Extra Information on my Final Game

Sorting Layers(In order):

* KiSi\_BackgroundSortingLayer
* KiSi\_BallSortingLayer
* KiSi\_ParticleSortingLayer
* KiSi\_PlayerSortingLayer
* KiSi\_GroundSortingLayer

The only layer I used was:

* KiSi\_Ground

*I used it to help with a collision for ground checking my player character.*

Controls:

This game just utilizes left, right, and up arrow keys to move and jump.

Also, I was unsure about getting the loading feature to work. I put the code that you had shared on Webcourses, but I had to comment the GameLoader code out, because of compiler errors. This could be me not understanding that I needed something else in the script, please let me know if there’s anything I can do to help get it working as I’ll be glad to meet on either of the days you specified if anything went wrong with any of the games. Thank you so much!