2D Ninja Package

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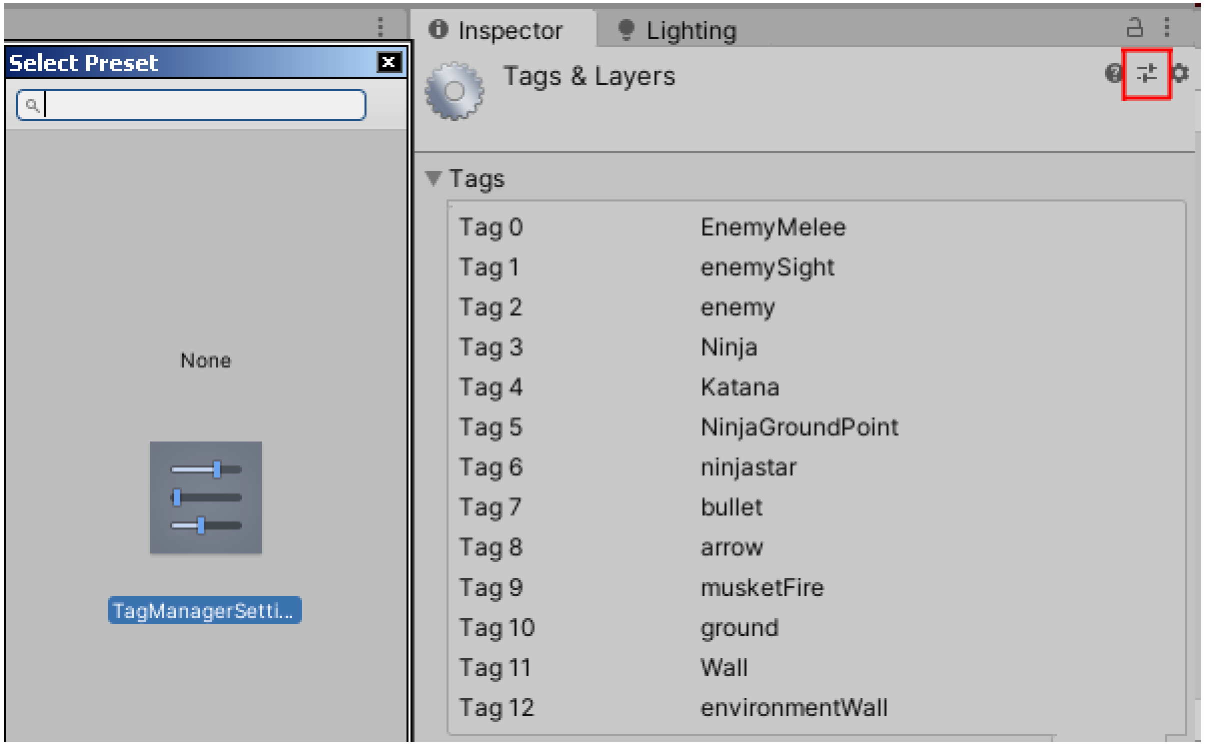
About

- This package is more of a 2D character controls package than a sprite sheet, controller scripts were made in detail, there may be errors or bugs in some people, please do not hesitate to inform if such a thing happens. Ninja sprite frames at approximately 200x400 resolution. You can put any animation to this controller script instead of these animations, other objects such as ground, bushes on the map were made for demonstration purposes only, we can talk about the quality of soldier sprites, I know it looks a little low but that's why I didn't keep the price high and didn't include it in the pricing, this could be considered a preview too but its controller scripts are perfectly fine, other sprites can be added to enemy soldier instead of these sprites, If you are complaining about this enemy soldier situation, please let me know.

