· SUPER PLATFORMER 2D BY BITBOYS·

USER GUIDE:

Thank you for trusting Bitboys and thanks for purchasing your Super 2D Platformer license.

The main objective of SP2D is that you can learn and understand how a 2D platform game works but of course you can use the full potential of its contents to create your own
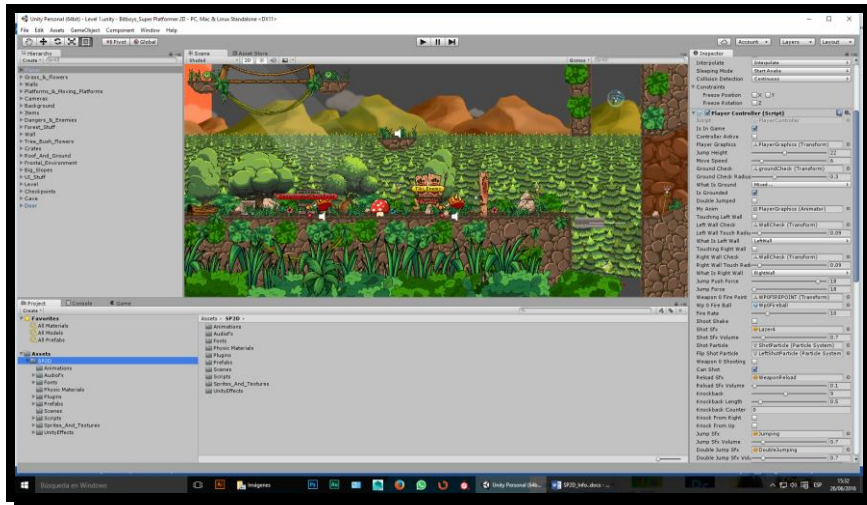
¡Awesome project!

1. Index:

1: Customization:
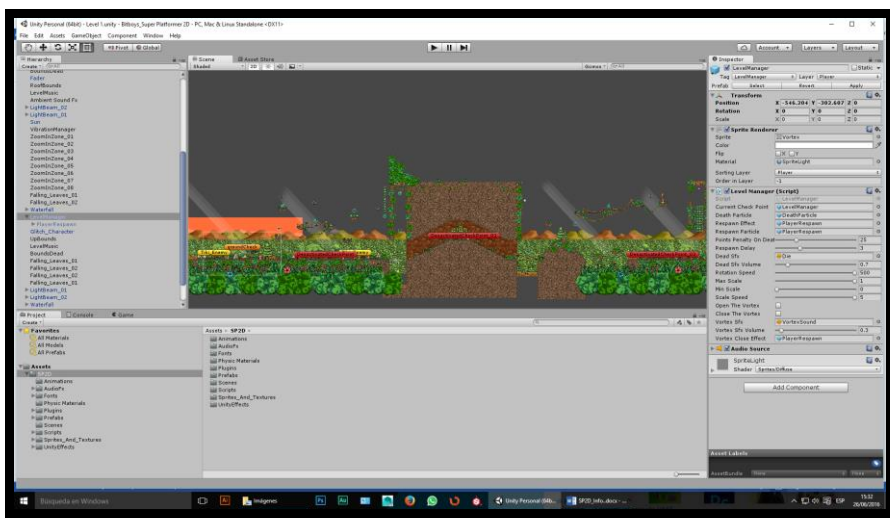

In SP2D all can be customized.

All the scripts have sliders and switches so you can customize each of its functions easily.

For example, from the "Player Controller" script we can control if we want the character to appear on the scene through a vortex or not, or if we want that the camera shakes when shooting … and of course all the functions that control the player´s behavior.

To change the sounds for the different features of the character just drag the sound to the corresponding box in the Unity Editor.

You can use Super Platformer 2D art to create your own game, but if you want to customize it or include your own you can drag the sprites in the corresponding box in the Sprite Renderer component within the editor of Unity or if you prefer to edit an animation you only need to change the sprites frames from the "Animation" window in Unity editor.

