Zombie Shooter Project 1a

AINT166

Task 1. Setup assets

Explanation

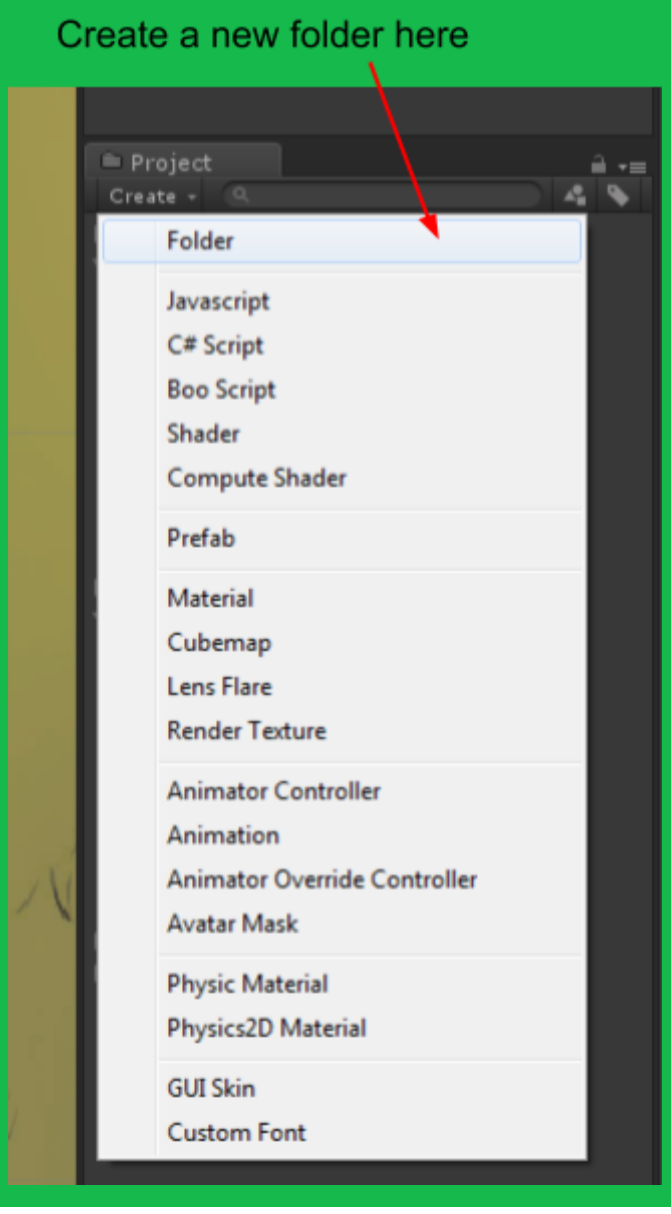
- First, we will **create** a **new folder** to put our **Zombie art assets** into
- **Unity** refers to **art assets** used in **2D games** as **Sprites**, so we will call our folder "**Sprites**"

Useful links

- Learn more about the **Asset workflow** in the **Unity Editor** Asset workflow - Manual

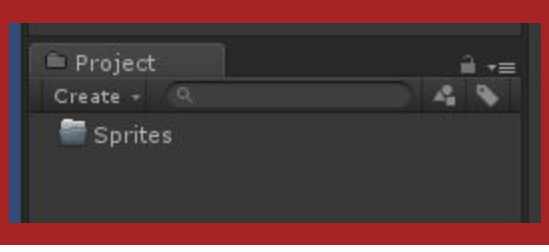
Do this

- In the **Project view**, Press the **Create** button
- Select **Folder**
- Name the new folder **Sprites**