Installation

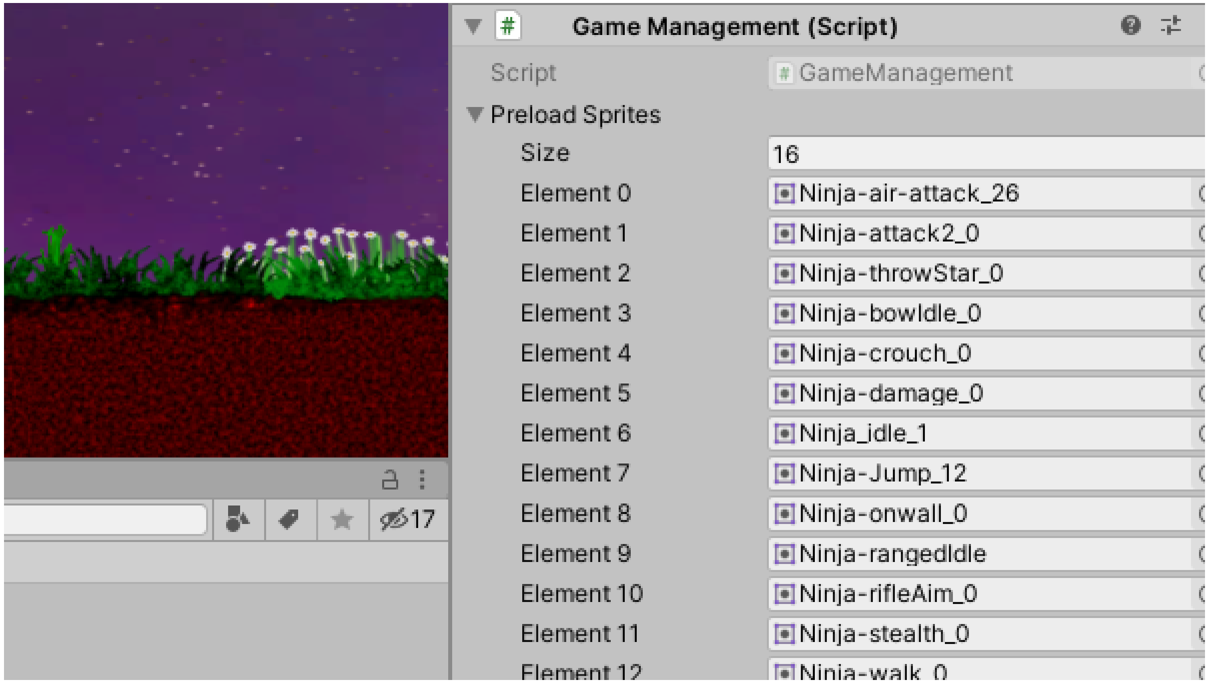
1. Go to Tags & Layers and press the preset button highlighted in red, a preset window will appear then choose the preset that downloaded with the package. Preset location is: (Assets/Stalwart/2D Ninja package with controller script/Settings). This is required as tags and layers are used in-game.



Tag 0	EnemyMelee
Tag 1	enemySight
Tag 2	enemy
Tag 3	Ninja
Tag 4	Katana
Tag 5	NinjaGroundPoint
Tag 6	ninjastar
Tag 7	bullet
Tag 8	arrow
Tag 9	musketFire
Tag 10	ground
Tag 11	Wall
Tag 12	environmentWall

Installation

- 2. Make sure all files references are not null by accident if there is an error please let me know, other than that, you don't have anything special to do, moreover you can relocate all files.
- 3.Game Management: In order to avoid loading problems in the middle of the game, we can prevent this by uploading large images beforehand, create an empty object. Define the GameManagement script in Scripts folder and specify the sprites in assets to be preloaded.

