Adaptive 2D Tilesets

2D tilesets for side scrolling platformer games

Tile size: 64 x 64 pixels
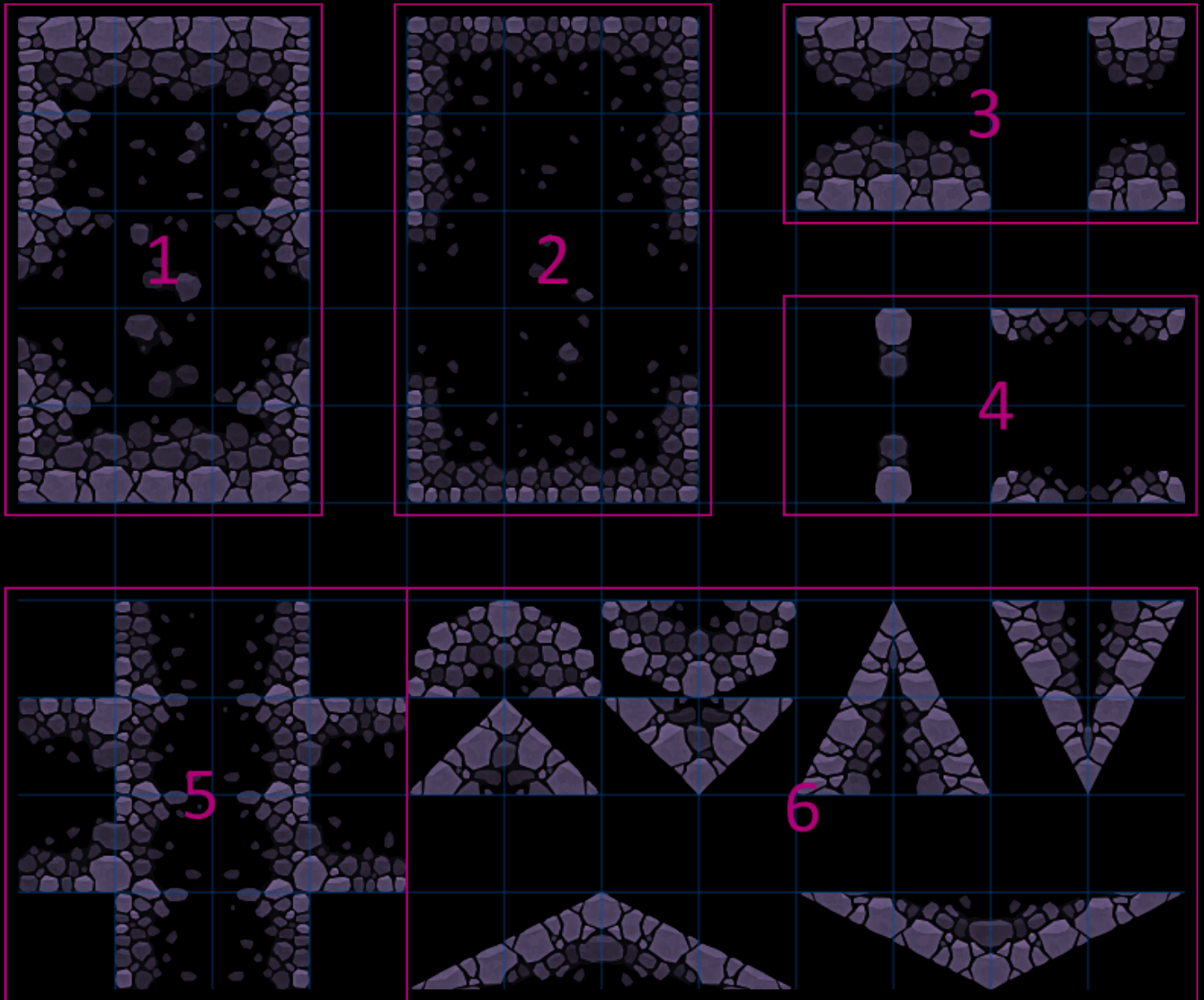**Main sets:**   80 tiles
Background set: 35 tiles

