



# 2D Polygon Line Collider

V 1. 2. 0

Indie Studio

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## 1.0 - Overview

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Basic and free template that contains two simple examples of 2D Polygon Line Collider. Tap on the screen drag and draw a line. You can use this package to create and build your own application.

Works with Unity built-in features.

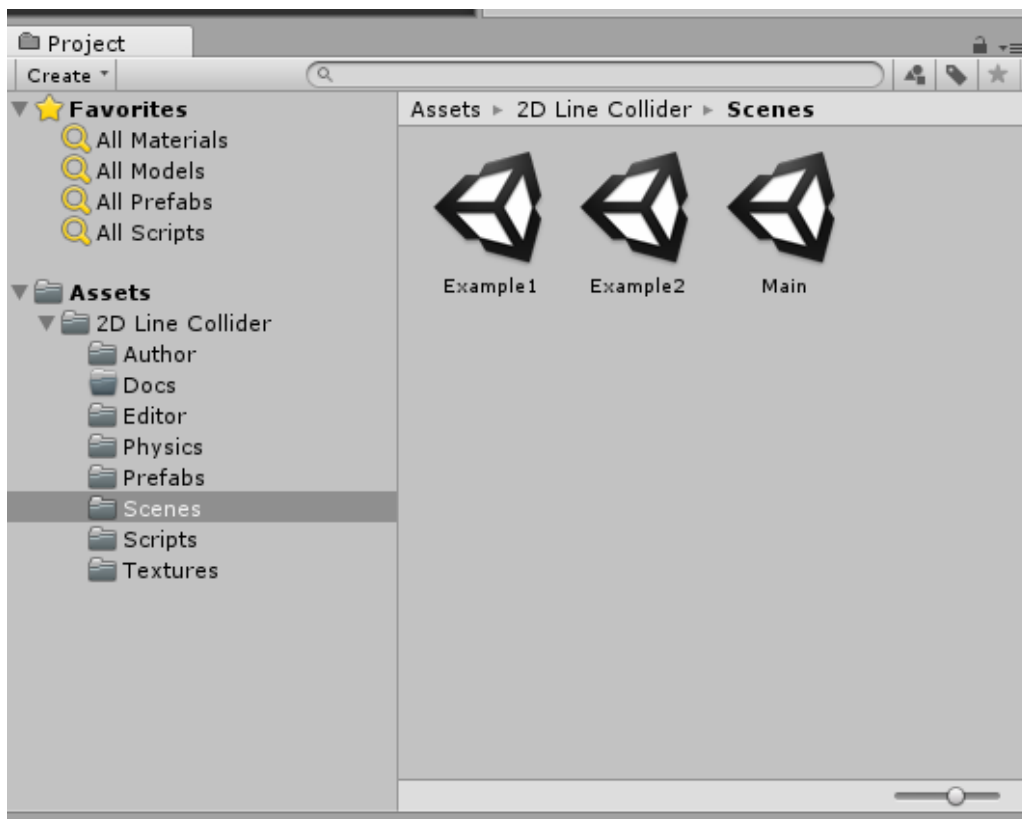
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## 2.0 - Project Scenes

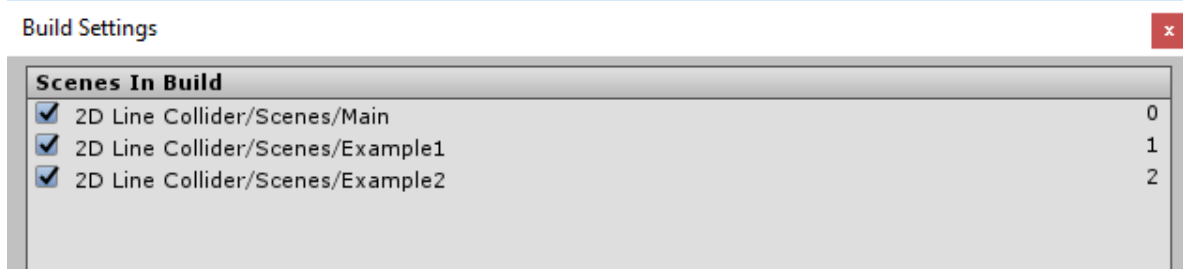
The project is divided into three simple scenes:

