Zombie Shooter Project 1b

AINT166

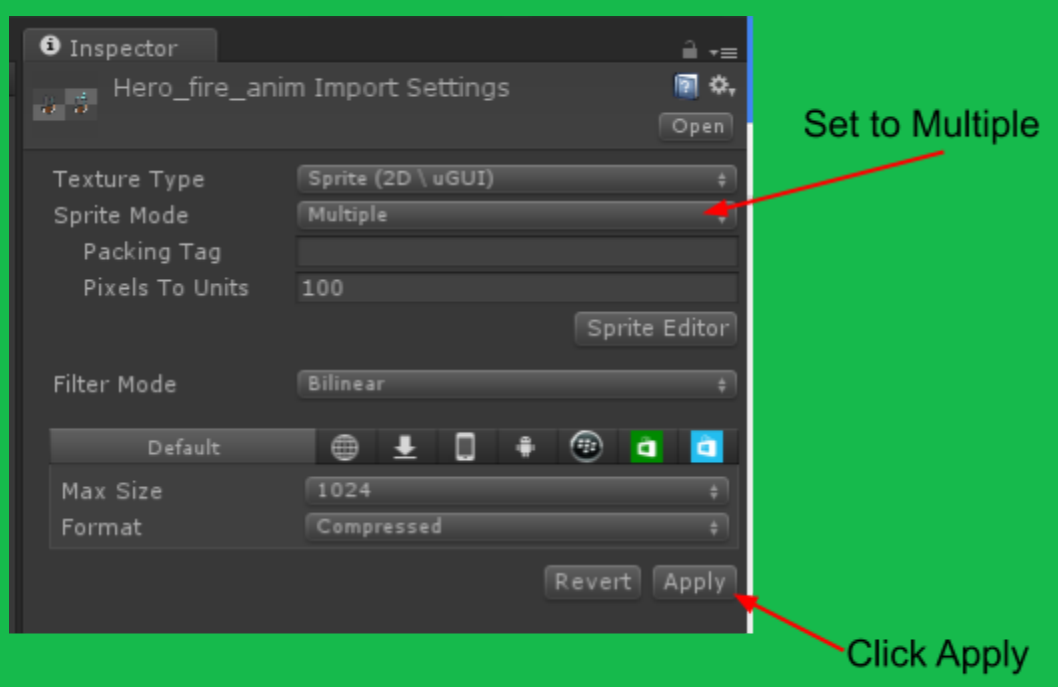
Task 1. Create the player

Explanation

- Now we Prepare the **Player** artwork
- The **Hero_fire_anim** image used for the Player has 2 Sprites (or frames):
  - Shooting
  - Not shooting
- We need to set up the graphic in Unity to use each of these separately

Do this

- Select the **Hero_fire_anim** art asset in the **Project view**
- Set the **Sprite Mode** in the **Inspector** to **Multiple**
- Click the **Apply** button



Explanation

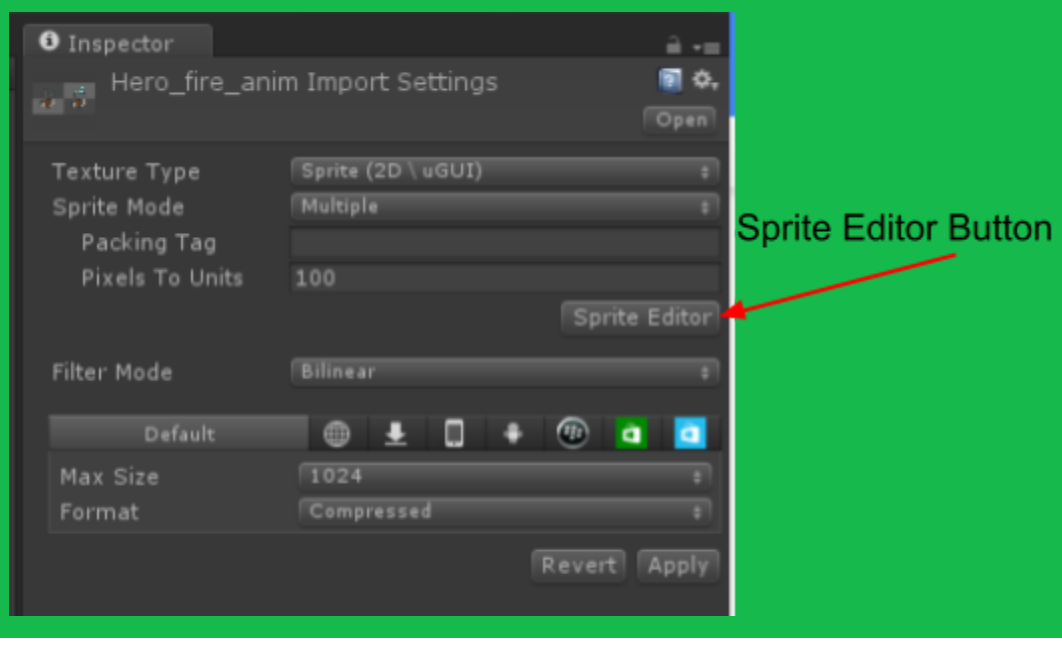
- Now we open the **Sprite Editor** to slice up our image