Check this

- Check your **Project view** now has a **Sprites** folder

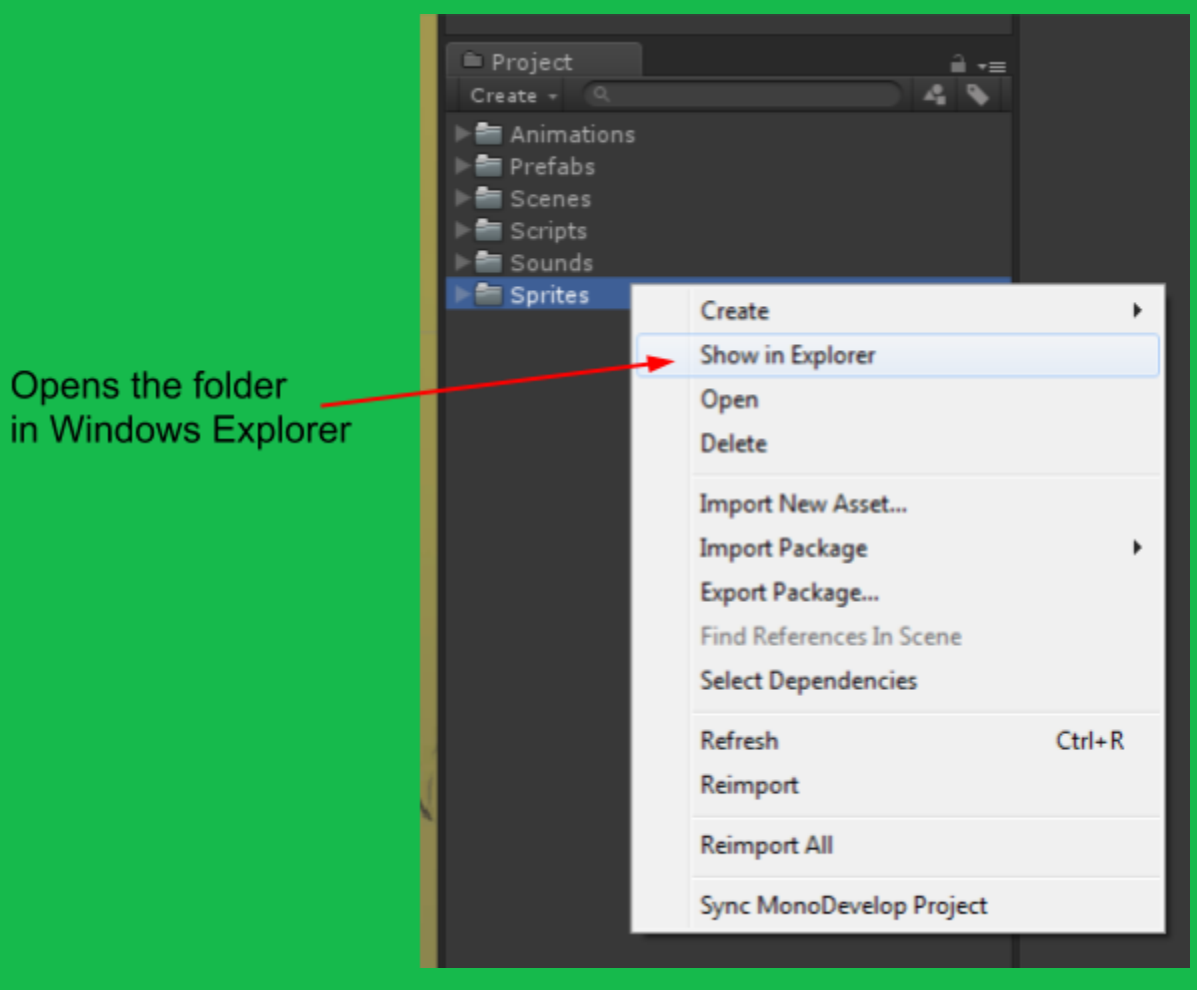


Explanation

- Now we need to **import** our **Zombie art assets** into our **Unity Project**
- First, let's open an Explorer Window so we can can drag multiple files into our project

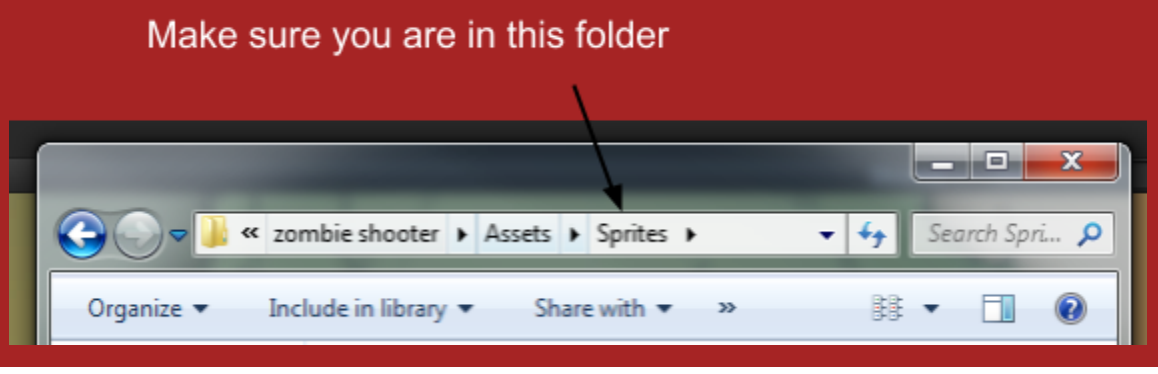
Do this

- In the **Project view**, Right click the **Sprites** folder
- Select **Show in Explorer** from the menu



Check this

- Make sure you are **INSIDE** the **Sprites** folder in Windows Explorer
- Keep this folder open, you will need it later!



