

2D Platformer Controller (with animated character)

Thank you for checking out this asset! I'm an indie game developer and wish to publish assets that help developers make great games fast! If you like what I do, or would like to connect with me you can find me on Twitter [@supanthapaul](https://twitter.com/supanthapaul).

Demo Scene

Please check out the demo scenes in the "Scenes" folder to test out the controller or the sprites.

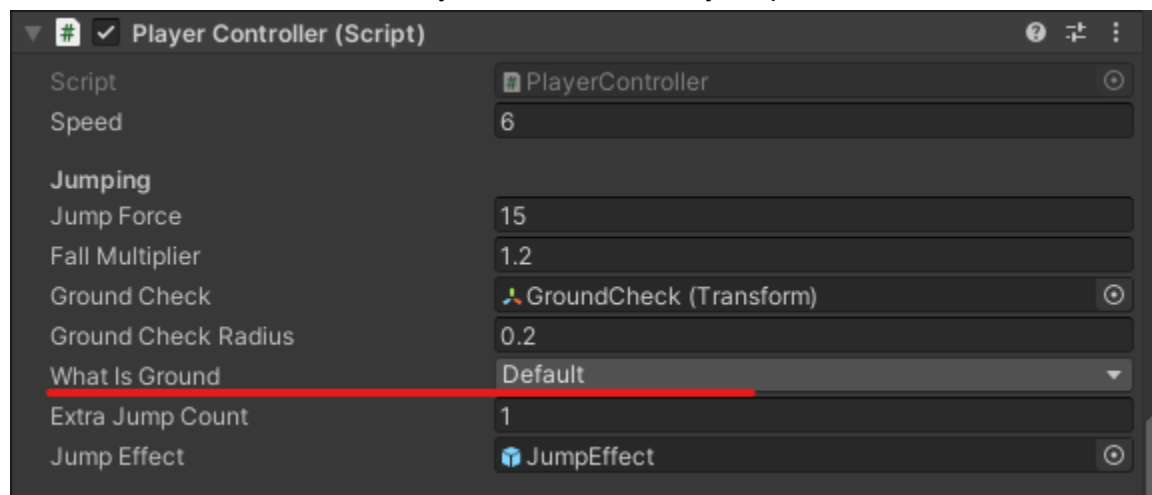
Minimum scene requirements

In order to use the 2D controller in your project, you must drag the “**_GameManager**” prefab into your scene along with the “**Player**” prefab. There is also a “**Follow Camera**” prefab to make the camera follow the player, but can use your own camera follow script if you so wish.

You can refer to the **Demo** scene and it's set up if you're facing any issues.

Assigning “Ground” Layer

In the “**Player**” prefab, you can set which layer should be treated as the “Ground”. All surfaces that are walkable, should have the same layer as whatever you set here, as well as a 2D collider(for example, BoxCollider2D). The package comes with a “Ground” layer that is set to to all walkable surfaces. Make sure you do the same for your platforms.



Changing Input

You can see which axes names are used in the player controller in the ***“InputSystem”*** script located in *Scripts>Input*. To modify the key bindings, simply go to *Edit>Project Settings>Input Manager* and change whichever axes you want to change.