Useful links

- Learn more about the **Sprite Editor** — Sprite Editor - Manual

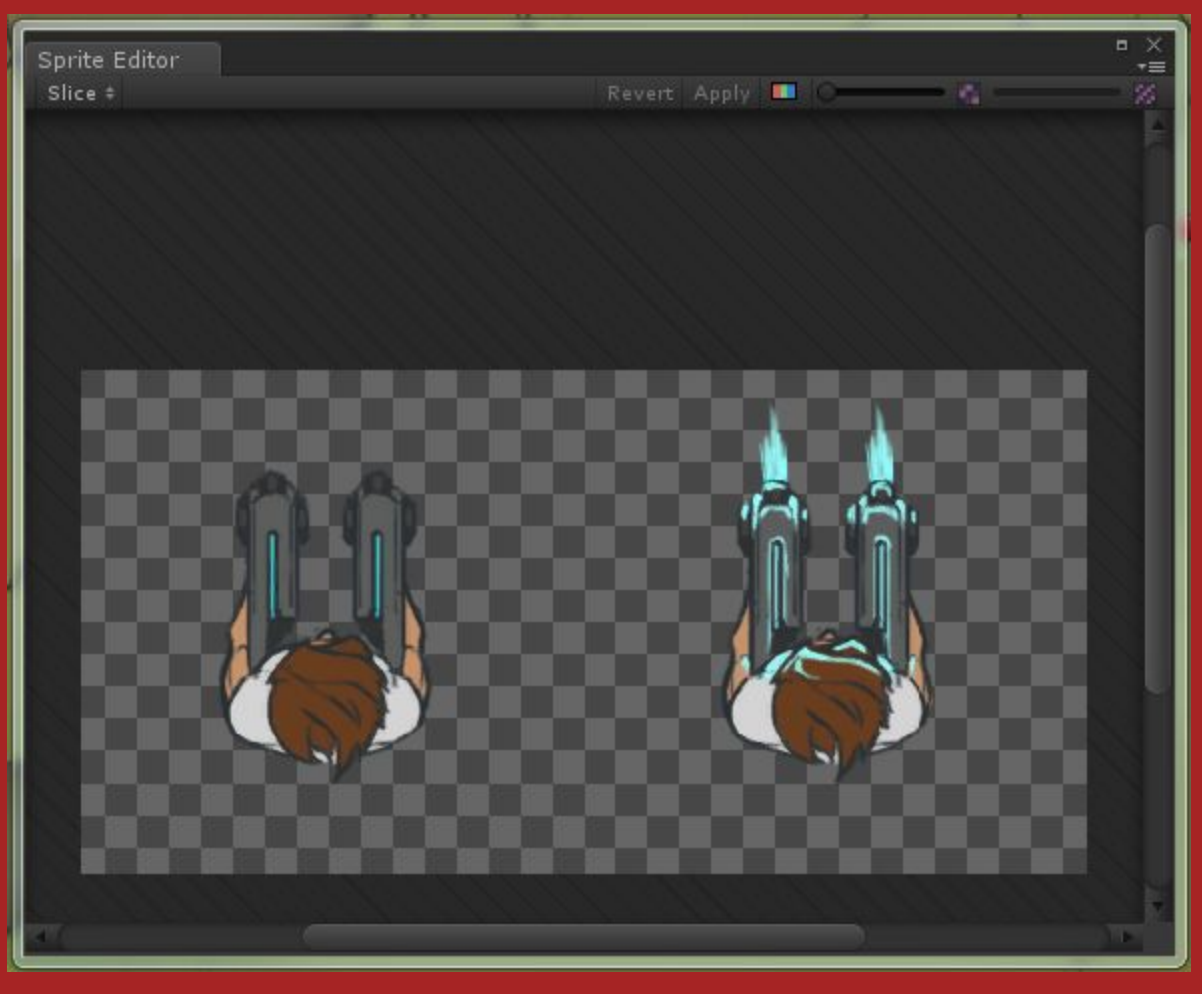
Do this

- In the **Inspector**, click the **Sprite Editor** button to open the **Sprite Editor**



