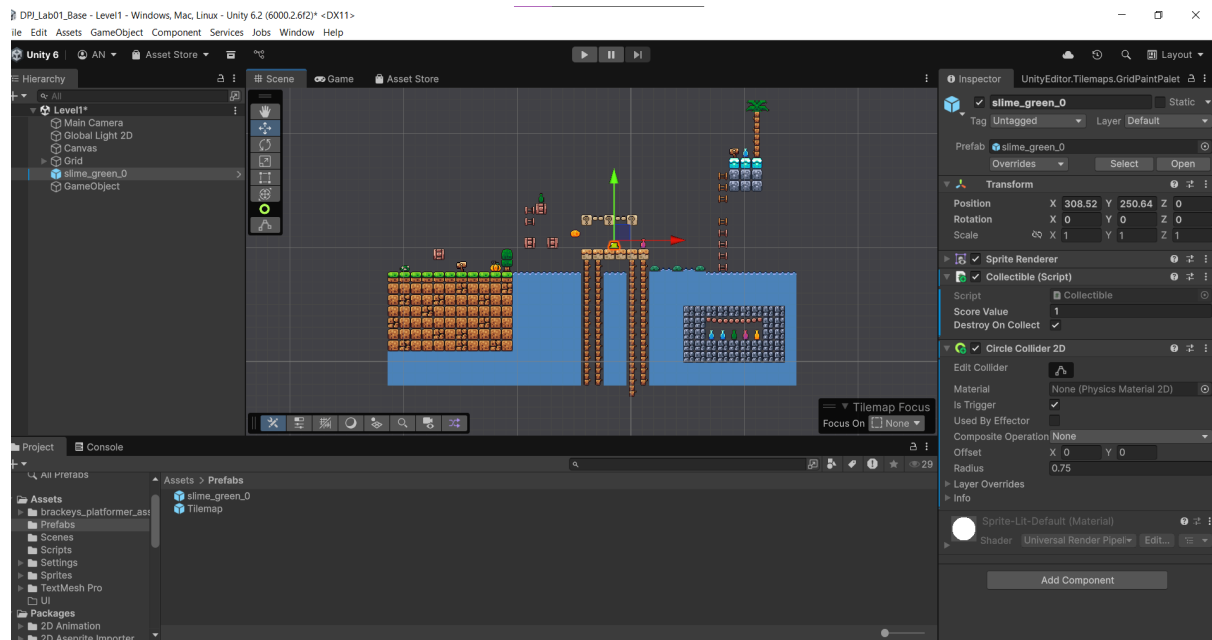




Components:

Name	Components
Palm Tree	Transform, Sprite Renderer,
Ground	Transform, Sprite Renderer, Collider
Water	Transform, Sprite Renderer,
Sign	Transform, Sprite Renderer,
Interactive Block	Transform, Sprite Renderer,Collider
Button “Começar Jogo”	Transform, Sprite Renderer,Script
Title “Design e Programação de Jogos”	Transform, Sprite Renderer
Bush	Transform, Sprite Renderer,Collider



In the image we have the first collectible, the slime, now what does the collectible do? It's very simple, when the player collides with the collectible item he must be destroyed and the player score will go up in one.

Now let's detail the process step by step:

Creating the player

First let's go to the section "Game Object" and create an empty one with the components Spriterender, rigidbody2d, boxcollider2d and the script playercontroller next we associate the tag "Player".

Now let's go create a new game object "Ground Check" and we put it in the base of the player and associate the Ground Check with the player in the inspector.

Score

First let's go the section GameObject again and select "UI" and "Canvas" now inside the canvas we create a TextMeshPro named Score

then let's create a game object named GameManager with the script "GamaManager" Associated then we associate the textmesh at the script in the inspector

Respawn

Now we create two gameObject named RespawnTrigger and RespawnPoint

In the RespawnTrigger we associate a boxcollider2d and the script simplerespawn for finish we put the RespawnTrigger in the void.

Now we put the RespawnPoint in an area for the player to respawn and associate the respawnpoint to the respawnTrigger and then we have a function Respawn.