2D Platformer Microgame - Version 5.0.0

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This is the 2D Platformer Microgame. Learn the basics of creating and modifying a 2D sprite-based platformer game.

Learn more about the project here: https://assetstore.unity.com/packages/templates/platformer-microgame-151055

Changelog

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## [5.0.1] - 2024-08-28

### Fixed

- Added 2d feature as a dependency so the sprite editor is installed by default

- Updated some Rigidbody2D code that were depreceated to remove warnings

## [5.0.0] - 2024-05-07

### Changed

- Updated to Unity 6 Preview

- Updated to Cinemachine 3

## [4.0.2] - 2023-03-15

### Fixed

- Updated to 2022 LTS

- Reworked some tutorials texts

- Lowered the starting volume of music

- Updated layouts to remove obsolete navigation windows

## [4.0.1] - 2022-08-17

### Fixed

- Incorrect tutorial text fixed

## [4.0.0] - 2022-04-05

### Changed

- Update project to 2021.3.0f1

## [3.0.0] - 2022-02-21

### Changed

- Changed Graphics API so that they support WebGL 2.0

- Changed Color space from Gamma to Linear

- Updated rendering pipeline from Built-in to URP

- Update project to 2021.2.8f1

- Update dependencies to their latest versions

### Added

- Version control package, Engineering feature set

- Added Post Processing effects to the main camera

### Fixed

- Fixed broken "Load Tutorials" button in Welcome Dialog

- Disabled all additional (and unused) masking settings of old tutorials, as they cause problems with the highlighting/masking in more recent versions of Tutorial Framework package

## [2.1.0] - 2021-09-13

### Changed

- Update project to 2020.3.17f1 LTS

## [2.0.0] - 2021-03-11

### Changed

- Update project to 2020.3.0f1 LTS

## [1.4.0] - 2020-07-24

### Changed

- Use Unity 2019.4.4f1.

- Use Tutorial Framework 1.0 (formerly known as IET Framework) and WebGL Publisher 2.0.3 (formerly known as Share WebGL Game).

- Renewed "Build and Share" tutorial, now known as "Build and Publish".

## [1.3.2] - 2020-06-09

### Changed

- Use Unity 2019.4.0f1.

## [1.3.1] - 2020-04-27

### Changed

- Tutorials: minor copy fixes.

### Added

- Tutorials: added images and videos to tutorial 3.

## [1.3.0] - 2020-04-01

### Added

- README in the project folder.

### Changed

- Use Unity 2019.3.4f1.

- Raise the version up to 1.3 (skip 1.1 and 1.2) in order to align with the Asset Store versioning.

- Update all dependencies to the latest versions.

- Tutorials: minor copy fixes.

### Removed

- Tutorials: "Add Open Scenes" step removed from the "Build and Share" tutorial.

### Fixed

- Tutorials: fixed URLs for Modding Tutorials and Platformer User Group.