

Topic/Title:



Player Game Object Setup

Keywords/Questions:

Create sorting layer  
Instances

Notes:

Create an empty gameObject called player.  
create child gameObject body> add sorting layer  
instance layer 1. Copy and paste and make  
descending order layer down from 1. Do hair>hat>  
arms>equippeditem>body>hair>hat>arms>tool>  
toolEffect.

Add the appropriate sprite. Set to transparent if  
nothing.

Set yellow Icon for charter.

Rigidbody2D for player.

angular drag = 0 gravity = 0,  
collision detection continuous,  
interpolate to interpolate  
last two setting make the collision better.  
freeze rotation z true

add sorting group. sort sprite to pivot point all.  
-sorting group does sort parts as a single part  
on the y axis. It's so they sort together on the  
pivot and not sort individually.

Summary:

