2D Object Generator

Description

Generate objects at random locations or in a grid within a selected existing objects bounds. Generated items will be children of a special parent which will allow items generated once again on the same area to be correctly positioned. All generated items will be placed in an expected order based on the lowest bounds of an object's y axis.

How to

1. Create a Generator Area in your scene which you want to generate objects on (see requirements for this object below).
2. Select the Generator Area object as your Area.
3. Select the Areas bounds to use for generating objects within (Sprite or BoxCollider2D).
4. Prepare a Generator Object for your scene (see requirements for this object below).
5. Select this object as an Generator Objects Item.
6. Select Items bounds to use when detecting other colliding objects and size of object for grid placements (Sprite or BoxCollider2D).
7. Select the Object Layer You wish to generate your Generator Objects on.
8. Set the "Starting order in layer" which is the lowest "Order in layer" you wish your Item to be generated on.
9. Set an amount of objects to generate.

10. Make sure the “place in grid” is unchecked if you want to place your Generator Objects randomly within the Generator Area.
11. If you have more than one Generator Area you will then see a checkbox where you can choose to spread the amount generated evenly over all Generator Areas
12. Click Generate and behold days of clicking and dragging

Object Requirements

- **Generator Area:** Must have either a SpriteRenderer with a sprite or a BoxCollider2D.
- **Generator Object:** Must have a SpriteRenderer and a BoxCollider2D.

Options

Generator Area

- **Area:** An existing GameObject of your scene which we use as bounds to generate objects within.
  - **Sprite:** Use the object's SpriteRenderer bounds.
  - **BoxCollider2D:** Use the object’s BoxCollider2D bounds.

Generator Object

- **Item:** Prefab to generate.

    - ➢ **Sprite:** Use the sprite bounds to detect collisions or get size for grid placements.
    - ➢ **BoxCollider2D:** Use the BoxCollider2D bounds to detect collisions or get size for grid placements.
- ❖ **Object Layer:** Select an existing layer for the generated objects.
- ❖ **Starting order in layer:** The lowest “Order in layer” the objects should get when generated.
- ❖ **Amount:** How many of this object to generate. If grid option is selected we will only generate up to as many as fits the given areas.
- ❖ **Place in grid:** Generated objects will be placed in a grid based on its size (the size is based on Items selected bounds) starting in the upper left corner of selected areas.
- ❖ **Spread:** If we have more than one area selected, we can choose to evenly spread the a rounded down integer of the amount across all areas. This means it’s possible to lose max 1 item generated if not the amount divided with the amount of selected areas equals a whole number.

Support

Contact me on intemycket@gmail.com if you have any issues with this asset.

Thank you!