1. Main Scene
2. Example1
3. Example2

You will find the scenes under Scenes folder as the following

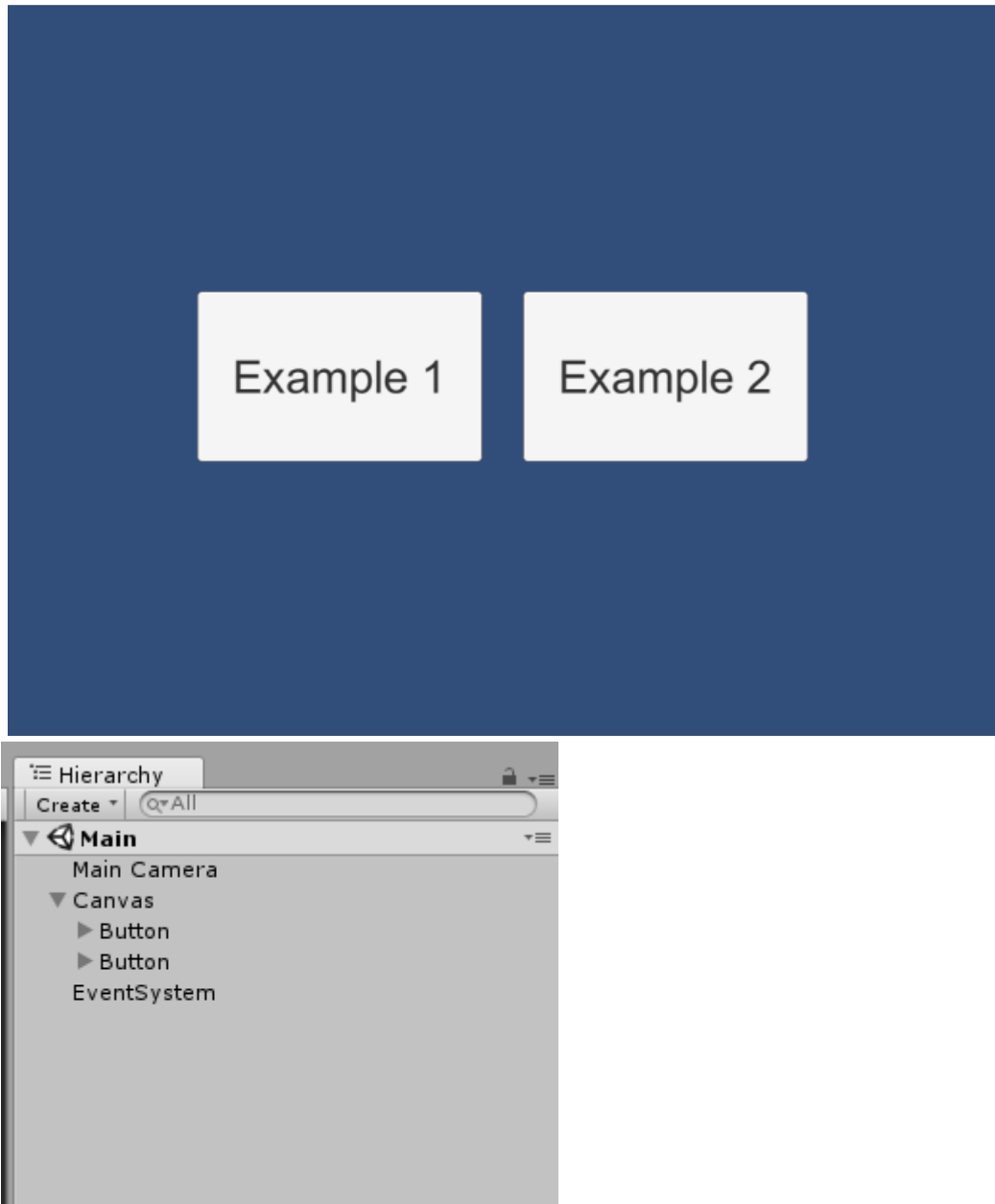


Make sure to add the scenes in the build settings, before you run the project.