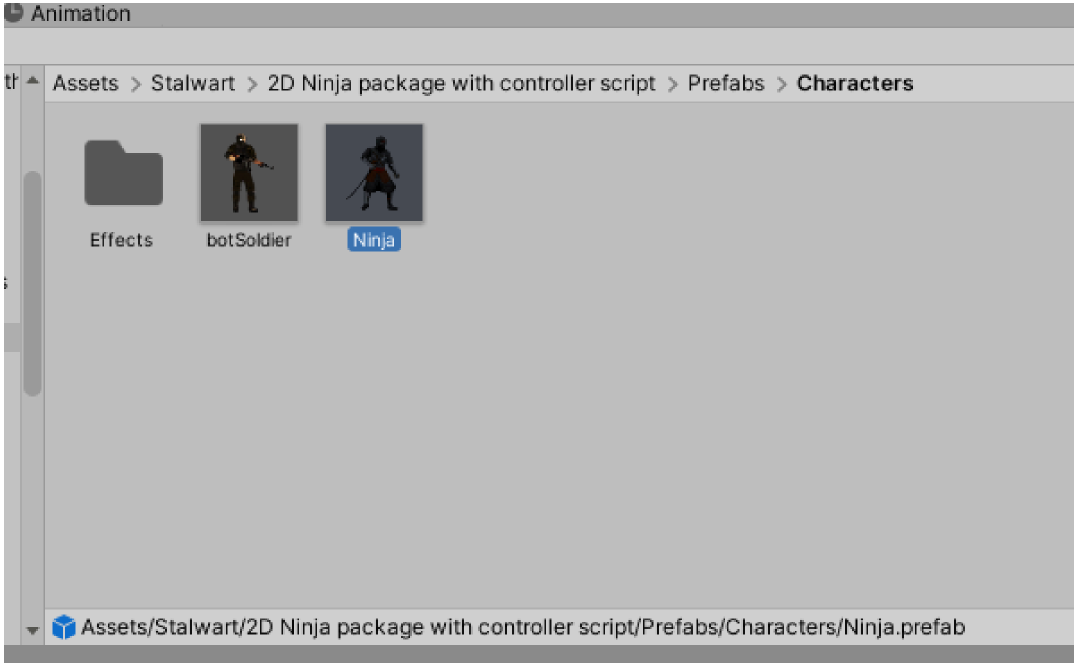


Game Management (Script)

Script	GameManagement
Preload Sprites	
Size	16
Element 0	Ninja-air-attack_26
Element 1	Ninja-attack2_0
Element 2	Ninja-throwStar_0
Element 3	Ninja-bowIdle_0
Element 4	Ninja-crouch_0
Element 5	Ninja-damage_0
Element 6	Ninja_idle_1
Element 7	Ninja-Jump_12
Element 8	Ninja-onwall_0
Element 9	Ninja-rangedIdle
Element 10	Ninja-rifleAim_0
Element 11	Ninja-stealth_0
Element 12	Ninja-walk_0

Usage

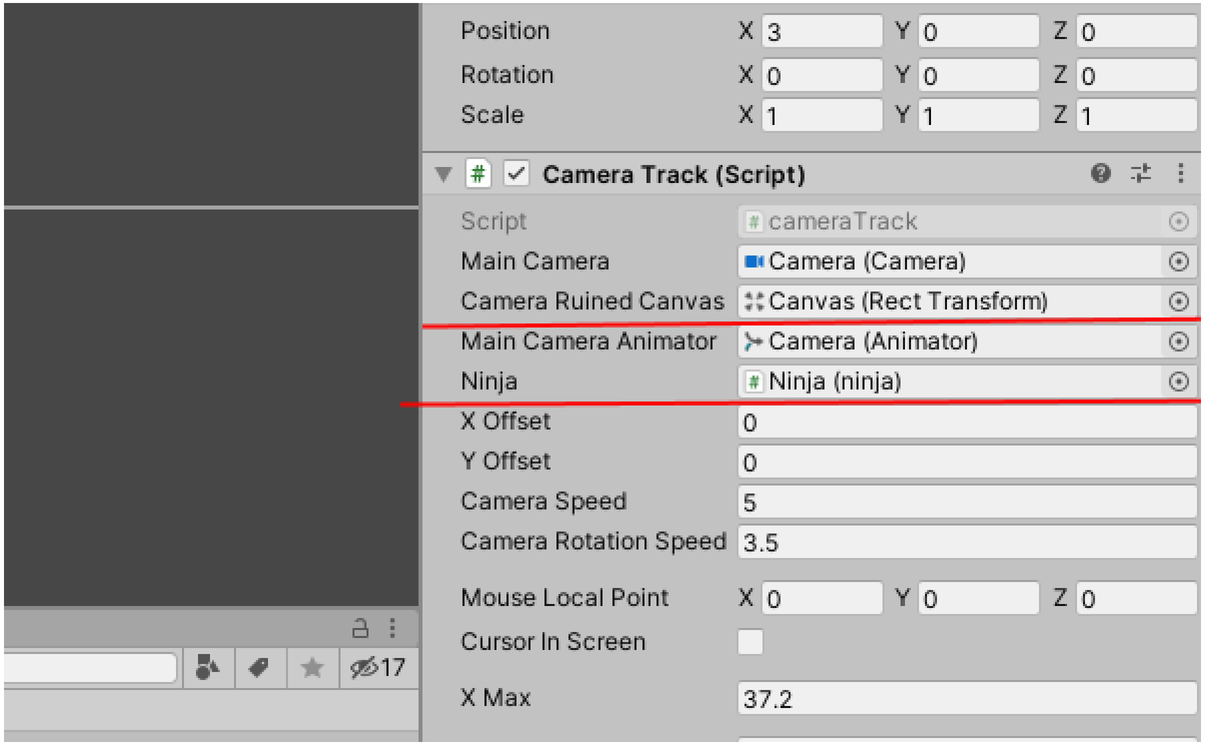
- 1. Ninja. if you're going to use the ninja, however, the main camera and a canvas should be on stage, and set references from ninja and main camera script