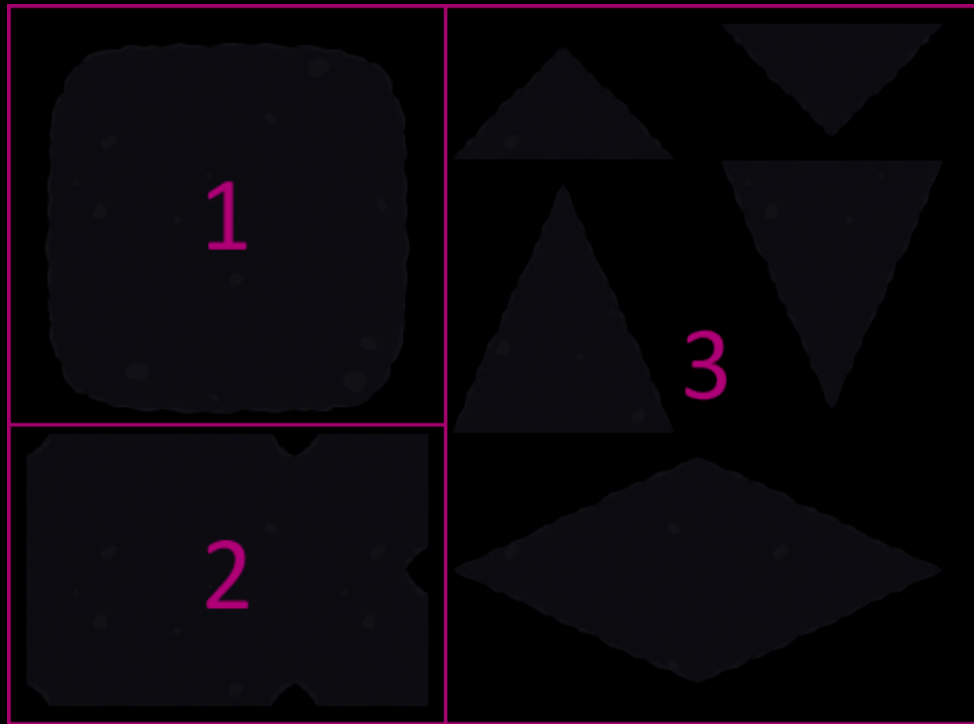## Table of Contents

Main Tileset Layout

1   **Basic building blocks**
platforms, walls, corner connectors and texturing tiles

2   **Basic building blocks (small)**
smaller versions of platforms, walls, corner connectors and texturing tiles

3   **End points and single block platforms**
end points can be used as a transition to a different tileset

4   **End caps**
caps for dangling platforms (horizontal and vertical)

5   **Connector tiles**
wall connectors for platforms, big to small/small to big connections

6   **Slopes**
round and straight slopes (22.5°, 45°, 67.5°)

