Playmaker Platformer Template

Template Version 0.5.1

Dokumentation Version 0.2

Content

1 About this template

1.1 Motivation

I got the motivation for this template when I saw the Corgi engine in the Unity AppStore. I wanted to create an equal template with Playmaker, which would allow me to create all imaginable 2D SideScrolling Platformers. The beginning was made. More ideas are still being implemented and will follow.

1.2 Technical

The template was written with Unity 2021 and Playmaker. Unity can be downloaded for free. Playmaker, on the other hand, is paid and worth every penny. It's a gamechanger for people who haven't yet gotten to grips with Unity programming.

More info at:

https://unity3d.com/de/get-unity/download

https://assetstore.unity.com/packages/tools/visual-scripting/playmaker-368

1.3 Prerequisites

This guide assumes that the user is familiar with Unity and has also already implemented a project with Playmaker in order to be able to write a new project based on the template.

2 Installation

2.1 Basic installation

The package is a unit package and must be included in an existing project.

Create a new project. To do this, click on "New project" under the Unity Hub. Select at least 2021.3 + under Editor-Version. Select **2D (URP)** as the template and create the project.

Install Playmaker 1.9.3+ and the Ecosystem if necessary.

Install the following packages via the PackageManager (Menu: Window / Package Manager, Packages: Unity Registry):
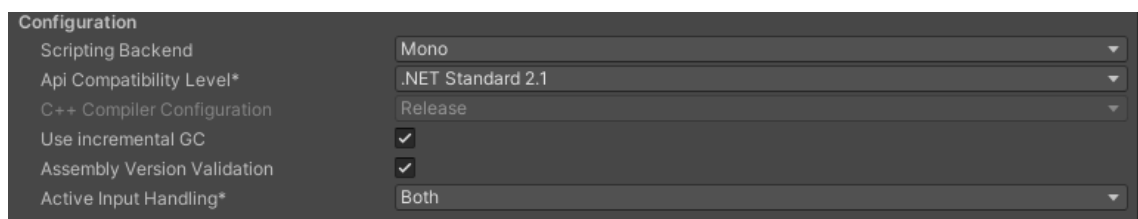
- Input System (v1.3+)
- TextMeshPro (3.0.6+)
- Universal RP (V12.1.6+)

2.1.1 Input Controller

Menü: Edit / Project Settings/ Player

Other Settings / Configuration / Active Input Handling
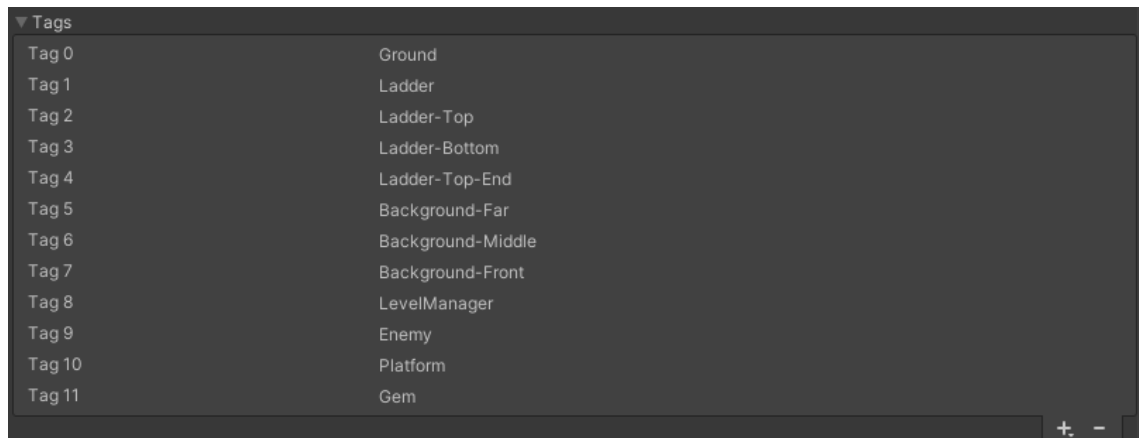
Please change to "Both".