Animation
Assets > Stalwart > 2D Ninja package with controller script > Prefabs > Characters
Effects
botSoldier
Ninja

Assets/Stalwart/2D Ninja package with controller script/Prefabs/Characters/Ninja.prefab

Usage

- 1.1 Settings main camera references: Import the main camera prefab at Prefabs folder then create a canvas and it should not have any child, and this is important; canvas render mode must be “Screen Space – Camera” and define it, because this is required for character to look at cursor in ranged controller, other than that you can create an another overlay canvas for UI buttons or etc. after all Import Ninja prefab and define it to main camera.



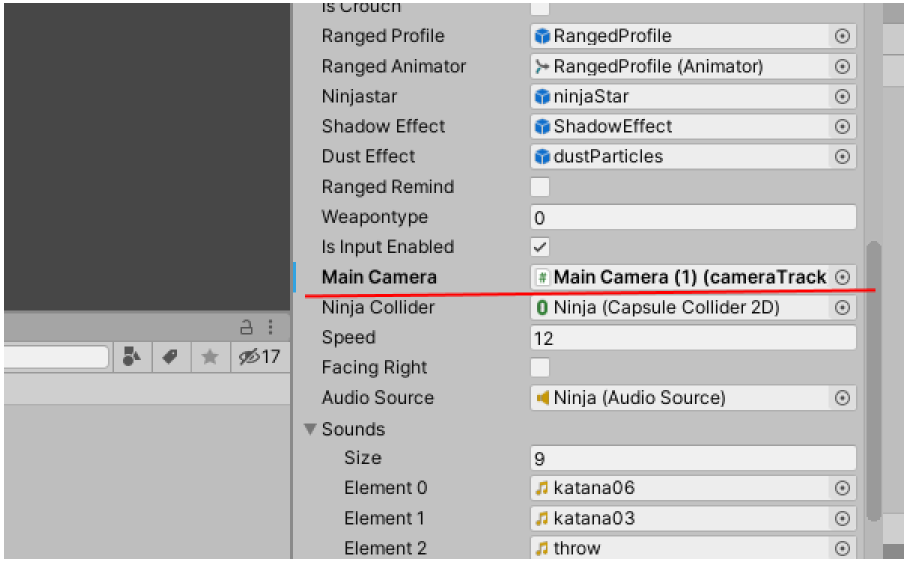
Position	X 3	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

☑ Camera Track (Script)

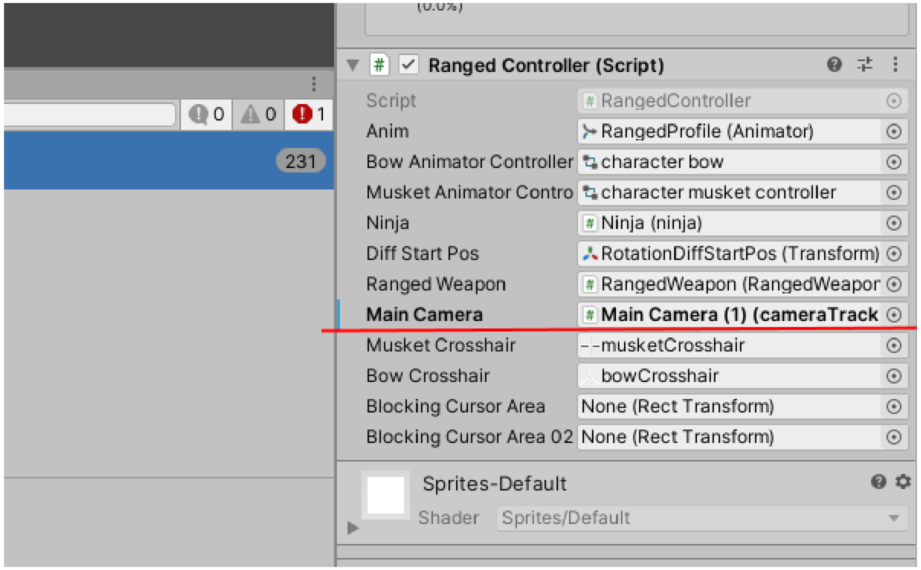
Script	cameraTrack
Main Camera	Camera (Camera)
Camera Ruined Canvas	Canvas (Rect Transform)
Main Camera Animator	Camera (Animator)
Ninja	Ninja (ninja)
X Offset	0
Y Offset	0
Camera Speed	5
Camera Rotation Speed	3.5
Mouse Local Point	X 0 Y 0 Z 0
Cursor In Screen	□
X Max	37.2