Explanation

- We now need to **download** the **Zombie art assets** from the course website
- All the artwork will be inside a Zip file

Useful links

- Check the **University DLE page** for this **module**
  - look for the "**Zombie shooter art**" ZIP file

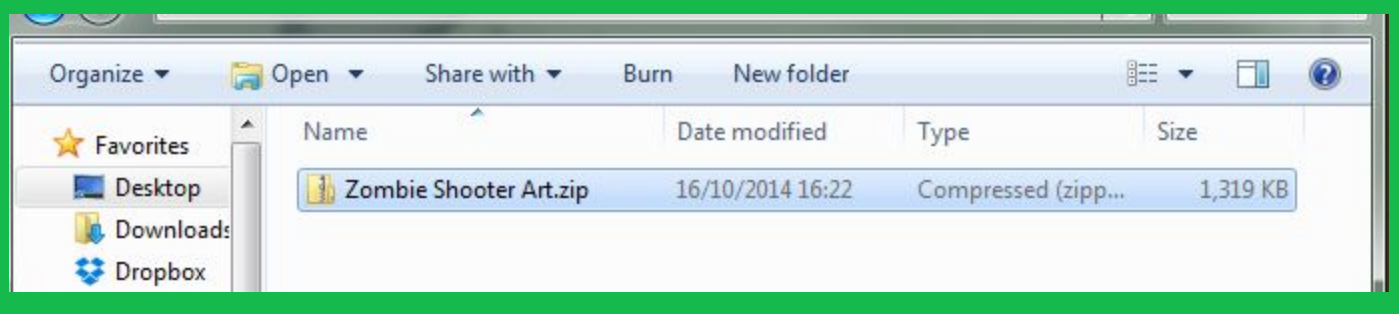
Plymouth University DLE link

Do this

- On the web, Go to the Plymouth University DLE page for this course
- Find the **Zombie Shooter Art Zip file**
  - Look in the **Zombie Game Part 1** section
- **Download** the **Zip file**

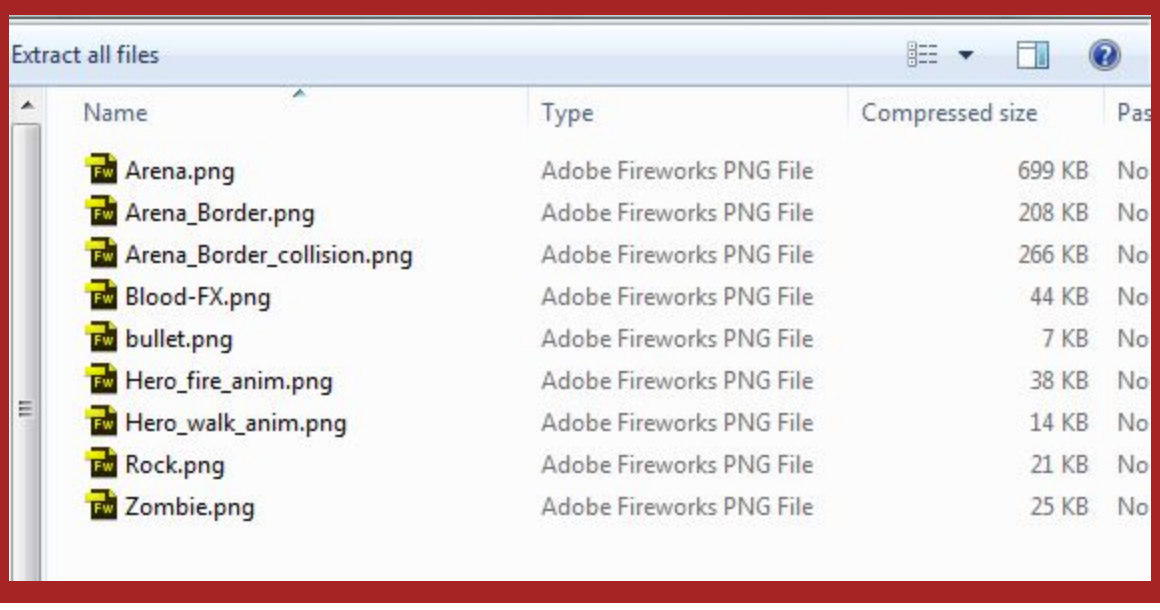
Do this

- Open the downloaded **Zombie shooter art ZIP file** by double clicking on it



Check this

- You should see the following Zipped files

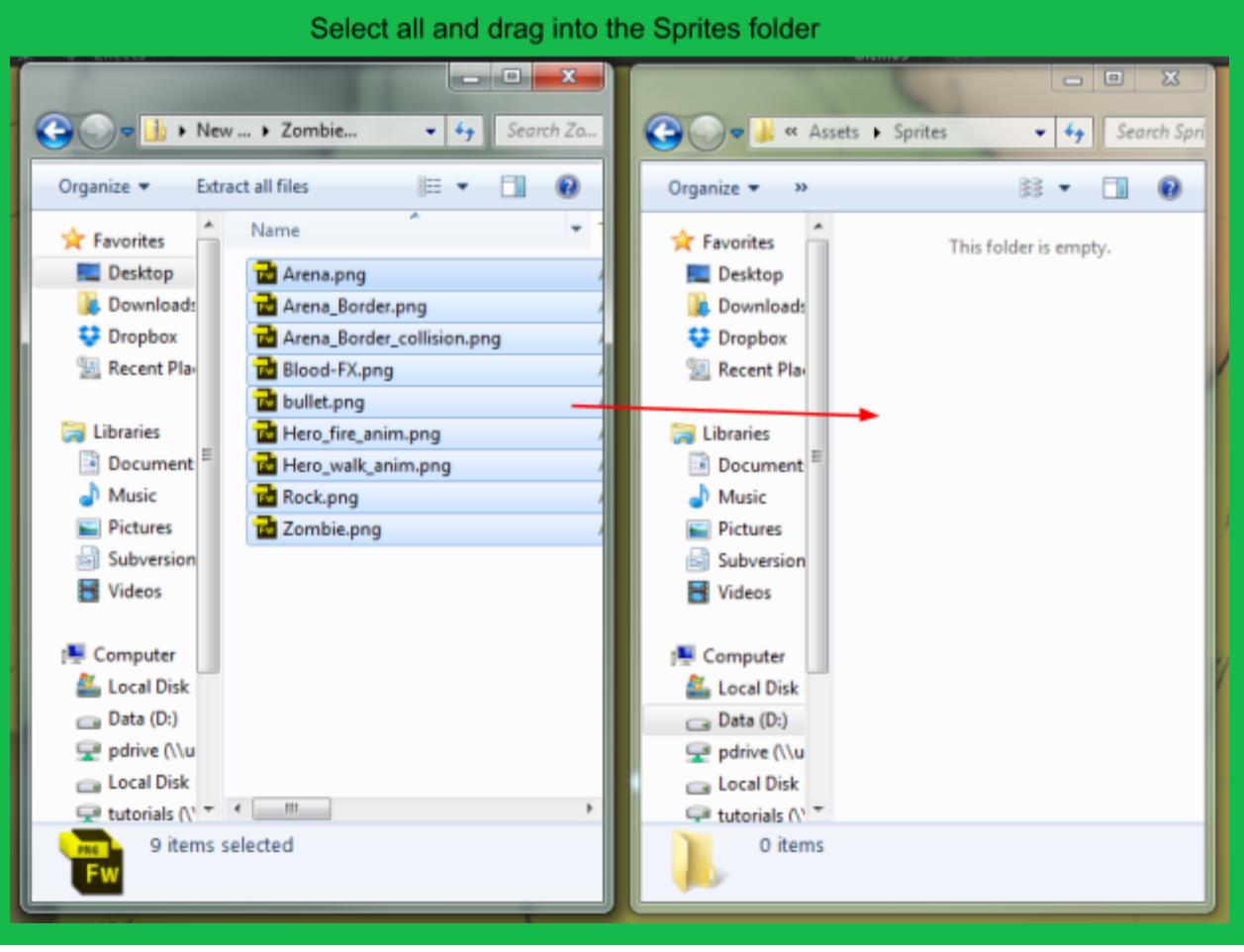


Explanation

- We can now drag our **Zombie artwork** into our **Sprites folder** so we can use it inside the **Unity Editor**

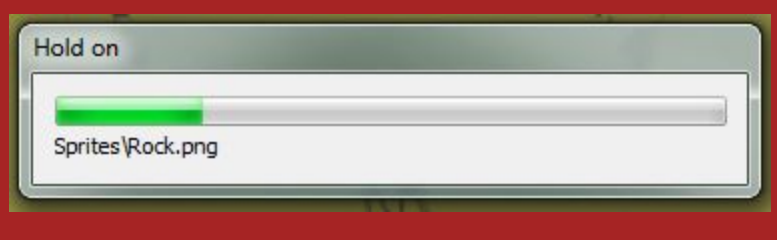
Do this

- **Select** the **Explorer window** you opened earlier, for your **Sprites**
- **Select** all the **Zipped files** and drag them into the **Sprites** folder



Check this

- Go back to the Unity Editor. You may briefly see something like this:
  - Unity is importing the Art assets into your Project



