Setup Guide

Thanks for purchasing this asset! Here is the step-by-step process for setting up the 2D character controller. (Make sure you've made a Unity 2D project!)

Read through this whole document please! There's a lot of important tips, especially if you're a beginner!
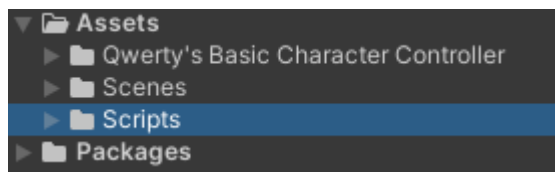
Controls:

- A/D/Left Arrow/Right Arrow to move horizontally
- W/Spacebar/Up Arrow to jump
- Left Mouse Button to dash

1. You should be here:
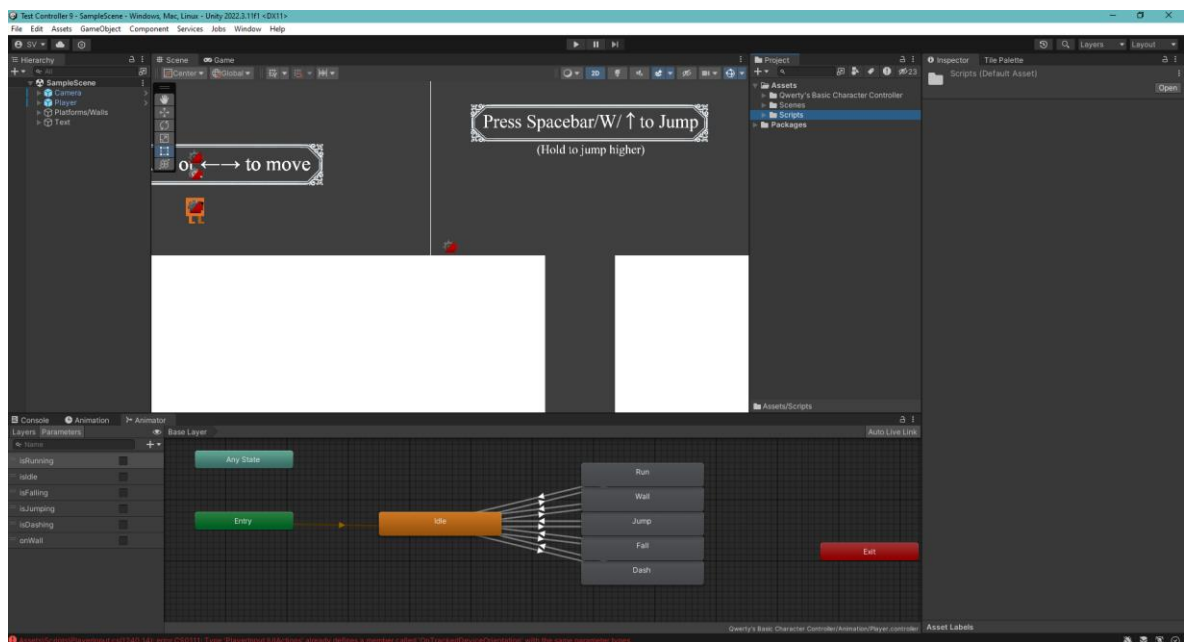
2. Ignore the errors for a moment :)

3. Delete the 'Scripts' folder that was newly made. It should be in the 'Assets' folder, but outside the 'Qwerty's Basic Platformer Controller' folder. This is the one that should be deleted:

4. Go to the Layers dropdown, click on Edit Layers, click the small Select Preset button, and then select (double click) the TagManager asset.
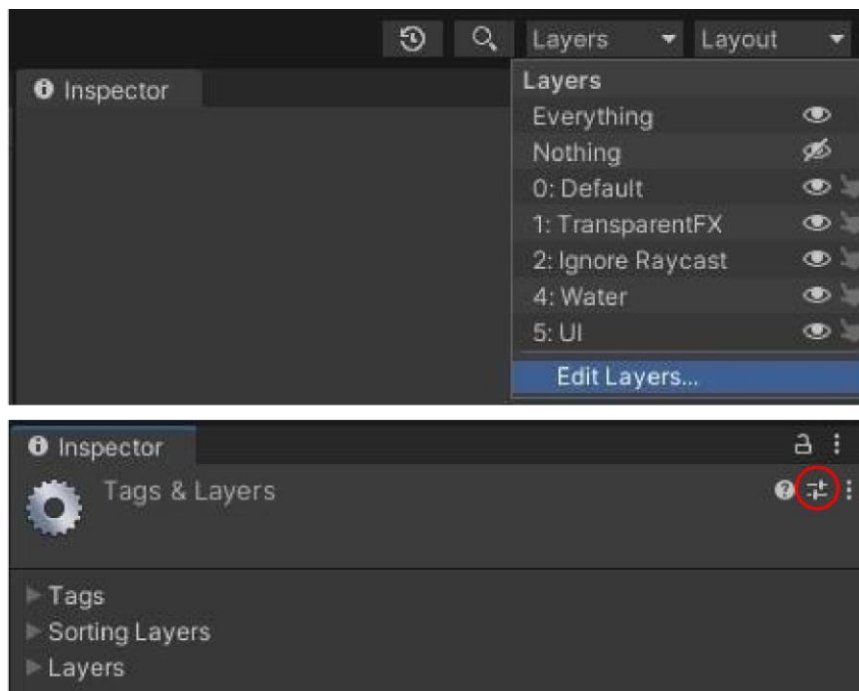
That's it! Click on the play button and test it out!