Usage

- 1.2 Setting ninja camera references: Define Main Camera prefab to ninja's main script, then define ninja ranged controller script(ranged controller is child of ninja prefab). Camera projection can be perspective or orthographic.



Is Crouch	□
Ranged Profile	RangedProfile
Ranged Animator	RangedProfile (Animator)
Ninjastar	ninjaStar
Shadow Effect	ShadowEffect
Dust Effect	dustParticles
Ranged Remind	□
Weapontype	0
Is Input Enabled	☑
Main Camera	Main Camera (1) (cameraTrack
Ninja Collider	Ninja (Capsule Collider 2D)
Speed	12
Facing Right	□
Audio Source	Ninja (Audio Source)
▼ Sounds	
Size	9
Element 0	katana06
Element 1	katana03
Element 2	throw



(0.0%)

Ranged Controller (Script)

Script	RangedController
Anim	RangedProfile (Animator)
Bow Animator Controller	character bow
Musket Animator Contro	character musket controller
Ninja	Ninja (ninja)
Diff Start Pos	RotationDiffStartPos (Transform)
Ranged Weapon	RangedWeapon (RangedWeapor
Main Camera	Main Camera (1) (cameraTrack
Musket Crosshair	musketCrosshair
Bow Crosshair	bowCrosshair
Blocking Cursor Area	None (Rect Transform)
Blocking Cursor Area 02	None (Rect Transform)