2: Level Manager:

The "Level Manager" script should always be present in the scene hierarchy because it is the responsible of many functions that make that everything works properly. It is responsible among other things to revive the character every time you die or the Vortex Intro among many other functions.

Therefore, it is highly recommended that this script is present in our scenes if we really want everything to work well.

3: The Player:

When using for the first time SP2D, you'll notice that the character is not visible to the naked eye, but do not worry, you only have to look at the large hierarchy, and scale its size to 1 so that you can see it in normal size and so can start to edit it as you like.

You can add as many weapons as you want to the player, you only have to copy the type of weapon you want to create and their scripts and modify their functions as you like.

4: Player and Enemy Health:

Both the player and the enemies have their own health manager script to control when they are receiving damage. Each enemy must have assigned their own as well as the player. In the health scripts you can assign the number of hits to be received every enemy to die, as in the health player's health manager.

5: Connection between scripts:

As in any major Unity project more of the scripts are linked together, so it is very important to be careful when some variables are modified because some features may not work properly. It is extremely important to keep this in mind as we would begin to have errors in the editor.
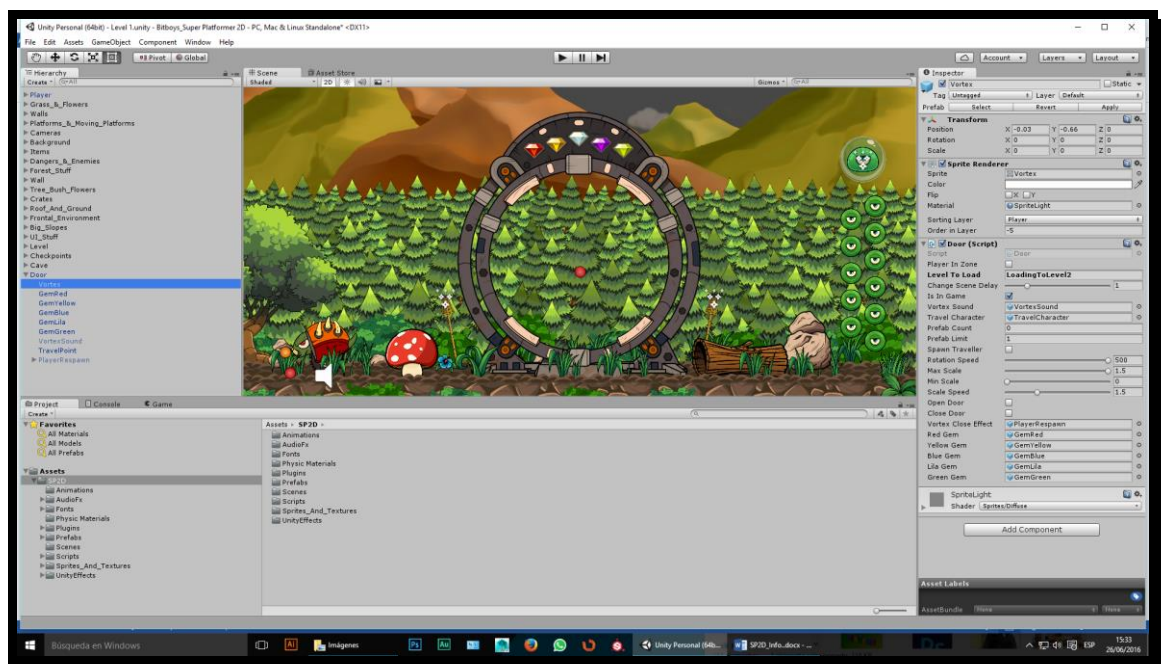
6: Assigned keys and Gamepad Buttons:

The player´s control and their functions are assigned to different keyboard keys and are also assigned to the Gamepad buttons. The functions of the player and keys and buttons assigned to each function are listed below. Customize them is very easy, but you must be very careful! ;)

Jump and Double Jump = "Space" Key / "A" Button (Gamepad)