2.2 Konfiguration
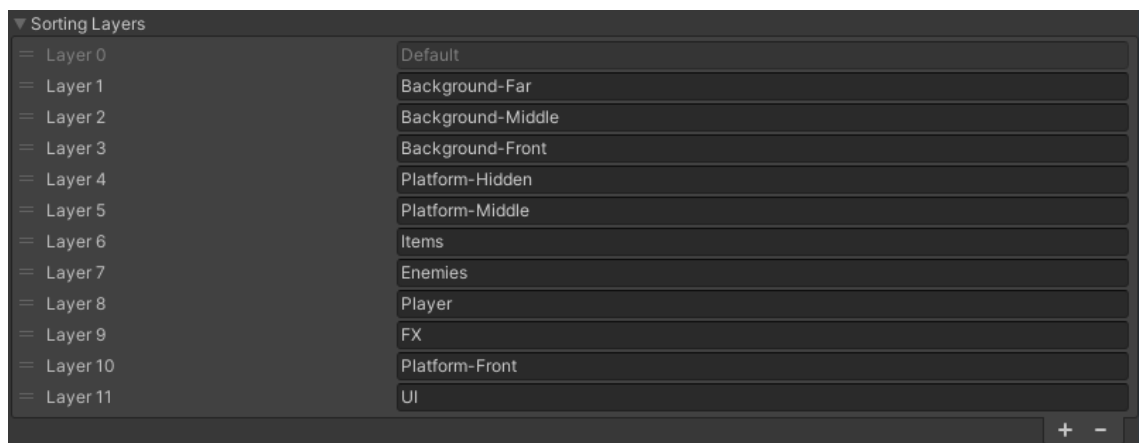
Please change the following settings.

2.2.1 Tags

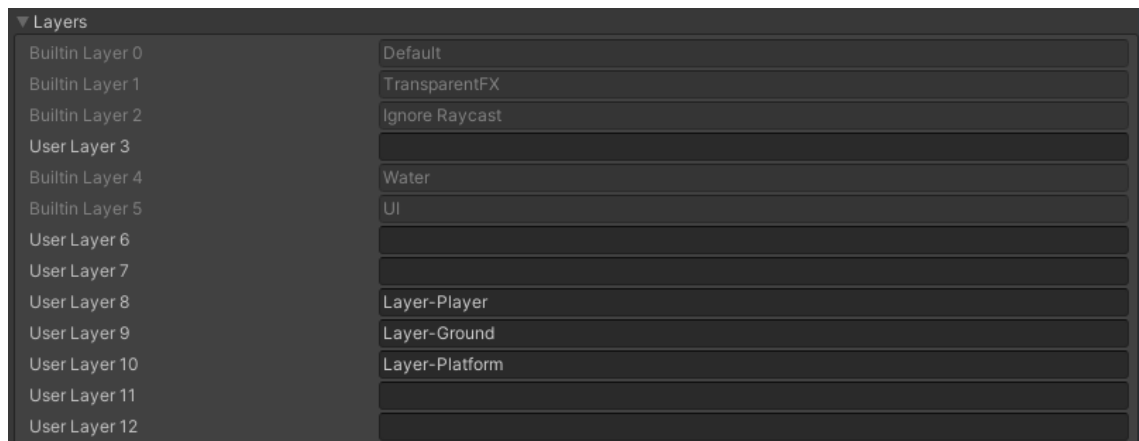Menü: Edit / Project Settings/ Tags and Layers

▼ Tags	
Tag 0	Ground
Tag 1	Ladder
Tag 2	Ladder-Top
Tag 3	Ladder-Bottom
Tag 4	Ladder-Top-End
Tag 5	Background-Far
Tag 6	Background-Middle
Tag 7	Background-Front
Tag 8	LevelManager
Tag 9	Enemy
Tag 10	Platform
Tag 11	Gem

2.2.2 Sorting Layers

Menü: Edit / Project Settings/ Tags and Layers

| ▼ Sorting Layers	
= Layer 0	Default
= Layer 1	Background-Far
= Layer 2	Background-Middle
= Layer 3	Background-Front
= Layer 4	Platform-Hidden
= Layer 5	Platform-Middle
= Layer 6	Items
= Layer 7	Enemies
= Layer 8	Player
= Layer 9	FX
= Layer 10	Platform-Front
= Layer 11	UI

2.2.3 Layers

Menü: Edit / Project Settings/ Tags and Layers

2.2.4 Global Variables

Menu: PlayMaker / Editor Windows / Global Variables
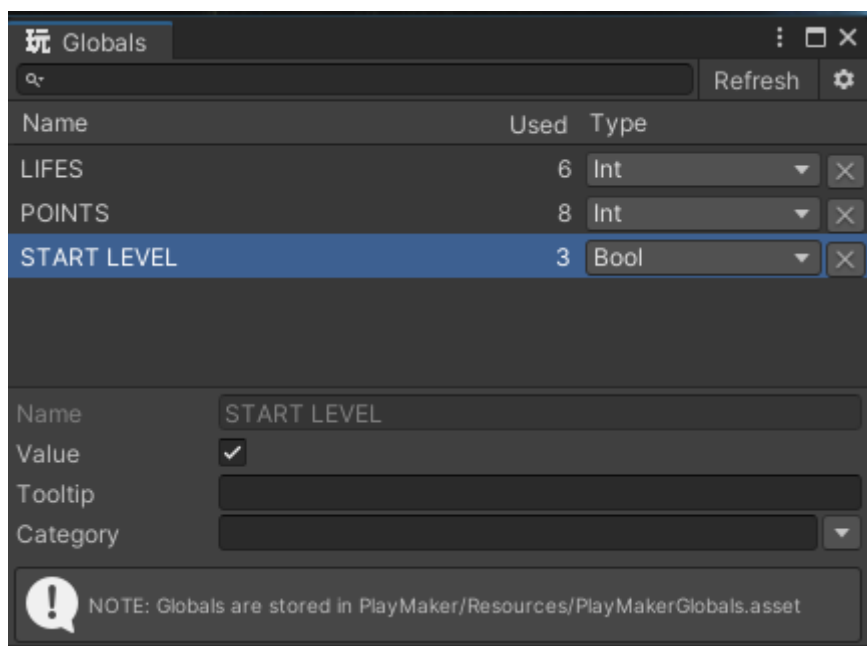
- LIFES   Type: Int   Value = 0
- POINTS   Type: Int   Value = 0
- START LEVEL   Type: Bool   Value = True

2.3   Install JnR-Package

Install the PM-Platformer-Unitypackage

Now it should work.

3   Make own Game

To create your own game, please duplicate and modify the existing scene.