Sprites-Default

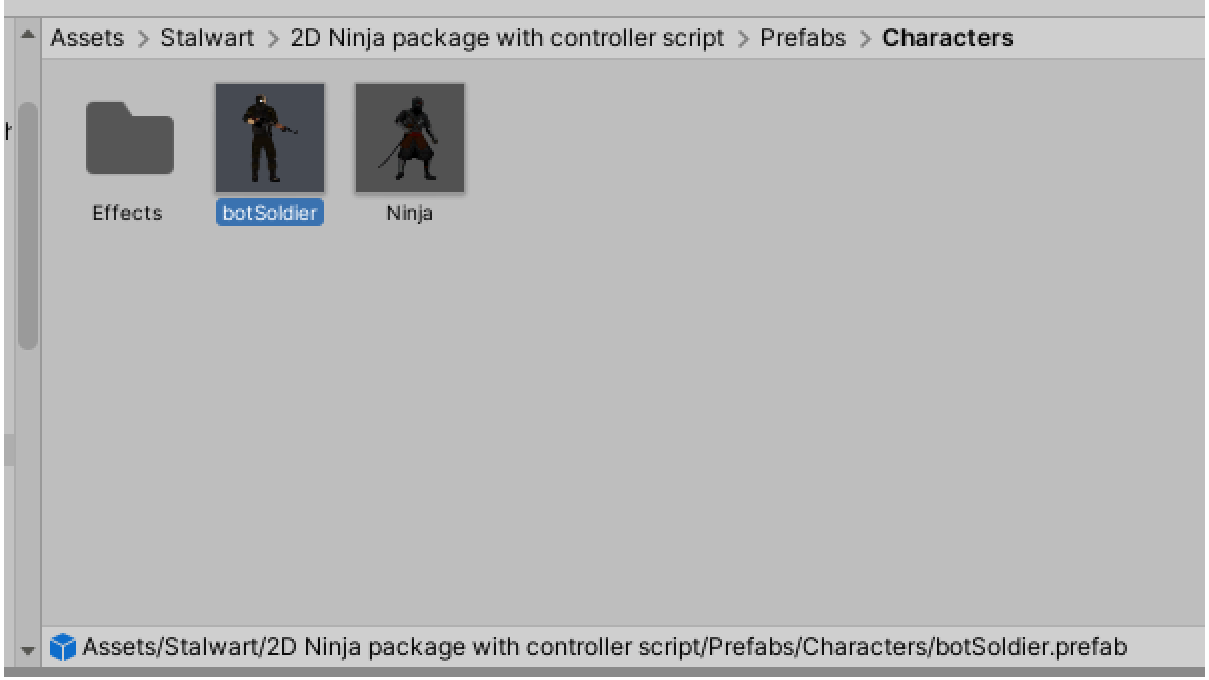
Shader: Sprites/Default

Usage

- 1.2 Add a 2d box collider for the ground and the ground’s tag must be “ground”, you can select in the tags If you have set the tags and layers section. After that you can use the ninja. if there is a problem here please let me know. Controls : “A” is left “D” is right Space is jump “Q” is throw ninja star “E” is attack and “1” is (not on numpad) Change Weapon.

Usage

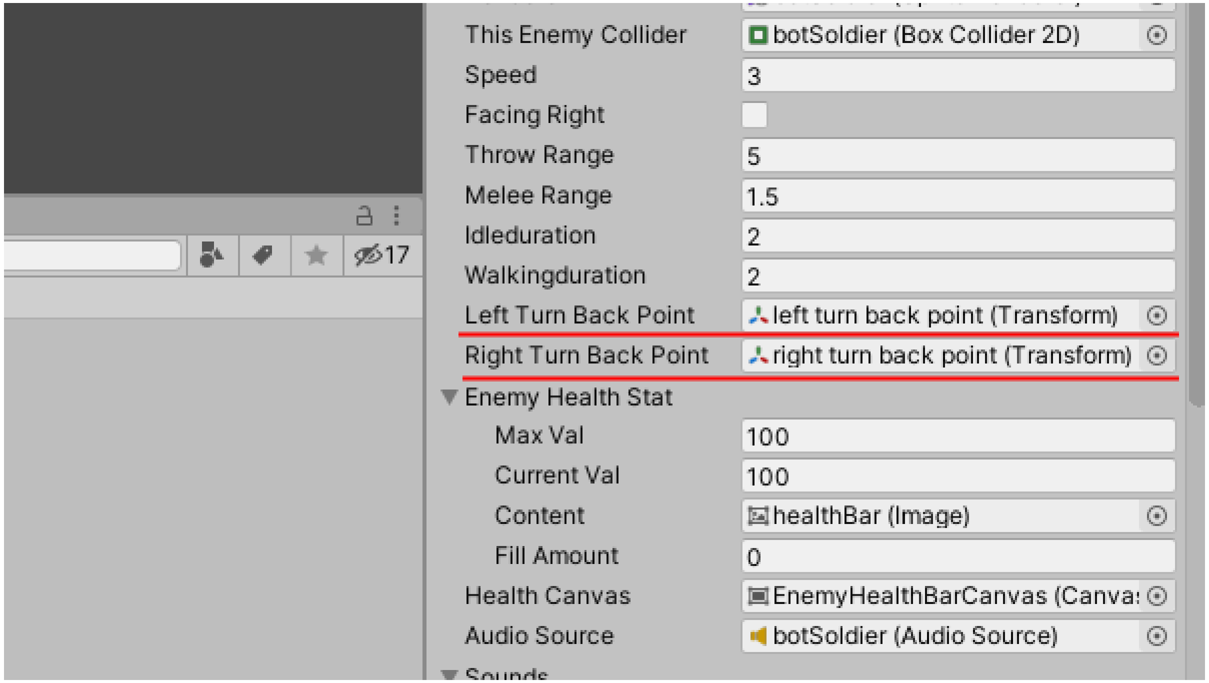
- 2. Enemy : if you want to add the enemy all you have to do is add left and right turn back points (just two empy gameobject with transform). Go to prefabs folder and select the “botSoldier” and drag into hierarchy, then create two empty game object name it “left turn back point” and “right turn back point”.