Check this

- Check you can see the **Sprite Editor** window

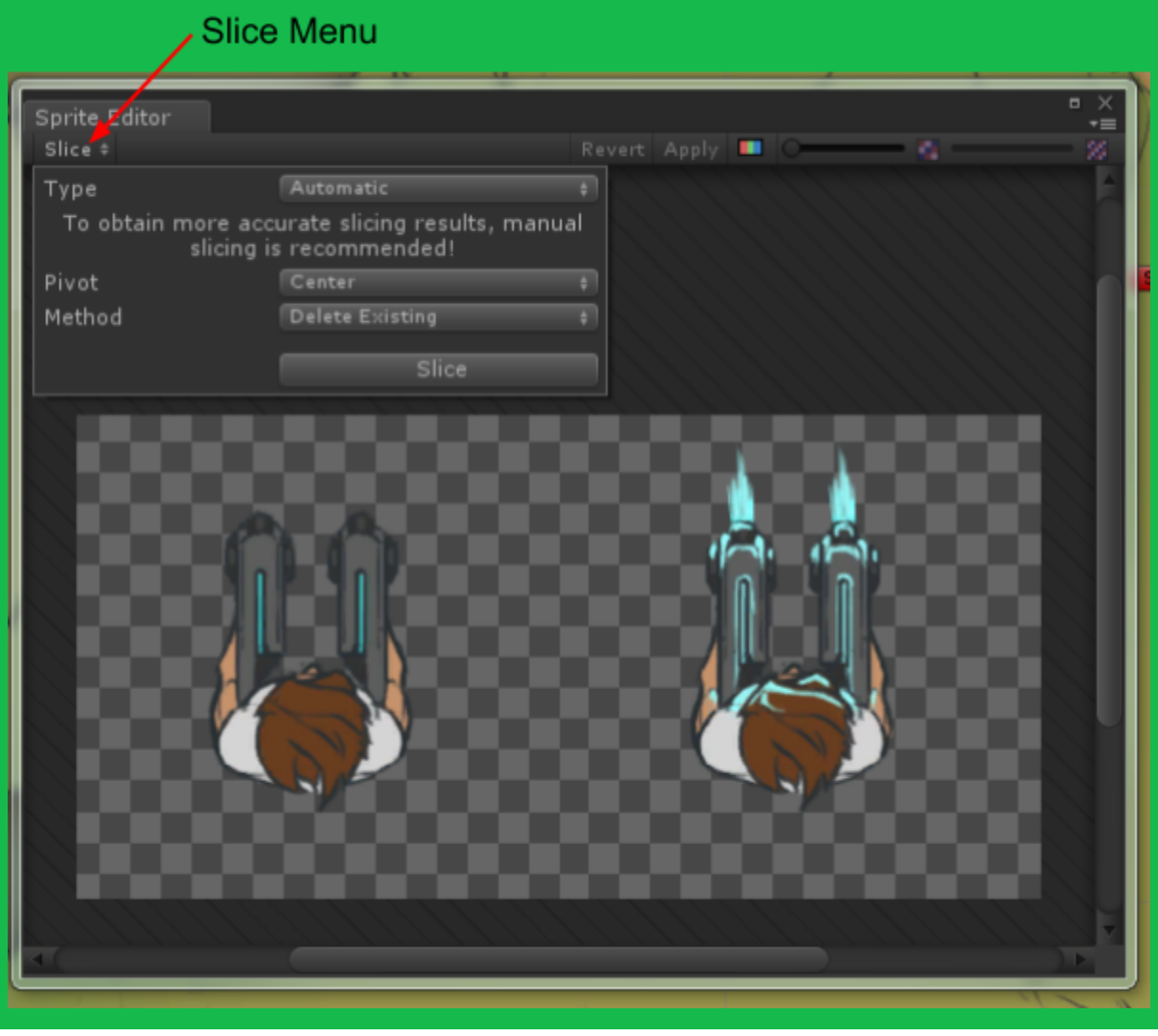


Explanation

- We will now setup the image for slicing

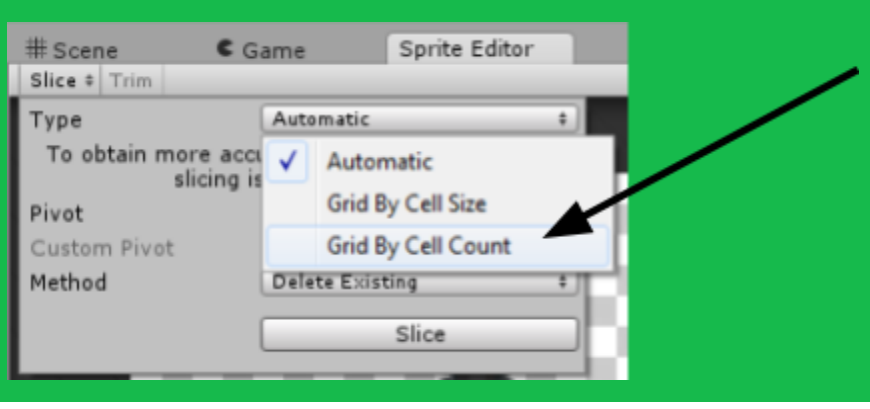
Do this

- Open the **Slice Menu**



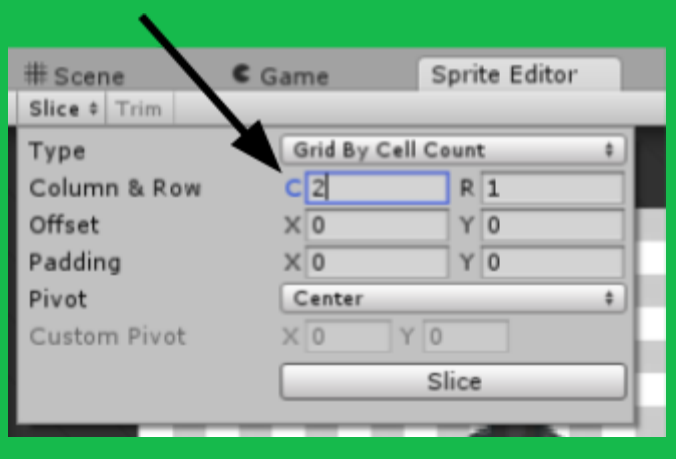
Do this

- Set The **Type** to **Grid by cell count**



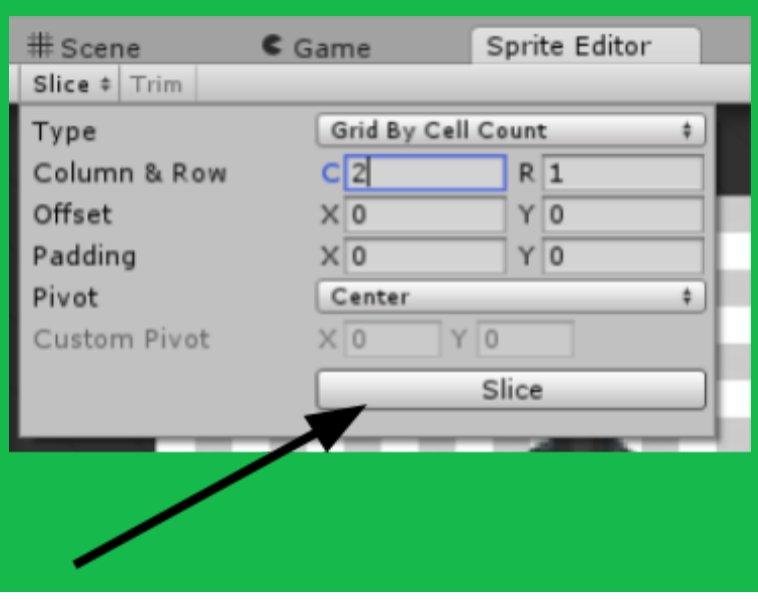
Do this

- Set The **C** value in **Column & Row** to 2



Do this

- Click the **Slice** Button