Shoot (Mouth or Weapons) = "F" Key / "RT" Trigger (Gamepad)
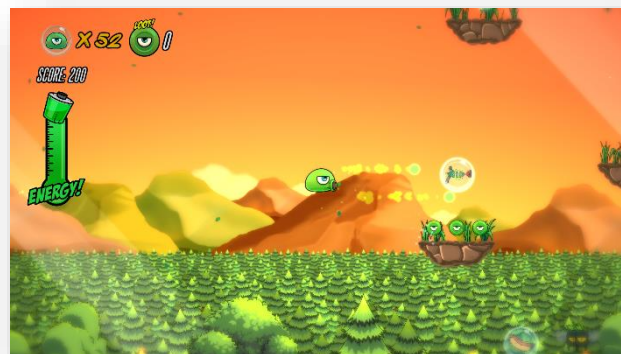
Jump (Between Walls) = "A"/"D" Keys / "Left Digital stick/Right Digital Stick" "Left Joystick left / Left Joystick Right" (Gamepad)

Move (Left/Right) = "A/D" Keys / "Left/Right Arrow Keys / "Left/Right Digital Stick" /" Left/Right Joystick" (Gamepad)

Run (While move) = "A/D" Keys + "Shift" Key / "Left/Right Arrow Keys + "Shift" Key/ "Left/Right Digital Stick" + "X" Button /" Left/Right Joystick"+ "X" Button (Gamepad)

Zoom Out = "Z" Key / "LB" (Gamepad)

Switch between Weapons = "M" Key / "RB" (Gamepad)

Other functions:

Pause = Esc Key / Pause Button (Gamepad)

7: Super Platformer 2D Mobile Version:

The Super Platformer 2D Mobile version it´s included since the 1.2.0 version. This version has been optimized to run smoothly on mobile devices.

Switch to Android platform in the build settings to start using the on screen buttons in the editor.

We recommend to use an earlier version to Unity 5.3 to make a build since currently there are several performance issues in mobile devices using the Unity 5.3 version.

In order to work with the Super Platformer 2D Mobile version you have to delete the "SP2D" Desktop version folder before to import the "SP2D_Mobile.unitypackage".

Also you can import the SP2D_Mobile.unitypackage in a new empty project.

SP2D Mobile version uses the Unity´s Cross Platform Input system for the on screen buttons. Please don´t delete the Standard Assets "CrossPlatformInput" folder.

BEFORE TO MAKE A MOBILE BUILD DELETE THE "UnityPack.cs" SCRIPT LOCATED ON THE SP2D MOBILE VERSION FOLDER.

8: Main Menu and Level Selection:

Since the 1.2.5 update we have included the new **Main Menu** and **Level Selection** scenes.

The navigation through the two new scenes is set so you can use it with the **keyboard, gamepad, Mouse and mobile devices.**

You can configure new buttons and functions easily using the Unity UI.
Remember that if you add new buttons to the SP2D UI, you will have to parent them within the "Canvas" to can use them.
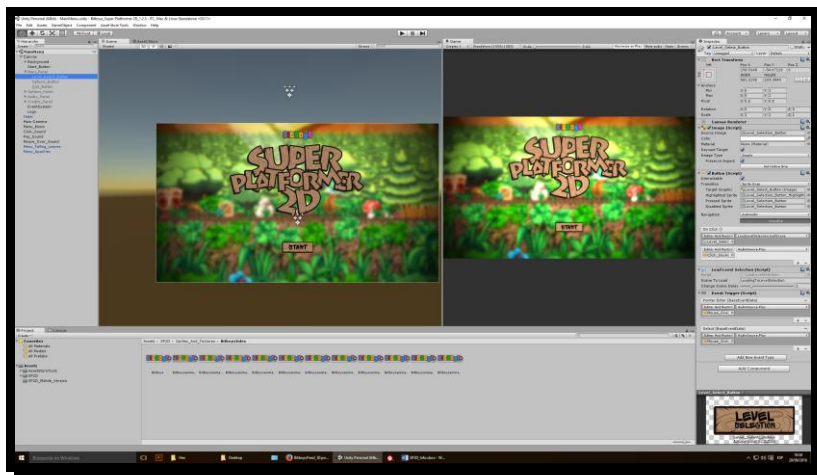
In both scenes we have created several objects with an Audio Source assigned so you can change the UI sounds and music more easily.