Assets > Stalwart > 2D Ninja package with controller script > Prefabs > Characters
Effects
botSoldier
Ninja

Assets/Stalwart/2D Ninja package with controller script/Prefabs/Characters/botSoldier.prefab

Usage

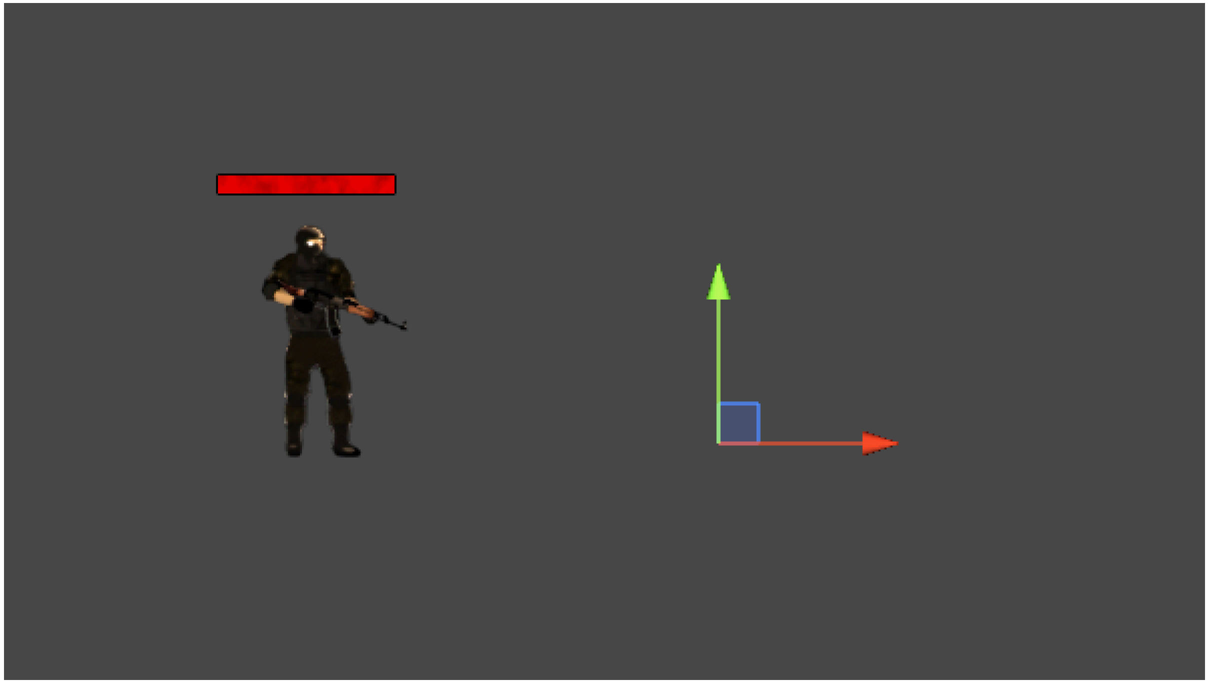
- 2.1. Setting Turn back points: Define the transforms you created to enemy



This Enemy Collider	botSoldier (Box Collider 2D)
Speed	3
Facing Right	□
Throw Range	5
Melee Range	1.5
Idleduration	2
Walkingduration	2
Left Turn Back Point	left turn back point (Transform)
Right Turn Back Point	right turn back point (Transform)
▼ Enemy Health Stat	
Max Val	100
Current Val	100
Content	healthBar (Image)
Fill Amount	0
Health Canvas	EnemyHealthBarCanvas (Canva:
Audio Source	botSoldier (Audio Source)
▼ Sounds	

