

The game so far is a top-down that has a map, and I have been working on the collision within the game. I have been using the tilemap system to get some collision for the walls, this isn't working completely, but I have a good start on it. I created a camera follow script from the one used in the playground asset. The move keys are w, a, s, d. I plan on making a very large map and expanding on what I have made.