You can change the placement of the buttons without any problem. Remember that if you like that they will be positioned automatically, you must to add a "Vertical Layout Group" component to the buttons panel.
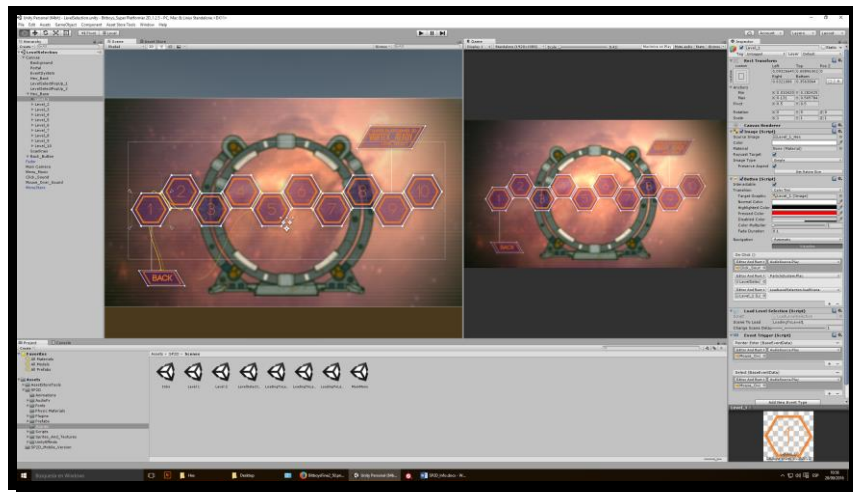
9: Swimming feature:

Since the 1.2.6 update we have included the new **Swimming Feature.**

We use the Unity´s **Area Effector 2D component** to exercise positive and negative forces to the character when it collides with the water object.
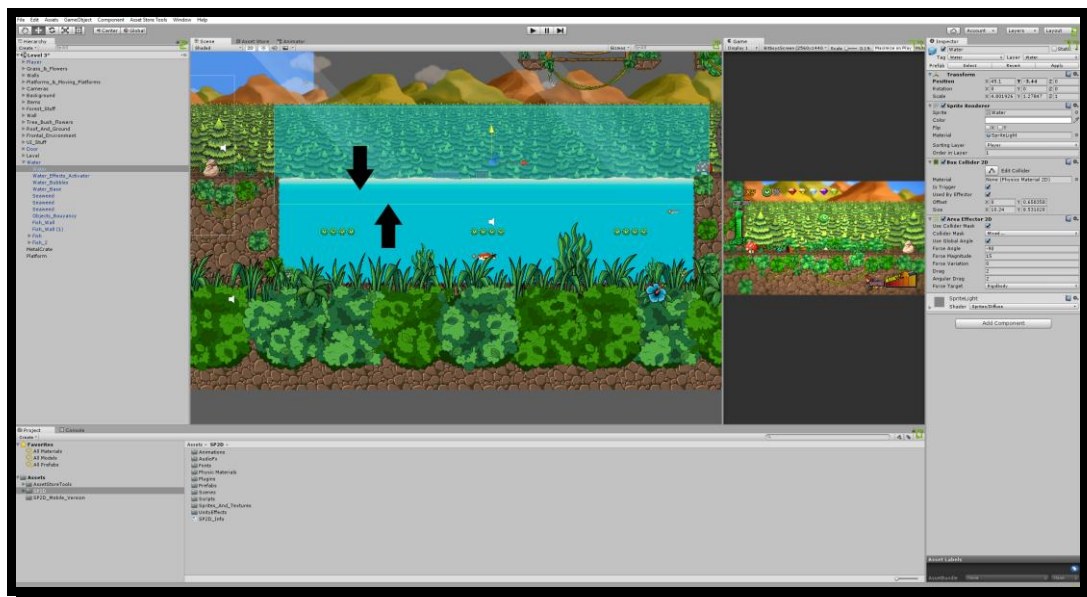
So that you can create your own water zone, you should always include an object that gives positive force and another that gives negative force on the character. In in this case the "Water Base" object brings positive force and the "Water" object gives the negative.

