<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 funA screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a computer

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