

2D Round Platformer



Asset Documentation

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About

2D Round platformer is an Unity asset that will allow you to create a 2D planet-like world and give you the opportunity to make new original platformer games.

If you have any comment to make about the product Or any problem. Please contact me at :

Email : support@trystan-sarrade.ovh

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Asset Content

This asset come with :

3 Scripts ;

- GravityTowardPoint.cs (Component for physic objects)
- Player_Movement.cs (Component for player movement)
- RoundPlatformer_Component.cs (Component for making the round platform)

1 Demo scene (and it's necessary material, physic material and prefabs)

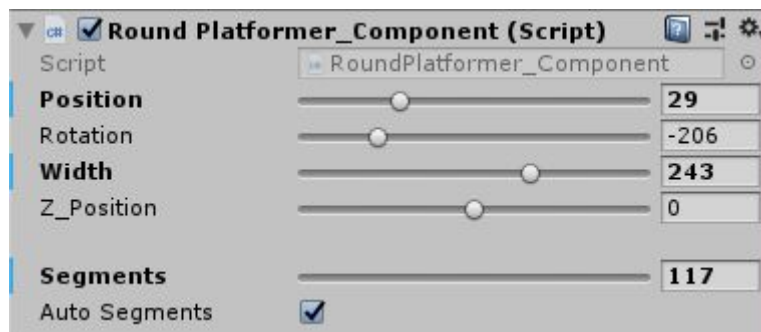
4 Prefabs (The crate, the player, the round platformer system and the background)

placeholder art from <https://kenney.nl/>

Getting Started

Start by creating a new 2D scene or open the one you already have for your project. Then drag and drop into the scene the “**Platform**” prefab located in ‘Assets/RoundPlatformer/Prefab’ folder.

In the inspector, change the **platform** position to the center of the scene (or in the center of the “planet”). You can now change the values of the “Round Platformer Component” component from the same inspector to change the platform position, rotation, Width and Z_Position.



Position : The position of your platform. Greater number will make your platform further from the center.

Rotation : The rotation of your platform according to the center.

Width : Greater number will make your platform longer. 360 value will make a full circle.

Z_Position : The position of your platform in the Z axis. Change this value only if you have your player on another Z position.

Segments : Segments are the number of subdivision your platform will get. Increase this value will make your platform rounder, but it will also take more performances.

Auto Segments : If checked, the script will automatically calculate the Segments number for you so it will stay optimized but also round enough.

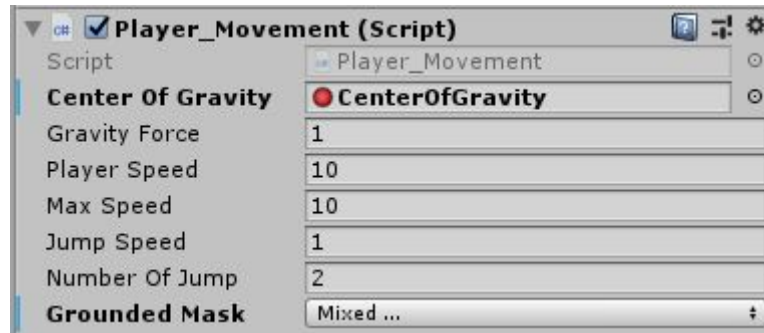
Here you go. your first round platform ! Yay !

Adding the player

Simply drag and drop into your scene the “Player” prefab located in ‘Assets/Roundplatformer/Prefab’
Place your player where you want.

Add a empty gameobject and name it “Center of gravity”. and place it in the center of the ‘planet’ (where your first round 2d platform origin is).

Select your player again. In the “Player_Movement” script. You can tweak some parameter.



Center of Gravity : Make a reference to the gameobject you just created.

Gravity Force : The force of gravity applied to the Player.

Player Speed : The speed (or acceleration) of the player.

Max Speed : The maximum speed of the player.

Jump Speed : The speed distance of the player.

Number of Jump : If you want to make your player double jump.

Grounded Mask : This is used to reset the jump of the player when he touch the ground. To make it working follow these steps.

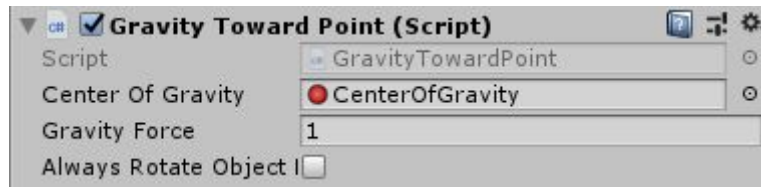
Start by creating a new Layer. Name it '*player*'.

Assign the player the layer you just created.

In the “Grounded Mask” Option. Click on it and select “Everything”. Click on it again and deselect the “*player*” layer.

Adding a physic object

Take any object you want to make physic. Add the “*Rigidbody 2D*” component and set the “Gravity Scale” to 0. Then add the “*Gravity Toward Point*” component.



Center of Gravity : Reference to the gameobject you created in the center of the world for the player.

Gravity Force : The force of gravity applied to the object.

Always Rotate Object : Normally used for the player, check this if you want your object to always have his feet toward the center of gravity gameobject position.

F.A.Q.

How can I change the Material of my platform ?

Open up the “Line Renderer” component of the selected platform. You can assign a new material under the “Material” list. You can also drag and drop a new material on your platform like you would with any other mesh.

How can I change the height of my platform ?

Open up the “Line Renderer” component of the selected platform. Change the “Width” graph value to another value than 1.

Building platform with this is still hard... Do you have any tips ?

You can copy/past your platform. Change values from hand or with the slider. But making pixel perfect platform can be hard. Remember that the asset is still in developpement. If you have any claim to make about this, please write me an email at support@trystan-sarrade.ovh it will be a pleasure for me to make this asset beter.

What about scripting ?

This asset don't support custom scripting. If you have any need please write me an email at support@trystan-sarrade.ovh