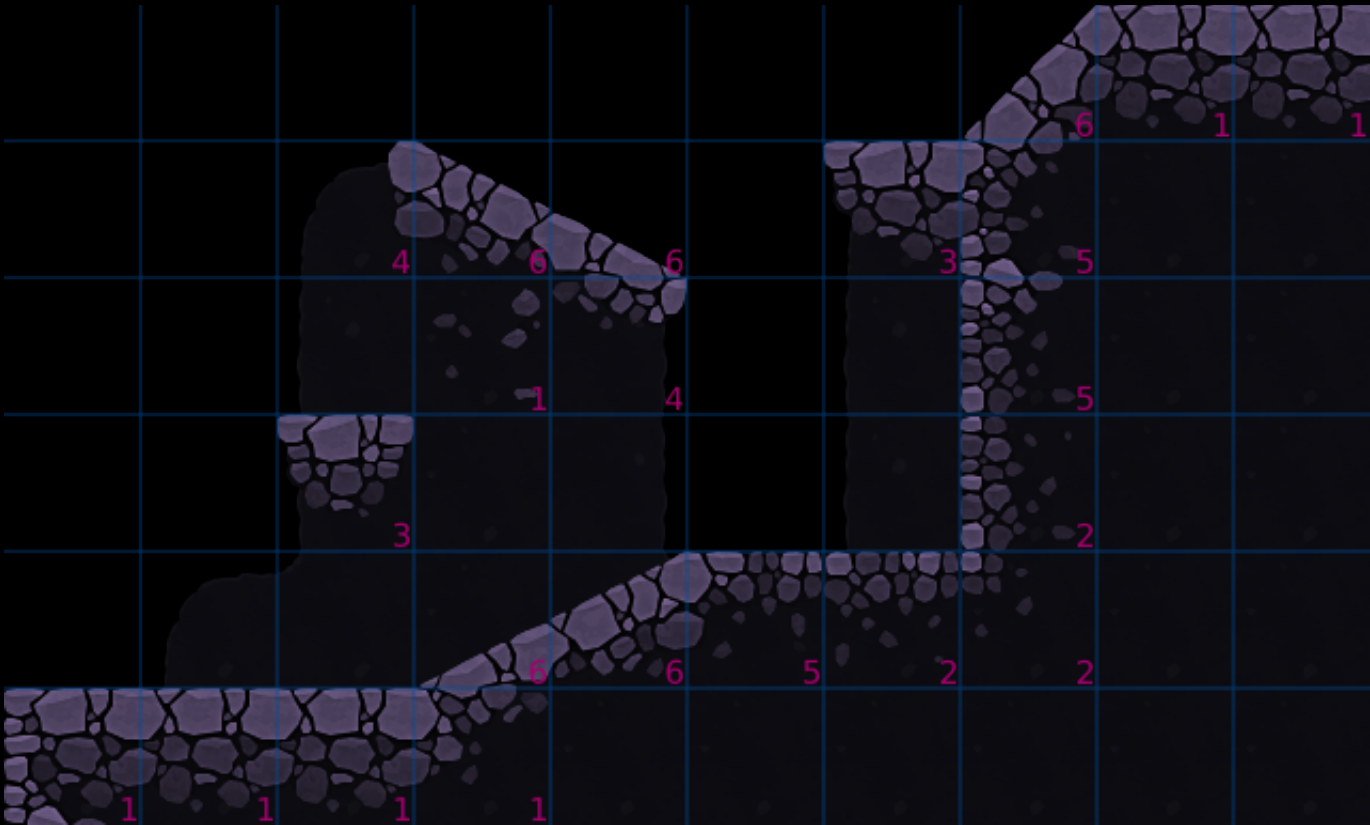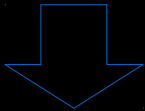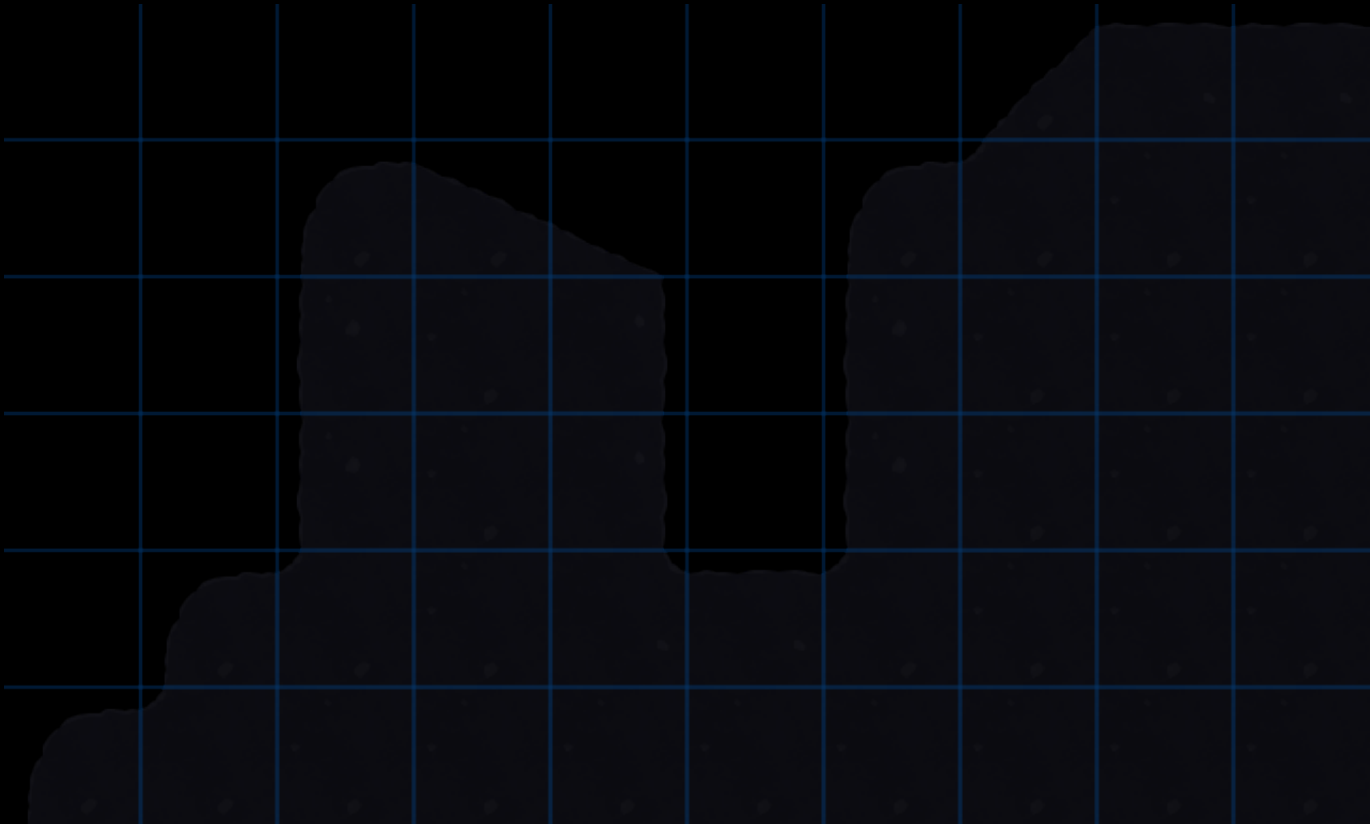* All main tilesets follow the same layout