If you need any help with implementation or have any questions, don't hesitate to send an email to:

qwertysamyak@gmail.com

Notes:

The scripts and prefabs can potentially be used modularly, so you can use them in other unity projects, but I recommend copying over the TagManager asset then as well.

The player has 2 children GameObjects, the GroundCheck and WallCheck objects.

- If you keep your players scale at (1, 1, 1), then you can leave the GroundCheck and WallCheck positions as they are.
- If you change the players scale, you must reposition the GroundCheck so that it is right under the player and the WallCheck so it's right next to the player!!!
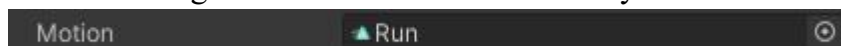
To implement your own animations:

- Create your own animation assets (Idle, Run, Dash, Fall etc.):
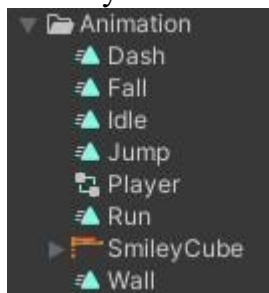
- Go to your animator window and in the Player animator controller, click on each of the animations you want to replace:
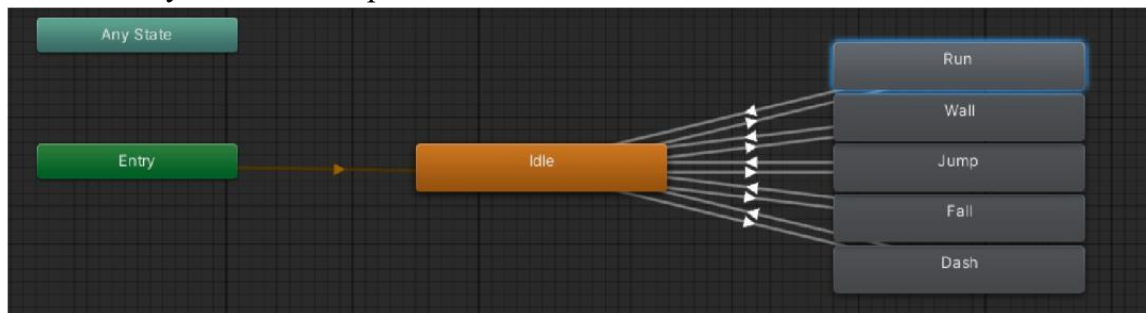
- And then drag in or select the motion asset you want:

The best way to position a waypoint is:
- Double click on the waypoint in the scene
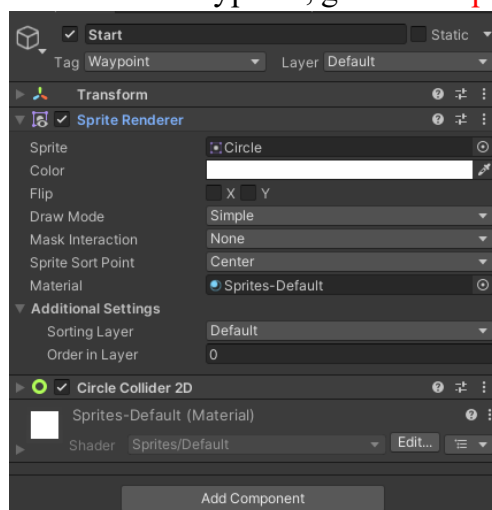- Move it around (with the Rect or Move tool) or position it using the Transform component

You can do the same to resize or move platforms in the Moving Platform prefab.

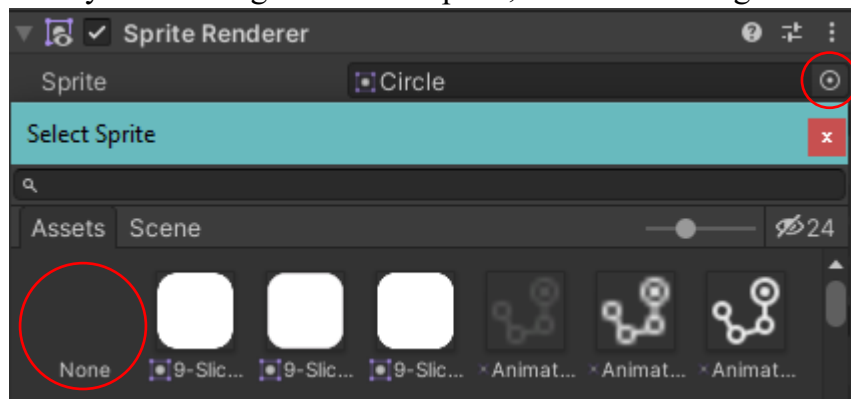The waypoints are circles for now to make them easy to see, so if you want to change or remove the image:

- Go to the Moving Platform prefab:
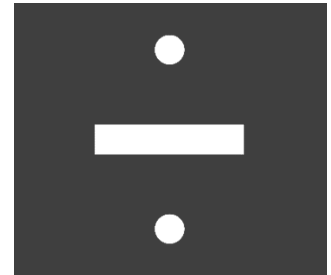
- In the Start waypoint, go to the Sprite Renderer:

- Here you can drag in another sprite, or after clicking on the small circle, select none:

- Repeat this for the End waypoint

Once again, thanks for purchasing this asset! If you liked this asset, please be sure to leave a **review** and a **star rating**!