

Playmaker Platformer Template



Template Version 0.5.1

Dokumentation Version 0.1

Content

1	About this template	3
1.1	Motivation.....	3
1.2	Technical.....	3
1.3	Prerequisites	3
2	Installation	4
2.1	Basic installation.....	4
2.1.1	Input Controller.....	4
2.2	Konfiguration	5
2.2.1	Tags	5
2.2.2	Sorting Layers	5
2.2.3	Layers	6
2.3	Install JnR-Package	6
3	Make own Game	7

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):

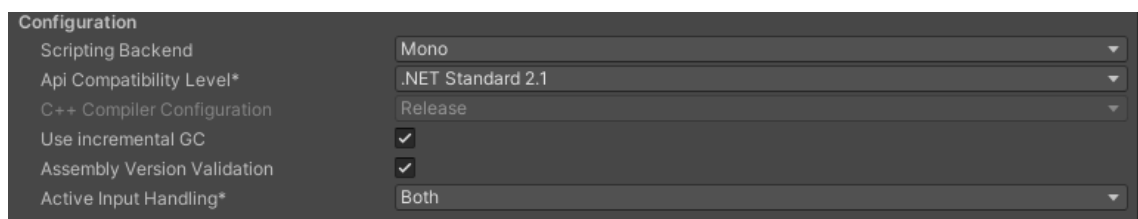
- Input System (v1.3+)
- TextMeshPro (3.0.6+)
- Universal RP (V12.1.6+)

2.1.1 Input Controller

Menü: Edit / Project Settings/ Player

Other Settings / Configuration / Active Input Handling

Please change to "Both".

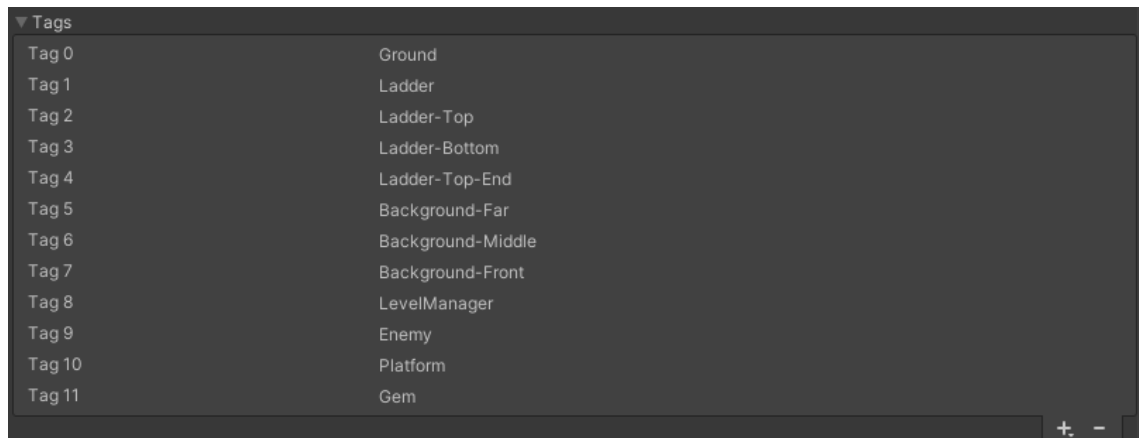


2.2 Konfiguration

Please change the following settings.

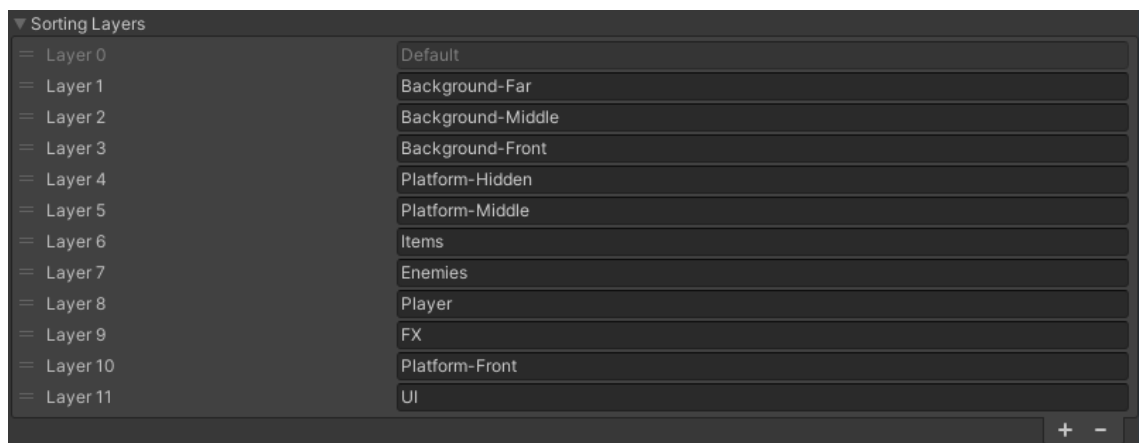
2.2.1 Tags

Menü: Edit / Project Settings/ Tags and Layers



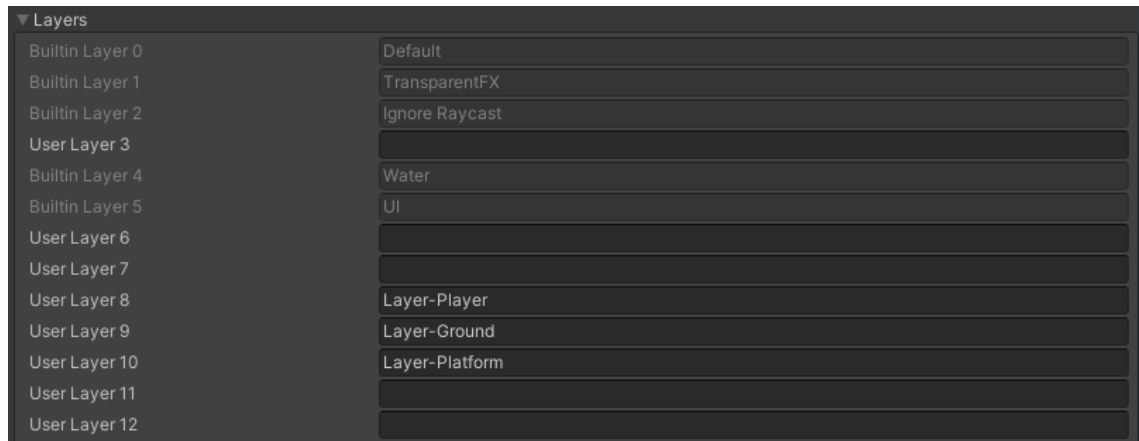
2.2.2 Sorting Layers

Menü: Edit / Project Settings/ Tags and Layers



2.2.3 Layers

Menü: Edit / Project Settings/ Tags and Layers



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.