Check this

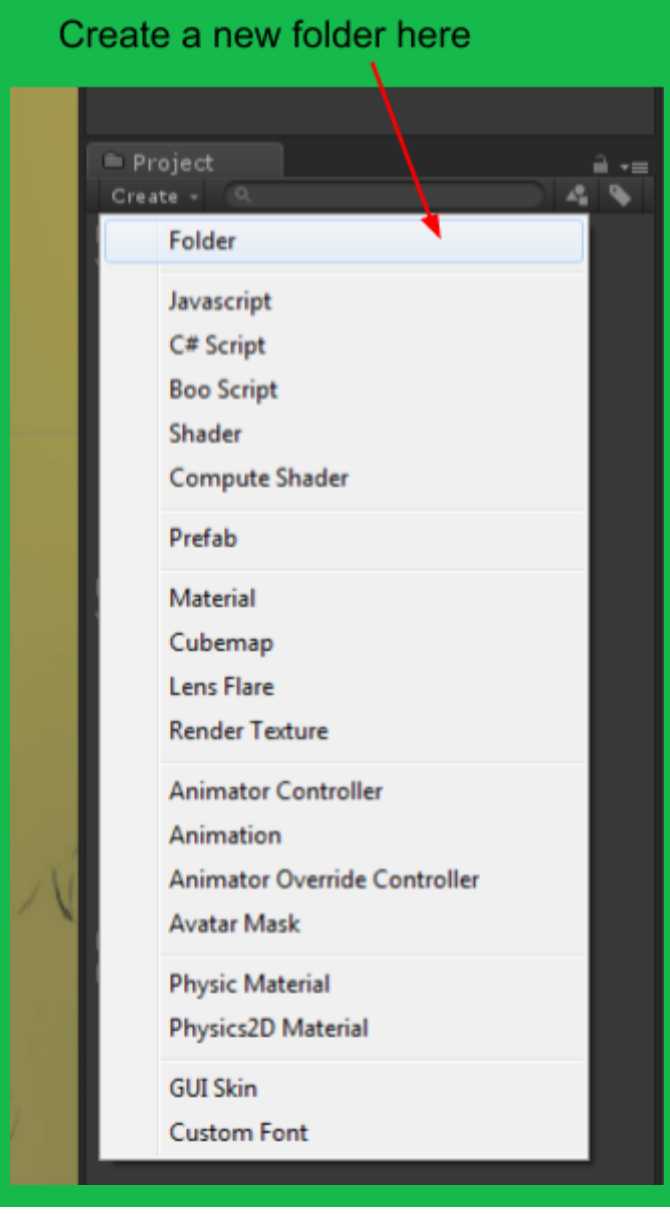
- Your project view should contain the following:

Explanation

- Before we start filling up our level with art assets, Let's create a folder for our level
- Unity refers to levels as **Scenes**
- Each Scene is a separate file in your **Unity Project**

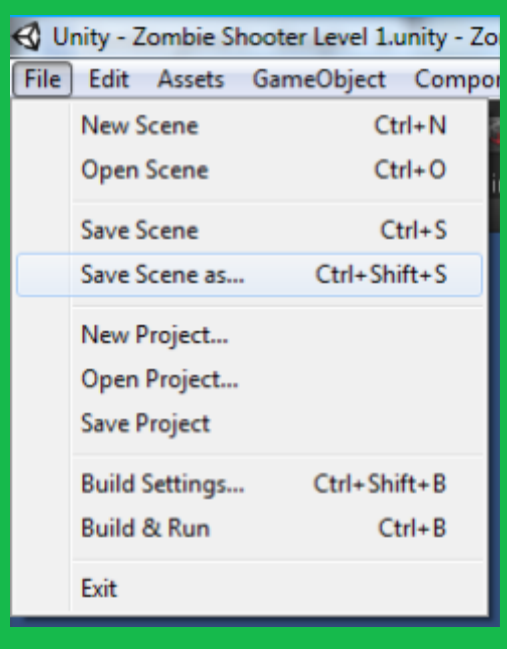
Do this

- In the **Project view**, select the **Assets** folder
- Create a new folder in the **Assets** folder
- Name the new folder **Scenes**



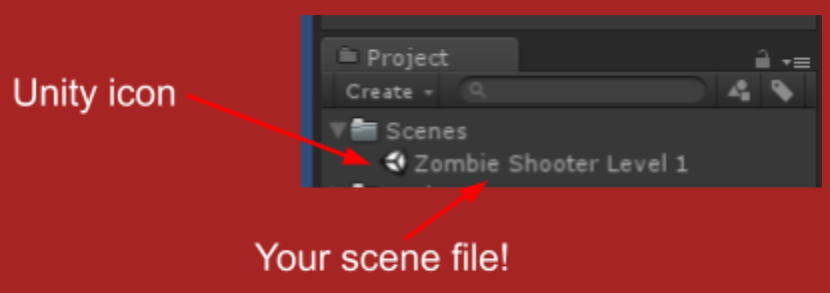
Do this

- Go to **Top Menu**: **File** > **Save Scene As**
- Go inside the **Scenes** folder
- Name the scene **Zombie Shooter Level 1**
- Click the **Save** button



Check this

- Your Scene file will have a Unity icon



Task 2. Create Sprites from the art assets

Explanation

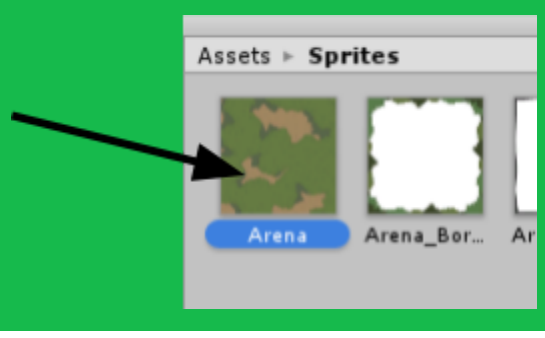
- We shall create the ground sprite in our game

