

Project 4: Obstacle Course

Preparation

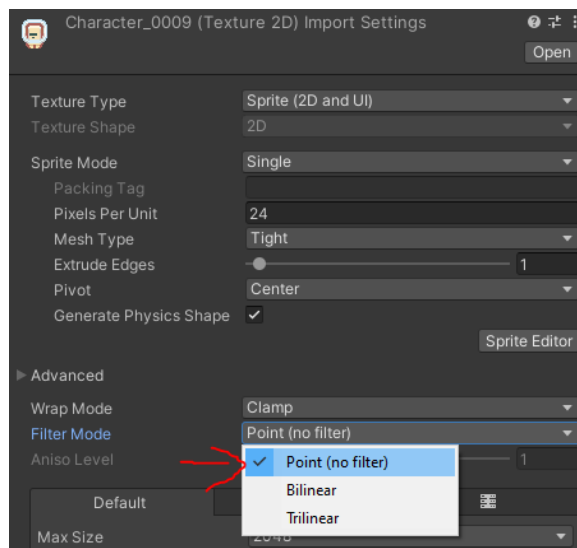
Create a new 2D - Unity-Project.

Think about a theme and create/download a few Graphics.

Exercise 1: Add some Graphics

Create a Background Graphic and add a few Obstacles into the scene.

Hint: By default Unity draws your Sprites very blurry. You can change this by selecting the Sprite in the Project-View and setting the Filter-Mode to "Point" and then press Apply:



Exercise 2: Player Character

Add a Player-GameObject to the scene and add a Rigidbody2D as well as any 2D-Collider to it.

Don't forget to set the gravityScale to 0.

Create a PlayerController - Script and implement Movement.

Exercise 3: Obstacles

Add some obstacles which collide with the player.