1. Tilemap

<https://docs.unity3d.com/Manual/Tilemap.html>

1. Lớp Component

<https://docs.unity3d.com/ScriptReference/Component.html>

1. Di chuyển nhân vật dùng Transform.Translate
2. Lớp Rigidbody, Collider

* <https://docs.unity3d.com/ScriptReference/Rigidbody.html>
* <https://docs.unity3d.com/ScriptReference/Rigidbody2D.html>
* <https://docs.unity3d.com/ScriptReference/Collider.html>
* <https://docs.unity3d.com/ScriptReference/Collider2D.html>
  + <https://docs.unity3d.com/ScriptReference/BoxCollider2D.html>
  + CirlceCollider2D
  + CapsuleCollider2D
  + https://docs.unity3d.com/ScriptReference/Tilemaps.TilemapCollider2D.html

1. Di chuyển Camera theo nhân vật
   1. Code
   2. Cinemachine – thêm package vào

Di chuyển Camera code tham khảo

using UnityEngine;

public class CameraController : MonoBehaviour

{

[SerializeField]

private Transform player;

[Range(0, 10)]

public float smoothFactor;

private Vector3 offset;

public Vector3 minValue, maxValue;

Vector3 playerPosition;

// Start is called before the first frame update

void Start()

{

offset = new Vector3(0, 0, -10);

}

// Update is called once per frame

void FixedUpdate()

{

playerPosition = player.position + offset;

//transform.position = playerPosition;

Vector3 boundPos = new Vector3(

Mathf.Clamp(playerPosition.x, minValue.x, maxValue.x),

Mathf.Clamp(playerPosition.y, minValue.y, maxValue.y),

Mathf.Clamp(playerPosition.z, minValue.z, maxValue.z));

transform.position = Vector3.Lerp(transform.position, boundPos, smoothFactor);

}

}