Check this

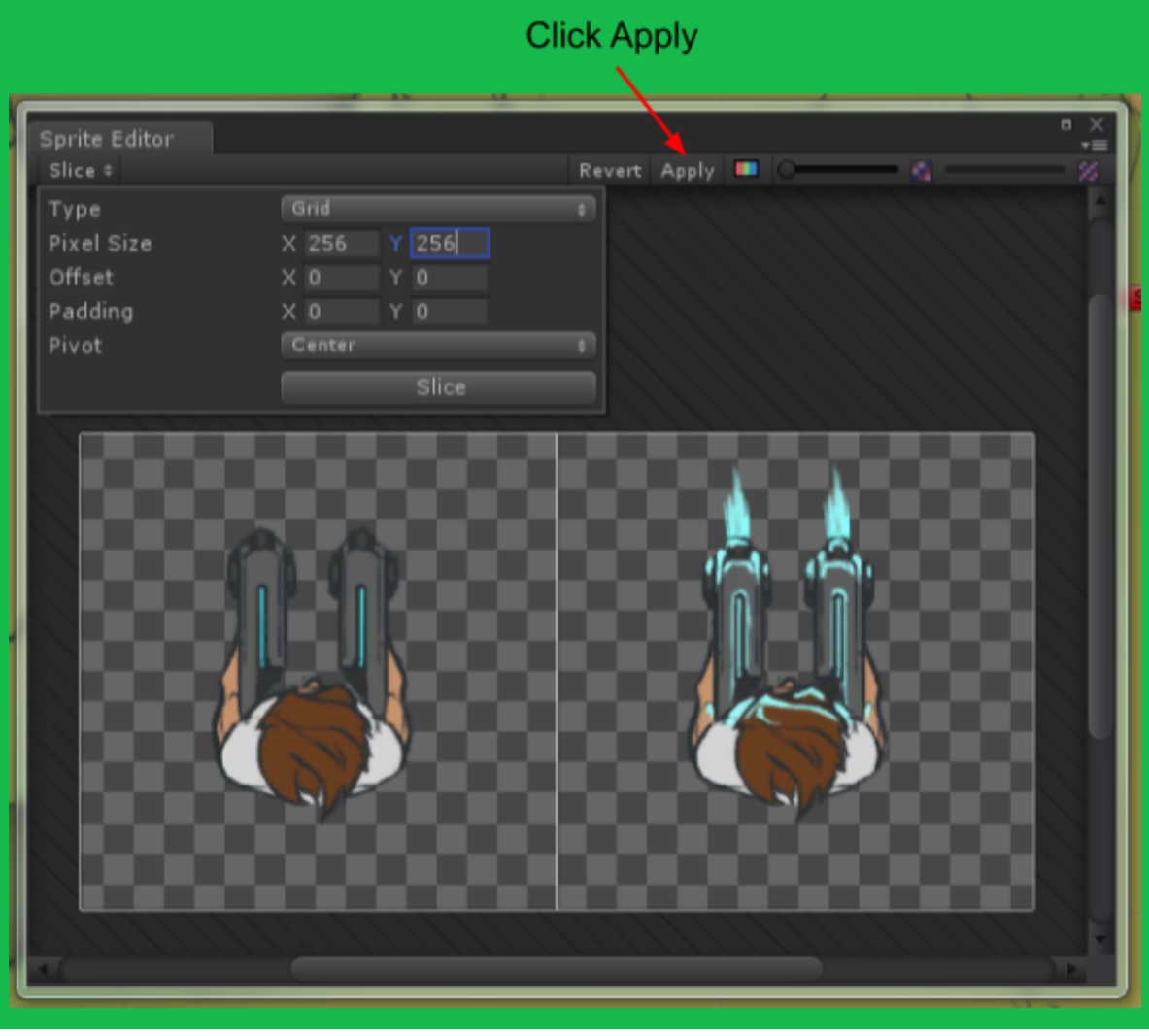
- The image should show **boxes** around each Sprite

Explanation

- We now **Apply** the changes made to the image
- This will slice up our image into 2 **Sprites** called
    - Hero_fire_anim_0
    - Hero_fire_anim_1
- These can be accessed from the **Project view** and used in our **Scene**!

Do this

- Click the large **Apply** Button



Check this

- The Sprites will now be created in the **Project view**, ready to be used in your Scene!

