**Boundaries** is a simple Unity Prefab containing 4 easily customizable boundaries for a simple 2D game!

**Customizable!**

Through Unity's editor these assets are easy to customize and add additional boundaries to your map. Easily edit their position through the Inspector menu. Even copy the assets to create more edges on a personalized shape!

**Easy To Use!**

The Box Collider 2D on these assets allows them to block player movement in a 2D space.

**Simple Shapes!**

The usage of simple shapes in this design allows to a simple user experience that can be utilized by a beginner or modified by a pro.

**Made Entirely in Unity!**

No 3rd party assets required as all of Boundaries was created entirely in the Unity Editor.

**FAQ:**

*How do these assets look?*

These assets are invisible outside of the editor by default, this can be changed by a user in the Unity Editor Inspector to use any material.

*How do these assets block movement?*

Using Unity's built in Box Collider 2D, Unity can detect another object with a collider/rigid body component and cause collision to stop the movement or cause an effect when this happens.

*What type of game does this prefab work in?*

This prefab is usable in 2D games only.