Useful links

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

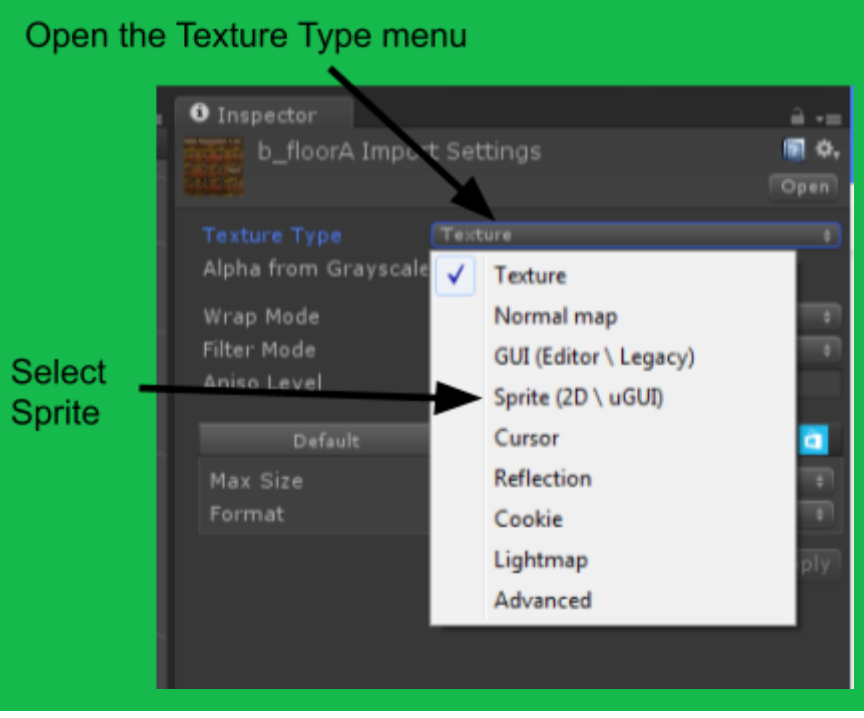
Do this

- Go to the **Project view**
- Open the **Sprites** folder
- Select the **Arena** art asset



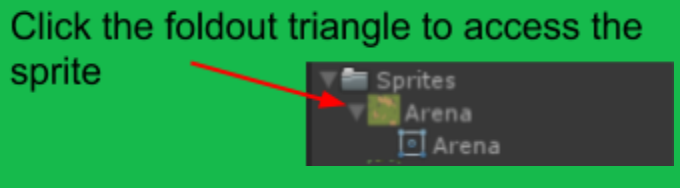
Do this

- In the **Inspector**, click the **Texture Type** menu, select **Sprite**
- Click **Apply**



Do this

- In the **Project view**, click the small triangle by the **Arena** asset
- It should be open, showing the **Sprite** we can use in our project

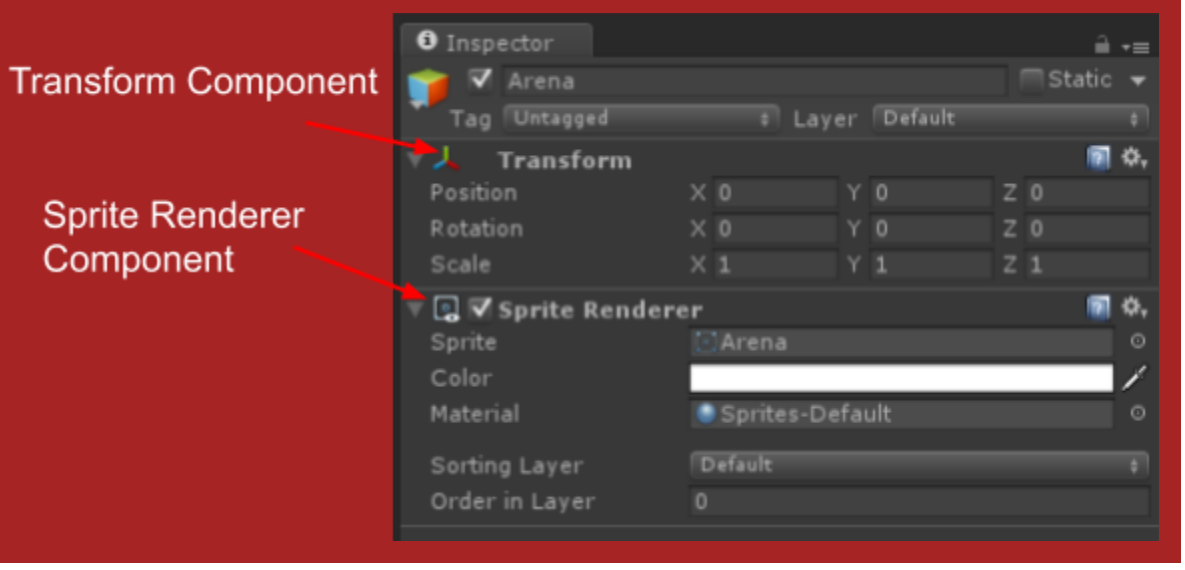


Do this

- Drag the **Arena Sprite** into the **Hierarchy view**
  - This will create a new GameObject with the Arena artwork

