Documentation
2D Platformer

Getting Started

If you have just opened the 2D Platformer page, Please click on Installation on the left hand side to begin.

Player Controller

Use the **Player prefab** from the **Prefabs** folder. It contains a customized **PlayerController** script. Change the **Moving Speed** variable or **Jump Force** variable If you want. Also add this GameObject to **GameManager** script.

Camera Controller

Use the **Main Camera prefab** from the **Prefabs** folder. It contains a customized **CameraController** script.

Canvas

Put the **Canvas** from the **Prefabs** folder into the scene. Then create an EventSystem and make buttons or text components work. Drop **CoinText** object from the scene to GameManager script.

Enemy AI

In **Prefabs** folder you can find **Enemy** prefab. It has a customized script(**EnemyAI**). But if you want to make a new enemy, Just copy **Enemy** prefab and change sprite in **SpriteRenderer** component.