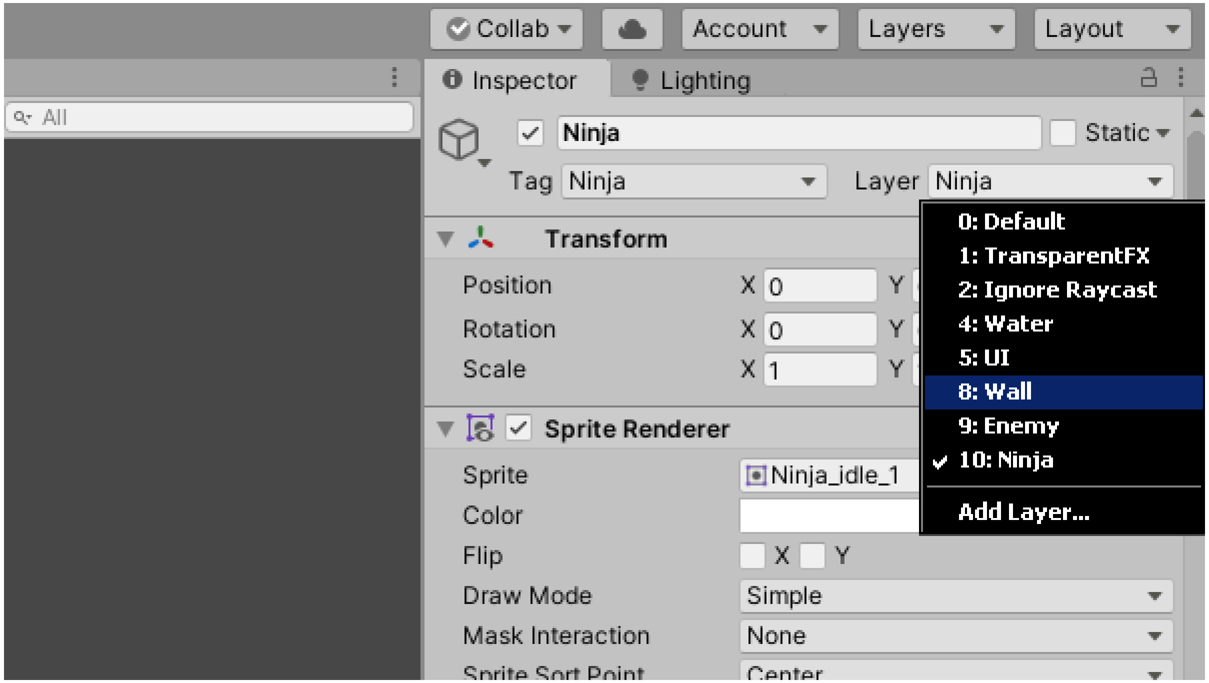
Usage

- 2.2. Setting turn back points: it is the point that turns the enemy back side while in patrolling state. Right turn back point is turn the enemy to left, left turn back point turns the enemy to right. After all the enemy ready to attack when he sees the ninja. (ninja's tag must be "Ninja")



Usage

- 3. Layers: The layers must be preset because the enemy's sight works with raycast, so there will be a problem without layers.



☑ Ninja

Tag Ninja

Layer Ninja

Position X 0 Y

Rotation X 0 Y

Scale X 1 Y

Sprite Ninja_idle_1

Color

Flip □ X □ Y

Draw Mode Simple

Mask Interaction None

Sprite Sort Point Center

Usage

- 4. Other Prefabs: Other prefabs just like arrow, bullet, ninja star prefab is so simple, may be instructed to use them alone. I do not include them here because they do not have a side to be explained in detail. They are already defined in ninja and enemy prefabs. Again, if there is an error in these parts, please let me know. I will talk about their script parts in the following sections.

Features

- In scripts, I think I wrote the necessary explanations next to the complex parts. Scripts are not too complicated, I think they are simple.
- Ninja script has movement, throwing attack, melee attack parts and etc. These are parts that are in contact with each other consisting of algorithms, It would take too long to tell them all one by one, I believe it is simple enough that a person who understands the algorithms will understand as soon as who looks at it but if there is need an explanation, I can add a manual.
- Enemy script has state interfaces, Patrolling, Idling, Melee Attacking, Ranged Attacking, this way is a pretty general way known to many platformers, of course, there are fine details, when the ninja is close, the enemy will only shoot in the middle of the ninja, when he is far away, he will only shoot forward, so the bullet finds the ninja even if the ninja is crouched, you can find this area in the Enemy Sight script.

License

- You can use this assets in any kind of commercial project, in line with the Asset Store End User License Agreement. Credit is not needed but is gladly appreciated. Have a nice work!