

README for Wall.prefab

Overview:

The purpose of this prefab is to have a wall sprite with a rectangular collider that can be easily copied around the map.

Video:

<https://youtu.be/75iuiVzoK-E>

This video shows a wall colliding with a player GameObject.

Child GameObjects:

-none

Usage:

The prefab can be positioned manually or by modifying its transform component with code at runtime.

Troubleshooting:

If other GameObjects are not properly colliding with the wall, check that they have active colliders as well, and that the `isTrigger` flag on both GameObjects' colliders is set to false.