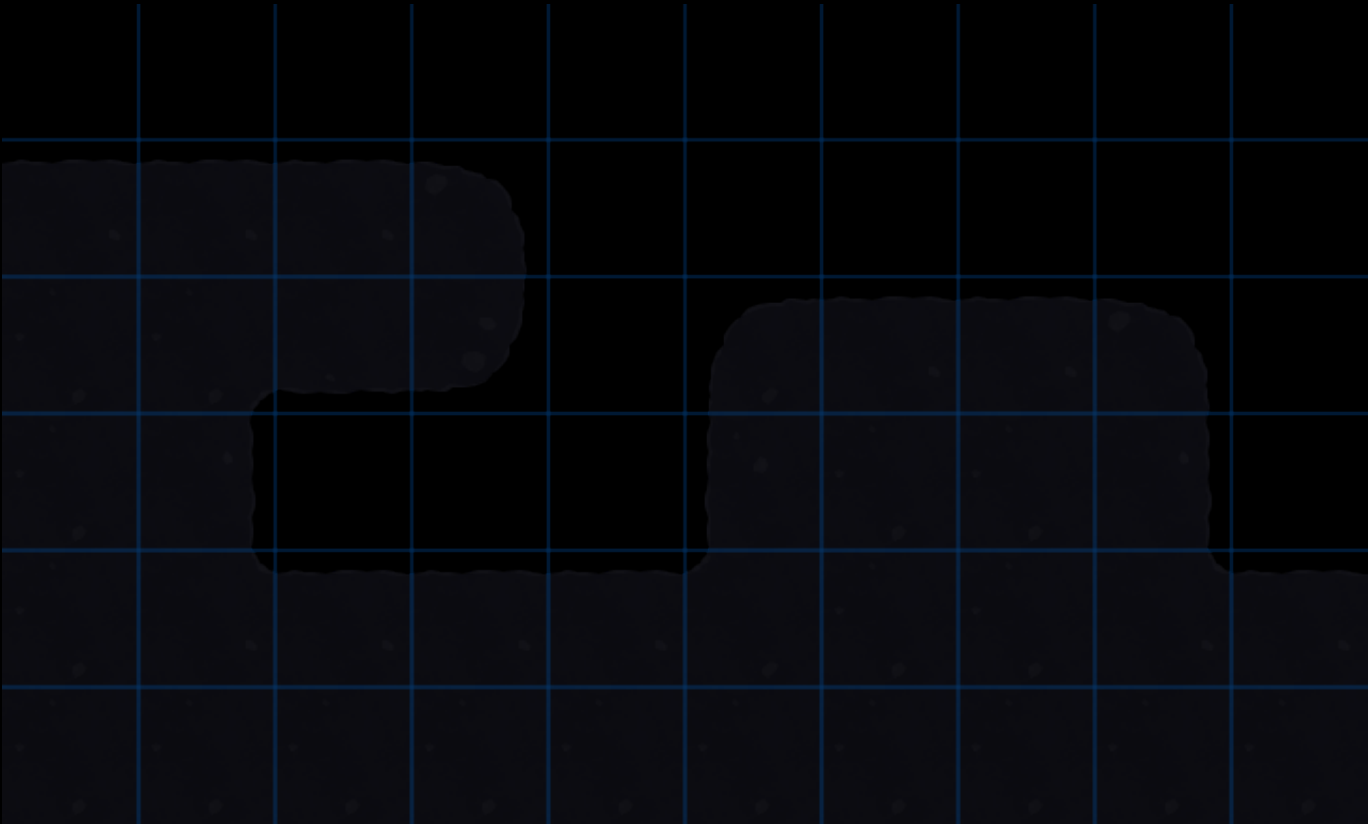# Background Tileset Layout

1	Basic background blocks
2	Corner connectors
3	Slopes 22.5°, 45°, 67.5°

Example A

Example B

Example Scenes