Do this

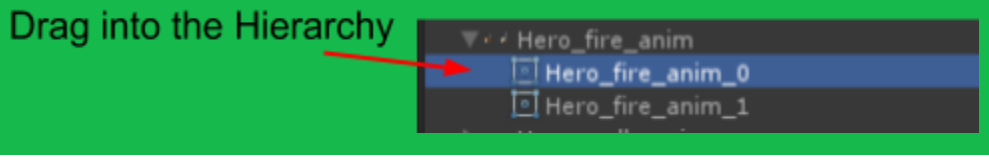
- You can now close the **Sprite Editor** Window, we won't be using that again for the moment

Explanation

- The Player artwork can now be added to the **Hierarchy**
- We will use only one **Sprite**
- The other we will use later in an animation

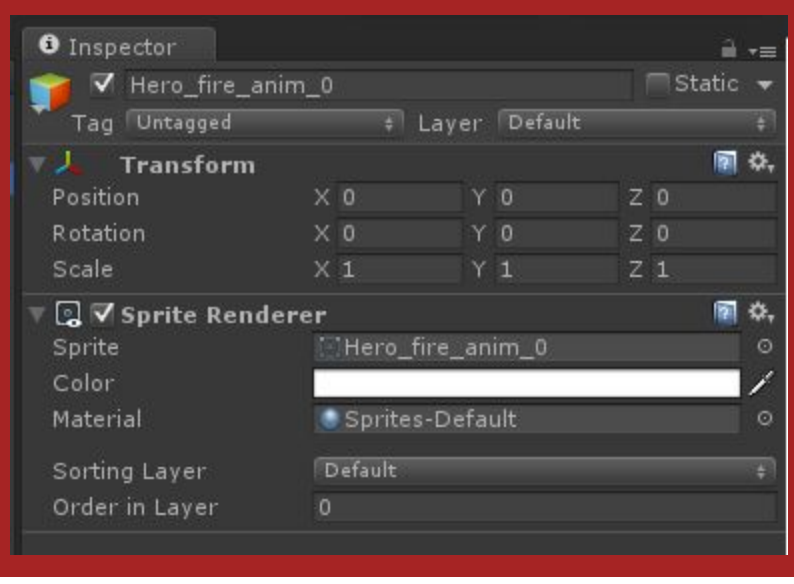
Do this

- From the **Project view**, drag the **Sprite Hero_fire_anim_0** into the **Hierarchy**