## 3.0 - Main Scene Brief

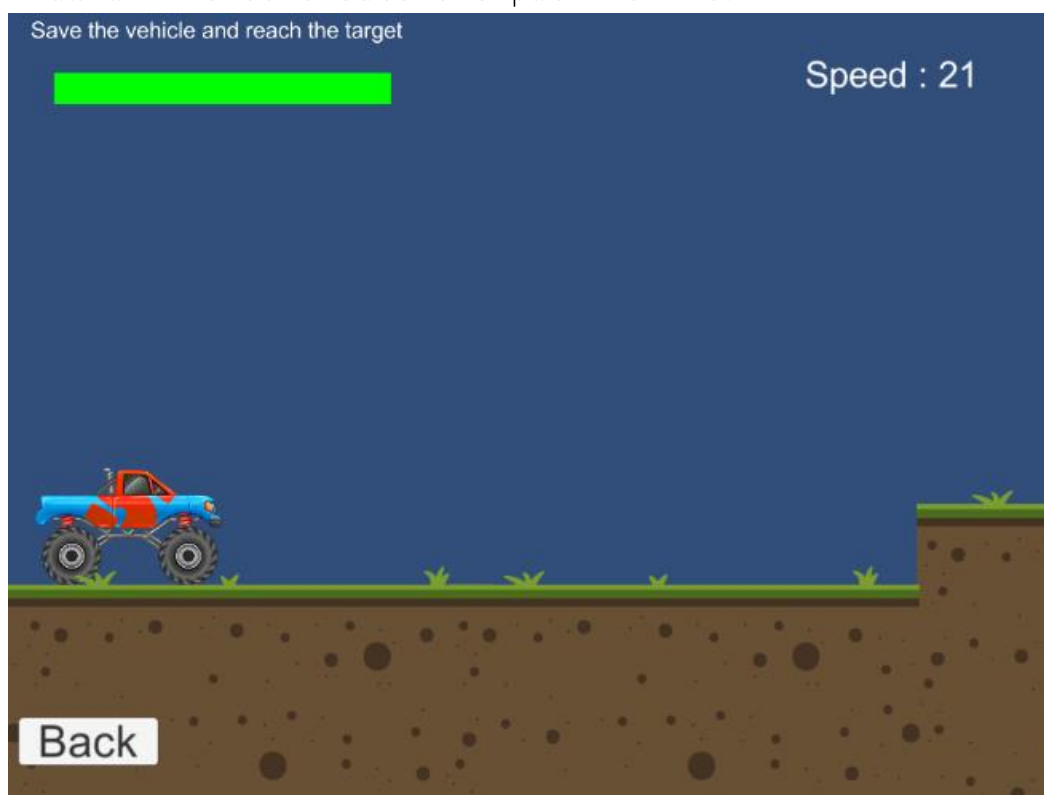
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Main scene is the first scene in the project which mainly contains the two examples buttons to load the scene of each one.

## 4.0 -Example1/2 Scene Brief

In **Example1** scene, you need to reach the target by a vehicle, Draw a line to create the path for it.