Check this

- Our new **Arena** GameObject should have the following Components
  - Transform
  - Sprite Renderer



Task 3. Create Sorting Layers for Sprites

Explanation

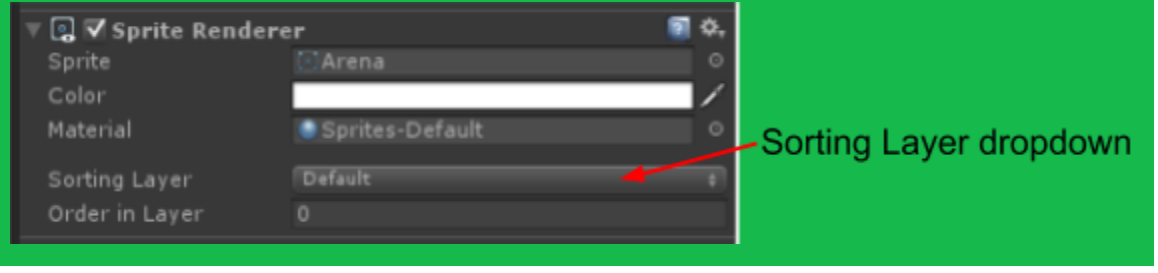
- Our artwork will sit upon **Layers**, so sprites in different layers can be seen over the top of each other
- For example, our arena needs to sit below our **Zombies**, **Player** and **Bullets**
- The **Sprite Renderer** Component has a property called a **Sorting Layer** where we can set this

Useful links

- Learn more about Sorting Layers — Sorting Layers - Video
- Learn more about Tags and Layers — Tags and Layers - Manual

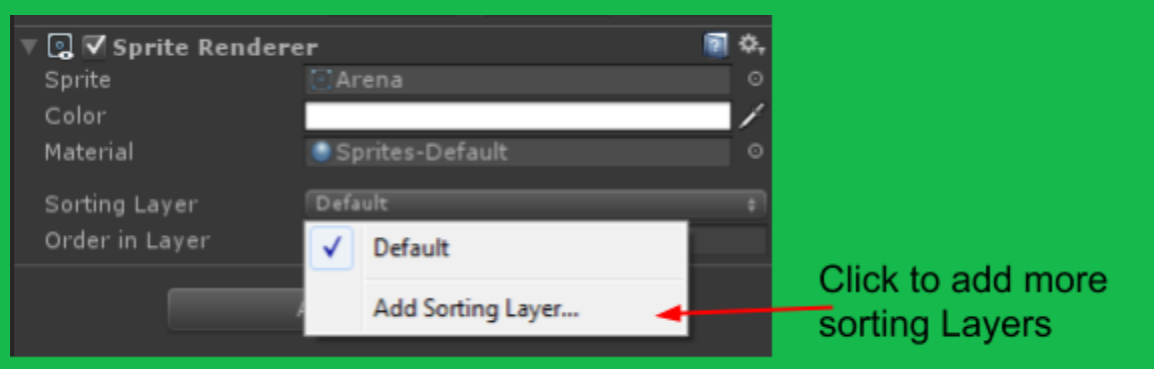
Do this

- Select the **Arena** GameObject in the Hierarchy
- On the Arena's **Sprite Renderer** Component, click The **Sorting Layer** dropdown



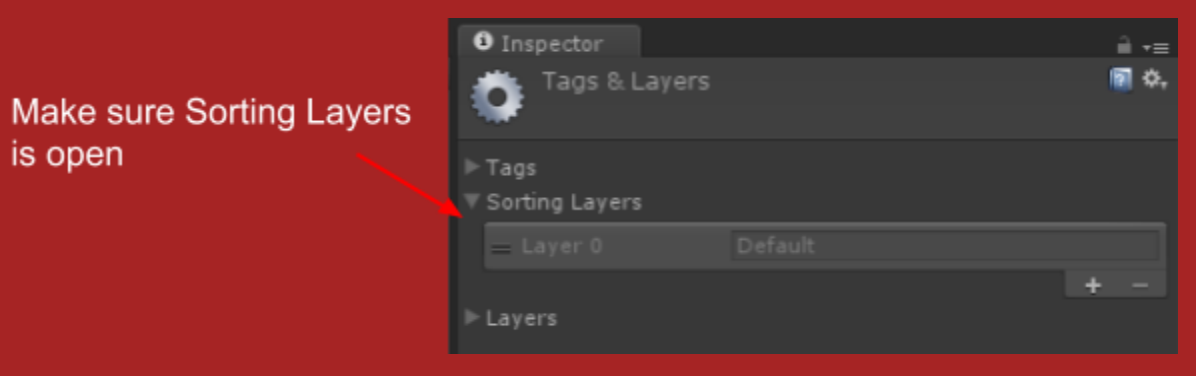
Do this

- Select **Add sorting Layer** to open the **Tags and Layers panel** in the **Inspector**



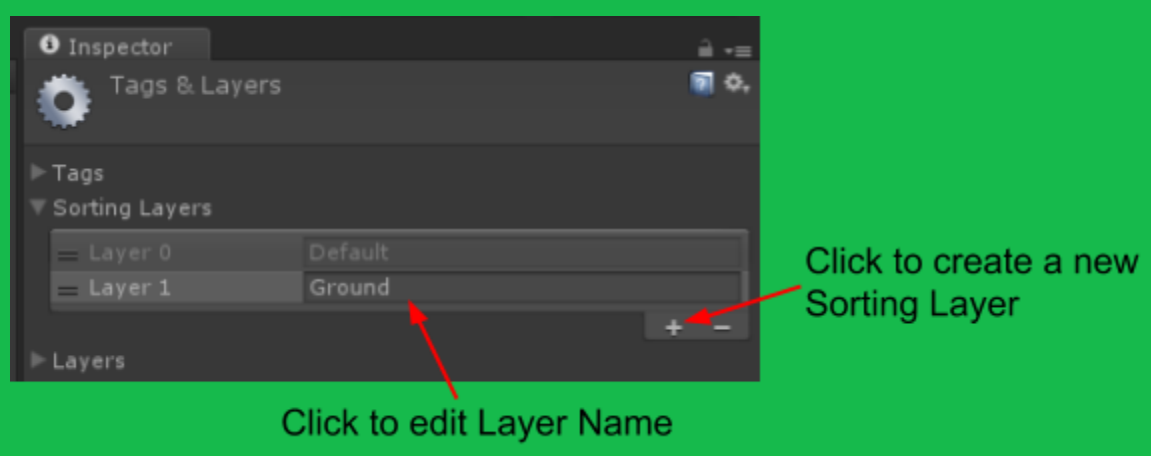
Check this

- You should now see the Tags and Layers Panel in the Inspector



Do this

- Add a new **Sorting Layer**
- Set the name it **Ground**



Explanation

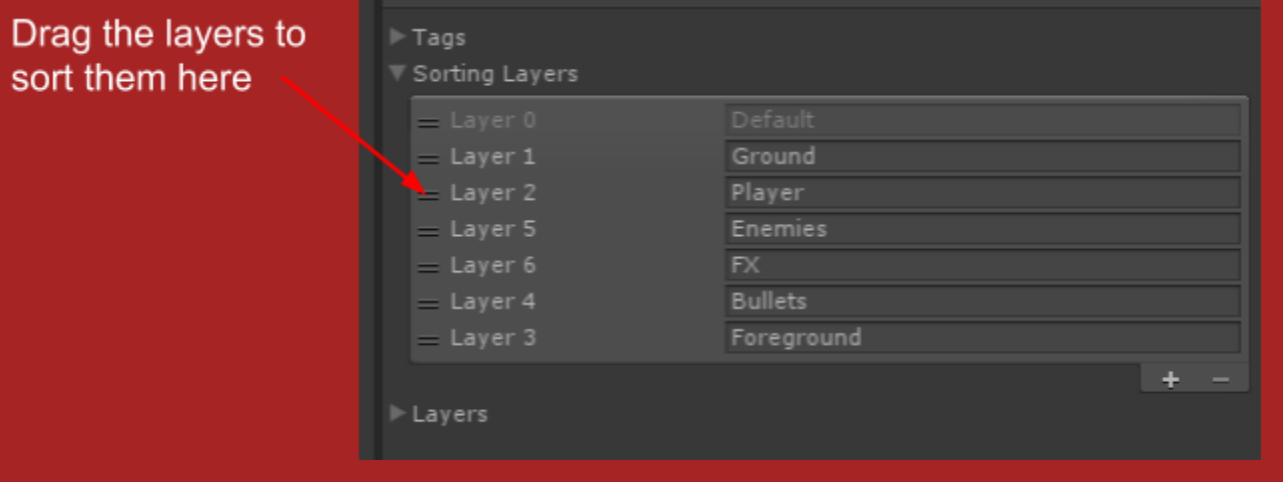
- We need a sorting Layer for each of our different types of art
  - **Ground** - for Zombies and the Player to walk on
  - **Player** - For art representing the Player
  - **Enemies** - For Zombies
  - **FX** - for explosions, fires, smoke etc
  - **Bullets** - For all Bullets or projectiles fired
  - **Foreground** - for any taller ground objects like walls, trees, bushes etc

Do this

- After the **Ground** Layer, add the following **Sorting Layers**
  - **Player**
  - **Enemies**
  - **FX**
  - **Bullets**
  - **Foreground**

Check this

- To change the order, drag the Layers using the 2 bars



Check this

- Your Sorting Layers should be in this order

Do this

- Select the **Arena** GameObject in the **Hierarchy**
- On the **Sprite Renderer**, set the **Sorting Layer** to **Ground**