Check this

- The Hero GameObject should look like this in the **Inspector**

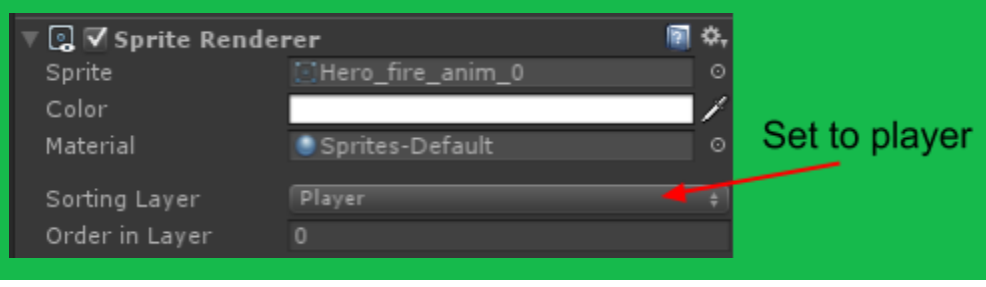


Explanation

- The Hero's **Sprite Renderer** needs to have its **Sorting Layer** set so it appears above the **Arena**

Do this

- Select the Hero **GameObject** in the **Hierarchy**
- Set the **Sorting Layer** on the **Sprite Renderer** Component to **Player**



Explanation

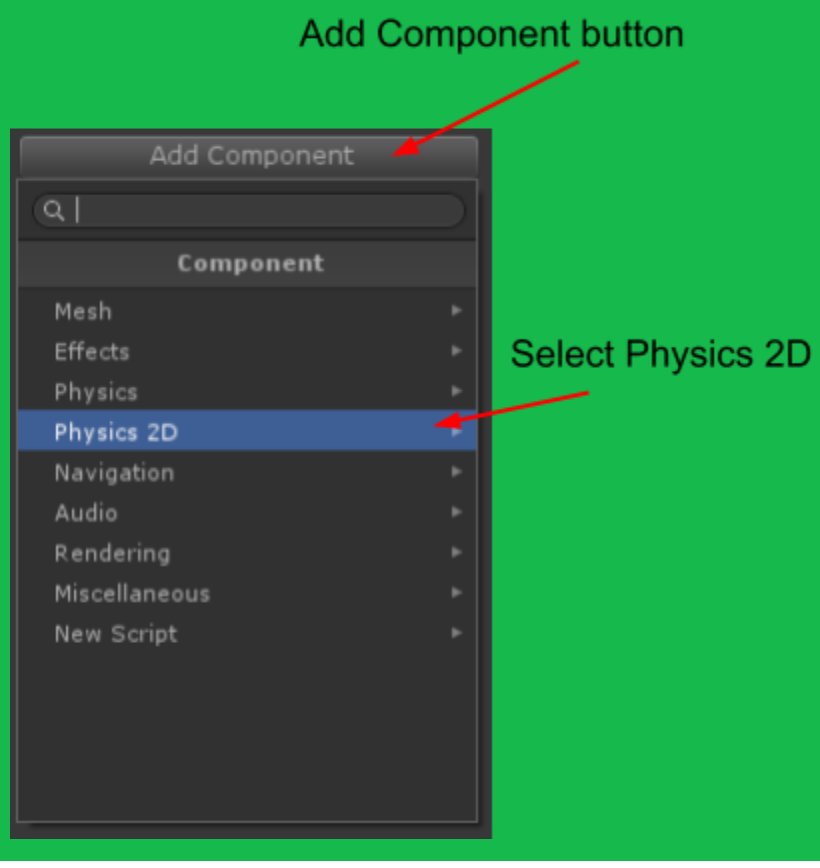
- The **Hero** will need to react to the physics of the level we are creating.
- He needs a **Rigidbody2D** to help with colliding with other things in the game

