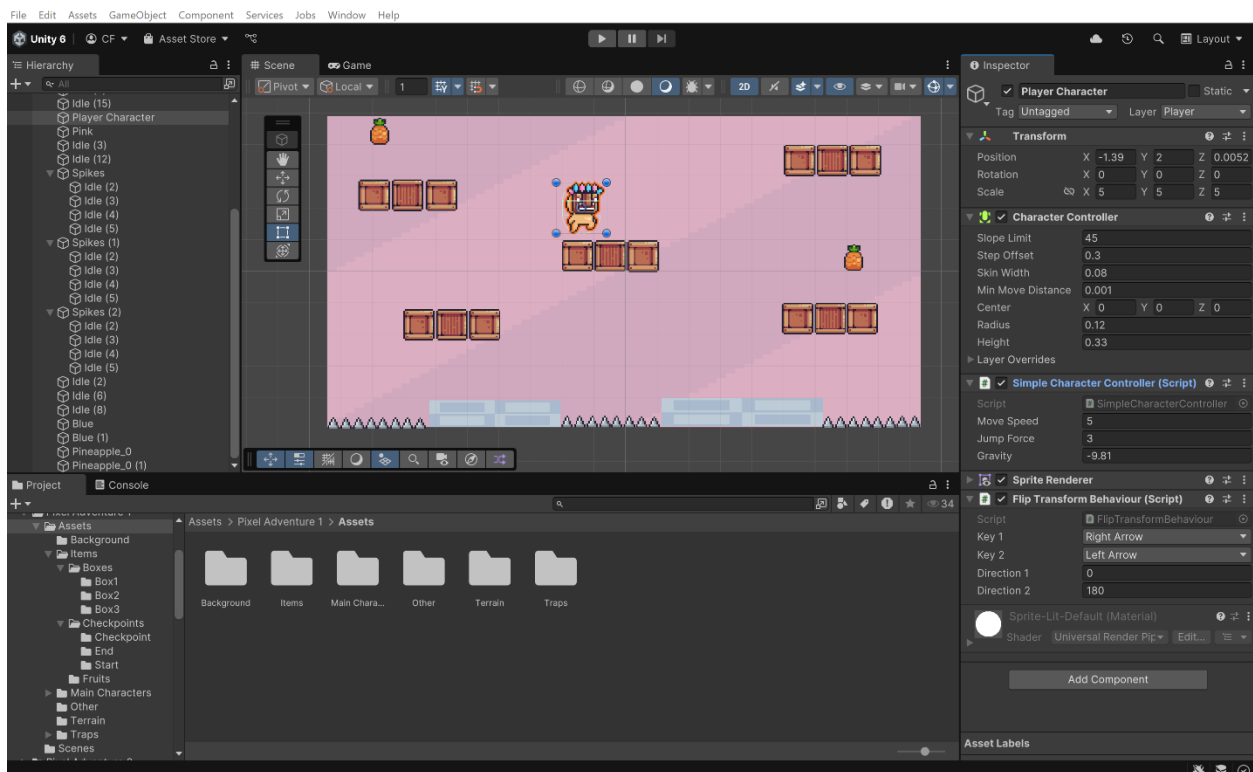


<https://github.com/Chase-Francis/Essentials.git>

As previously mentioned, I attempted to set up this level as if my character was running around in a candy kingdom. This was done through the sprites and colors selected. I choose the mask man as my player character because his mask/feathers gave off a soft cute vibe that you could find in a sweet place. I still had some issues with getting my layer to actually stay on the platforms I created, but I got it all worked out when I realized I had added 2D colliders instead of Box colliders. Overall, this was a bit of a challenge for me since I'm out of my element, but I did have a lot of fun



FileEditViewRepositoryBranchHelp

Current repository
Essentials

Current branch
main

Fetch origin
Last fetched just now

ChangesHistory

Select branch to compare...

Update to Candy Kingdom
Chase-Francis • 28 minutes ago

Update Candy Kingdom Level.unity
Chase-Francis • 3 days ago

Candy Kingdom Level
Chase-Francis • 5 days ago

Challenge 2
Chase-Francis • 5 days ago

Lab Challenge 1
Chase-Francis • 10 days ago

Update .gitignore to ignore all .DS_Stor...
Anthony Romrell • 11 days ago

Update .gitignore to use consistent line...
Anthony Romrell • 11 days ago

Updates
Anthony Romrell • 21 days ago

New Maya Updates
Anthony Romrell • 2 months ago

Project Updates
Anthony Romrell • 3 months ago

Update to Candy Kingdom

Chase-Francis c3d9db6 +487 -7

7 changed files

DAGV1700\AdventureGame\Assets\Candy Kingdom Level.unity

...

@@ -892,7 +892,7 @@ Transform:

892 892 m_GameObject: {fileID: 435584484}

893 893 serializedVersion: 2

894 894 m_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

895 - m_LocalPosition: {x: 0.59, y: 0.48, z: 0}

895 + m_LocalPosition: {x: 0.5577977, y: 0.5275966, z: 0}

896 896 m_LocalScale: {x: 4.9779, y: 4.9779, z: 4.9779}

897 897 m_ConstrainProportionsScale: 0

898 898 m_Children: []

...

@@ -2051,7 +2051,7 @@ BoxCollider:

2051 2051 m_ProvidesContacts: 0

2052 2052 m_Enabled: 1

2053 2053 serializedVersion: 3

2054 - m_Size: {x: 0.65, y: 0.65, z: 0.65}

2054 + m_Size: {x: 0.65, y: 0.65, z: 0.1}

2055 2055 m_Center: {x: 0, y: 0, z: 0}

2056 2056 --- !u!212 &1315690788

2057 2057 SpriteRenderer:

...

@@ -2117,8 +2117,8 @@ Transform:

2117 2117 m_GameObject: {fileID: 1315690786}

2118 2118 serializedVersion: 2

2119 2119 m_LocalRotation: {x: 0, y: 0, z: 0, w: 1}