In addition, we have created a new "Swimming" animation for the character and we have added some water splash particles to create a more realistic result.
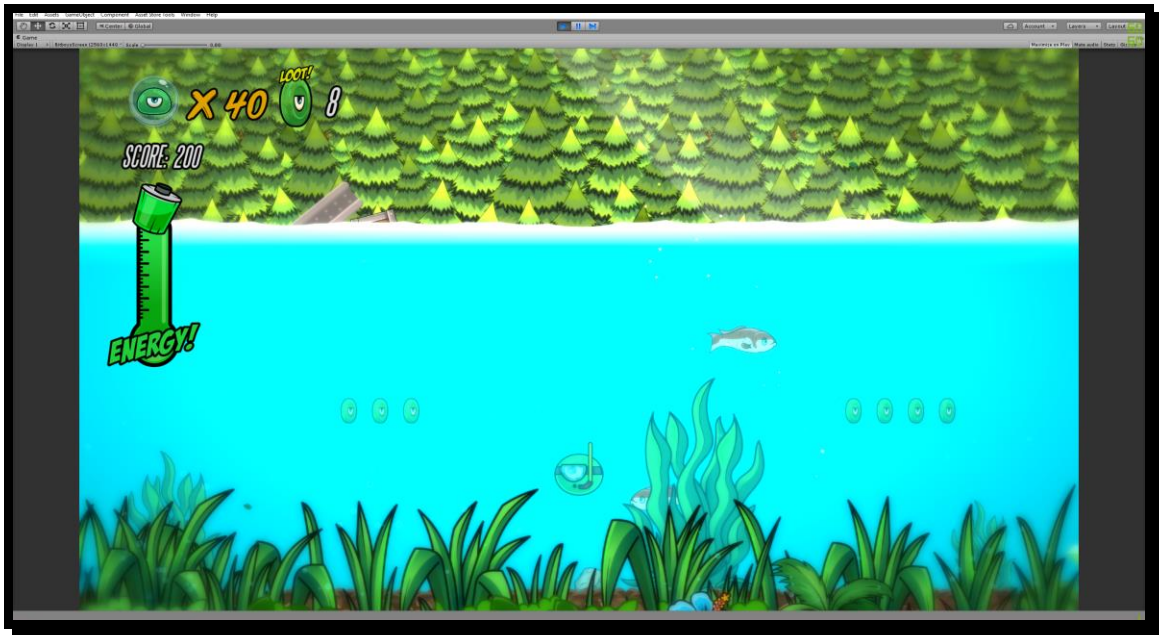
10: Apple Mac Users:

To avoid problems in Unity editor, **Mac users** must realize some small changes before beginning using the system.

These problems are caused because the **Gamepad Vibration feature** is not compatible with Mac Os since the plugin used **only works with Windows**.

The steps to follow are very simple.

1- Delete the "VibrationManager.Cs" and "VibrationMenu.Cs" from the scripts folder.
2- Open the "LevelManager.Cs" script and delete the lines shown in the following image. You can have a better view of the image in this link:
   http://i.imgur.com/wFIajBh.jpg
3- Delete the "Vibration Manager" Object located on the "Level" Object/Folder on the hierarchy.

4- Finally delete the Xinput plugins from the plugins folder.

For any question please write to our support contact E-Mail:

bitboys@bitboysgames.com

Or visit the support tab in our web page:

http://bitboysgames.com/contact.html

We will answer you as soon as possible.

If you have any suggestions for help us to inprove Super Platformer 2D, please send it to us. Thanks you!