Useful links

- Learn more about **Rigidbody2D** — Rigidbody2D - Manual

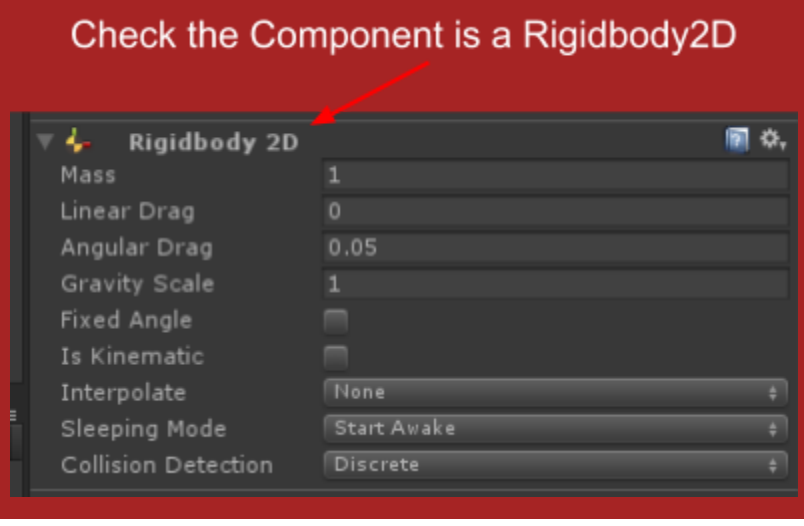
Do this

- Select the Hero **GameObject** in the **Hierarchy**
- Click the **Add Component** Button, underneath the **Sprite Renderer** Component
- Select **Physics 2D** > **Rigidbody 2D**



Check this

- Make sure the Component is a **Rgidibody2D**

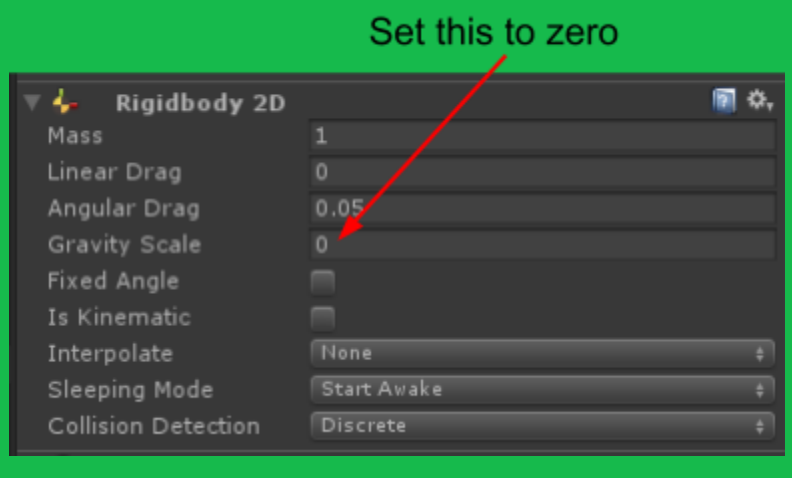


Explanation

- The Hero now has weight in a 2D world
- Trouble is, he has weight in the Y direction (going down)
- We need to set the Gravity Scale of our Rigidbody2D so the Player doesn't fall downwards when we start the game

Do this

- Set the **Gravity Scale** to **0** on the **Rigidbody2D** Component



Explanation

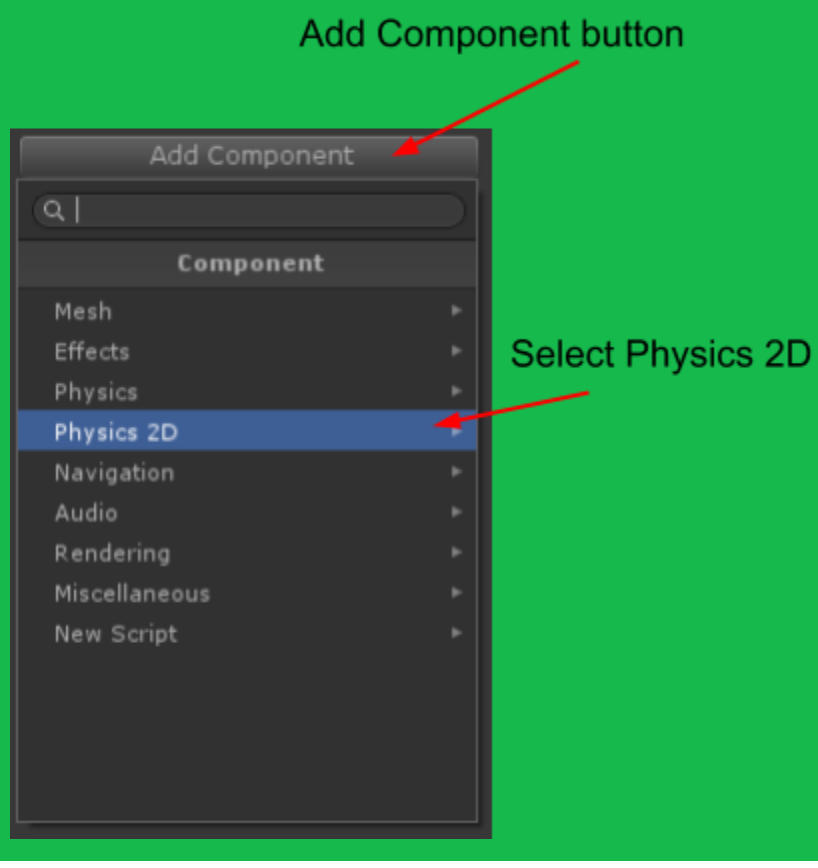
- The Hero needs a way to interact with the other objects in the world
- Unity uses **Collider Components** to do this
- We will use a CircleCollider2D Component