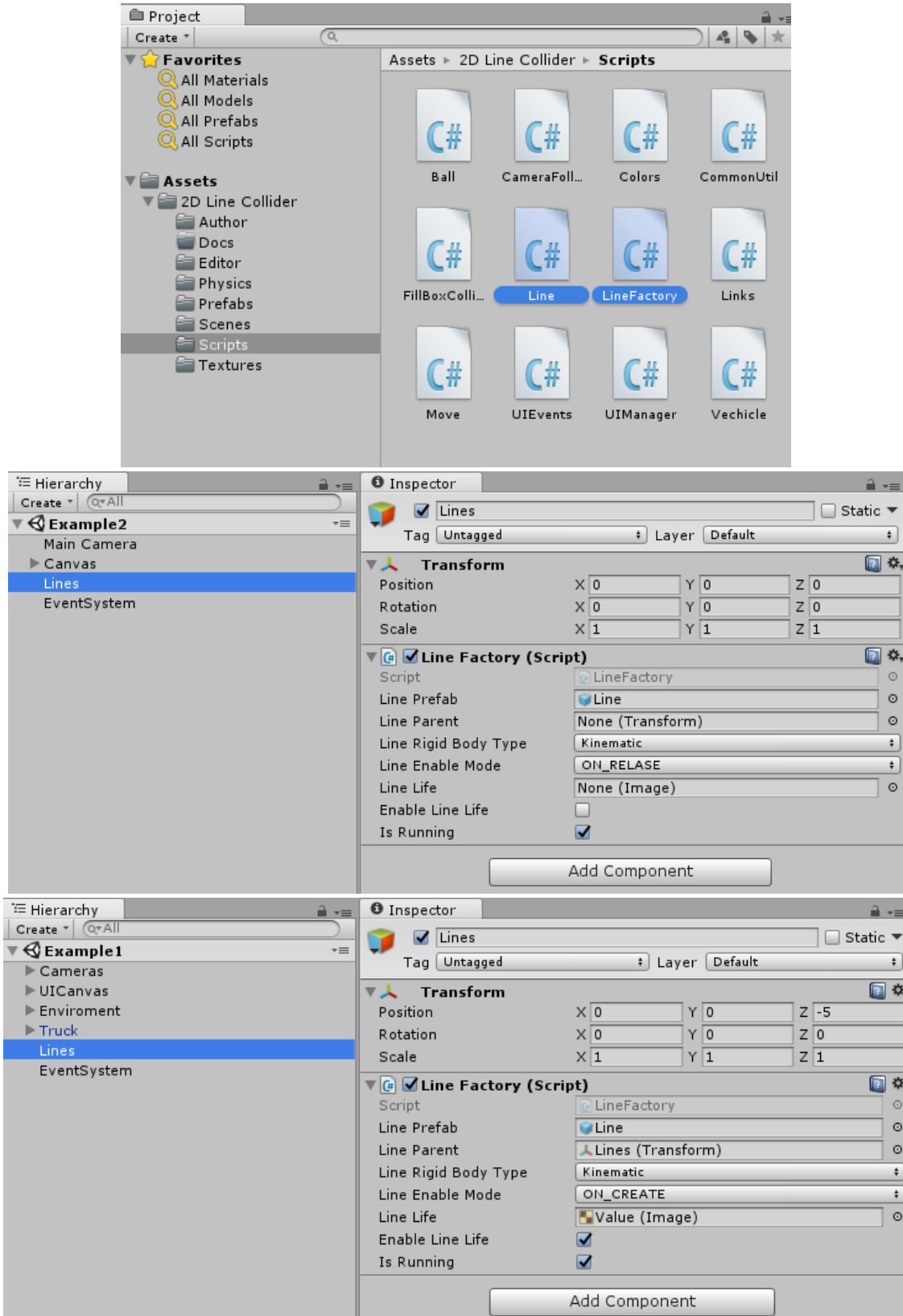


In **Example2** scene, you need to draw a line to create the path to reach the target then click on Simulate button to test.



## 5.0 - Line Scripts

In this basic project, you need to focus on the **Line**, **Line Factory** scripts they are responsible to create and draw the Lines in the scenes.



## 6.0 - More Details

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If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details, do not hesitate to contact us

### Useful Links

<http://indiestd.com/questions-and-answers>

<http://indiestd.com/contact-us>

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Best of Luck 😊