2D restriction to plane

Research character controller for 2D

Hold and Tap jump

Let controls go, meatboy falls. Hold direction of wall to slide down wall

Variable jump height

Speed boost

Hit an obstacle, die

Write as script

All objects will kill, just animations that are different

Time limit for grading

Camera follows meatboy

Adjust later

Core things are:

Movement

* Speed boost
* Wall Movement
* Gravity, Speed, Height - all public variables

Score

* Grading based on time to finish the level
* A+, B, etc

Death

* If a player hits an object, they die
* Restarts the level, time, obstacles, etc
* The obstacles share the same killing

Level Design

* Hitting wall, check walls to trigger different tiles
  + IsGrounded() then check the type of ground that character is on

GETCOMPONENT - research

Values need to be public

Getting components of different objects

E.g. getComponent referencing. A trap can know where a player is. If the player touches, set player IsDead() to true, which then can force them to respawn at the beginning of the level.

UI display - Canvas

Texturing game objects

Creating prefabs

* These can be applied to as many objects as necessary. For example, putting ground texture on a cube. We can apply the prefab to multiple ground cubes.