Useful links

- Learn more about **CircleCollider2D** — CircleCollider2D - Manual

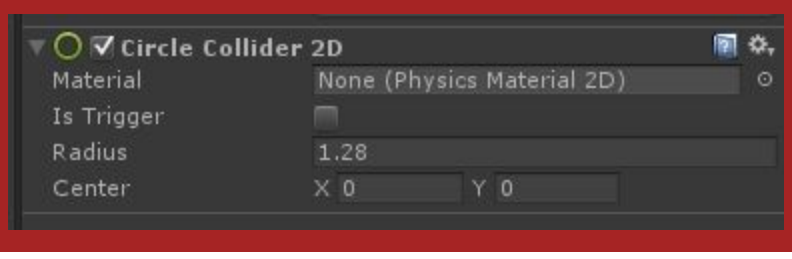
Do this

- Select the **Hero GameObject** in the **Hierarchy**
- Click the **Add Component** Button, underneath the **Sprite Renderer** Component
- Select **Physics 2D** > **Circle Collider 2D**



Check this

- Make sure the Component is a **Circle Collider 2D**

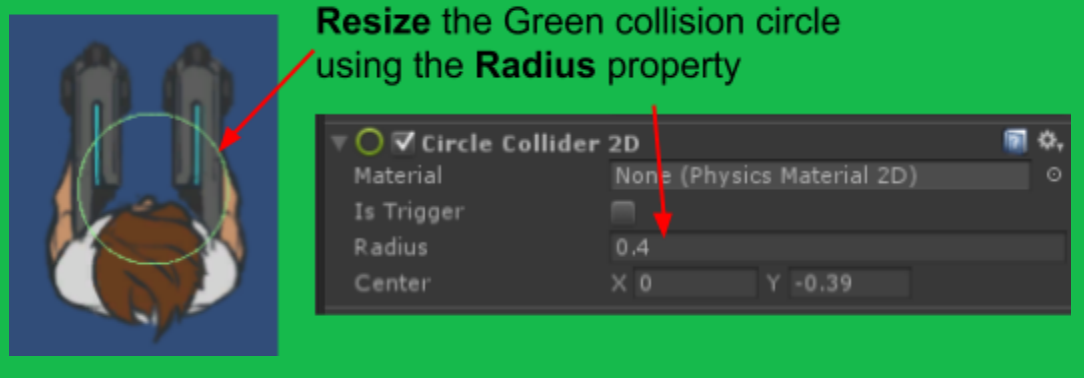


Explanation

- Our Hero's **Collider** is a bit too large at the moment
- We need to shrink it down and move it closer to the Player artwork

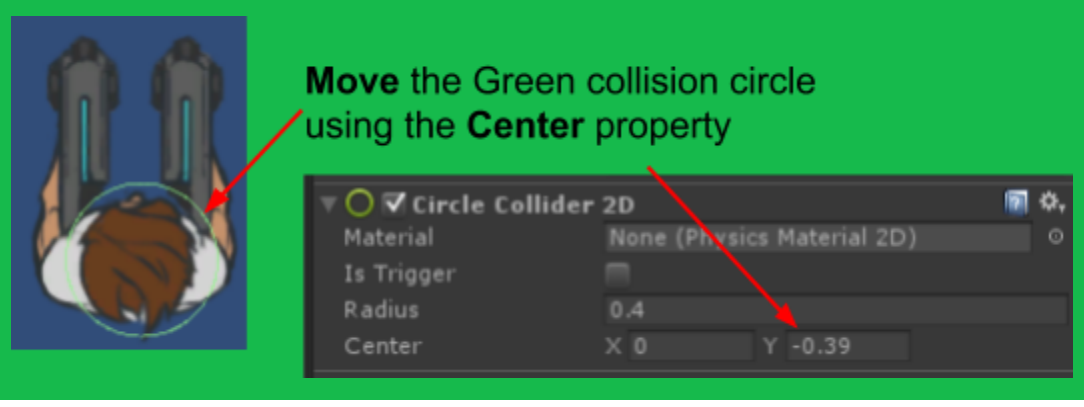
Do this

- Resize the Hero's **Collider** to about 0.4 using the **Radius** property



Do this

- Move the **Collider** to the centre of the Hero's head using the **X** and **Y** of the **Center** property



Check this

- The **Hero** GameObject should look something like this