

SIMPLE TILE SETS

FOR PUZZLES AND PLATFORMERS

(HOW TO USE)

Version: 1.0

Author: Nearmint Studios

Last Updated: 18 August 2024

TABLE OF CONTENTS

Introduction	2
How To Use	2
Support & Feedback	3
Changelog	3
License	3

Introduction

Welcome to Simple Tile Sets! This asset contains tile sets with 5 different color schemes and their respective Rule Tiles, designed to make the process of level layout quicker and easier for your 2D Unity projects. Whether you're building levels manually or programmatically, this asset provides an intuitive and flexible solution for creating dynamic environments using Rule Tiles.

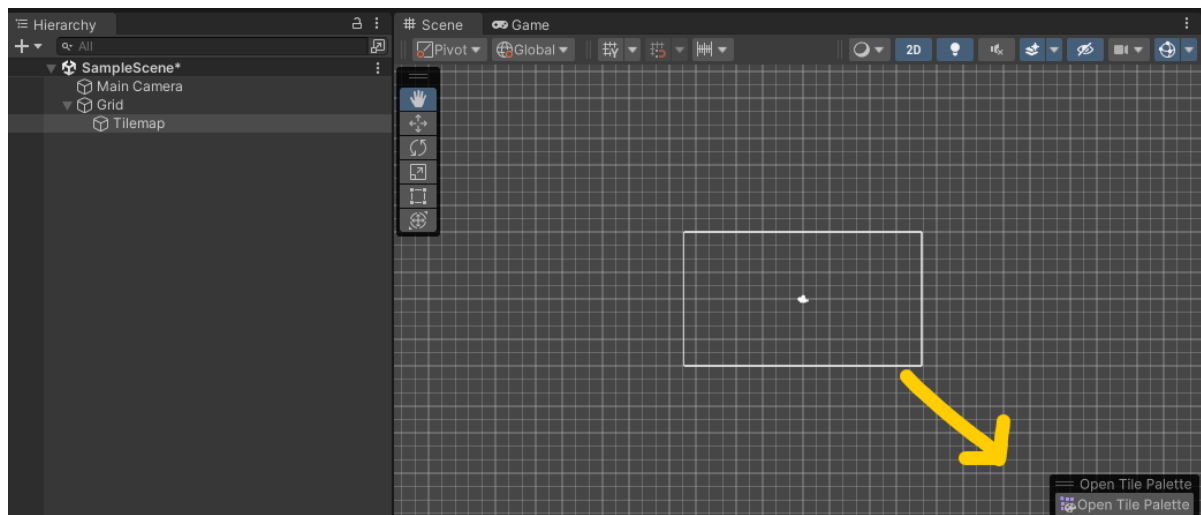
FEATURES:

- 5 distinct color schemes with pre-configured Rule Tiles.
- Simple manual placement using Unity's Tile Palette.
- Scriptable tile placement for dynamic or procedural level generation.

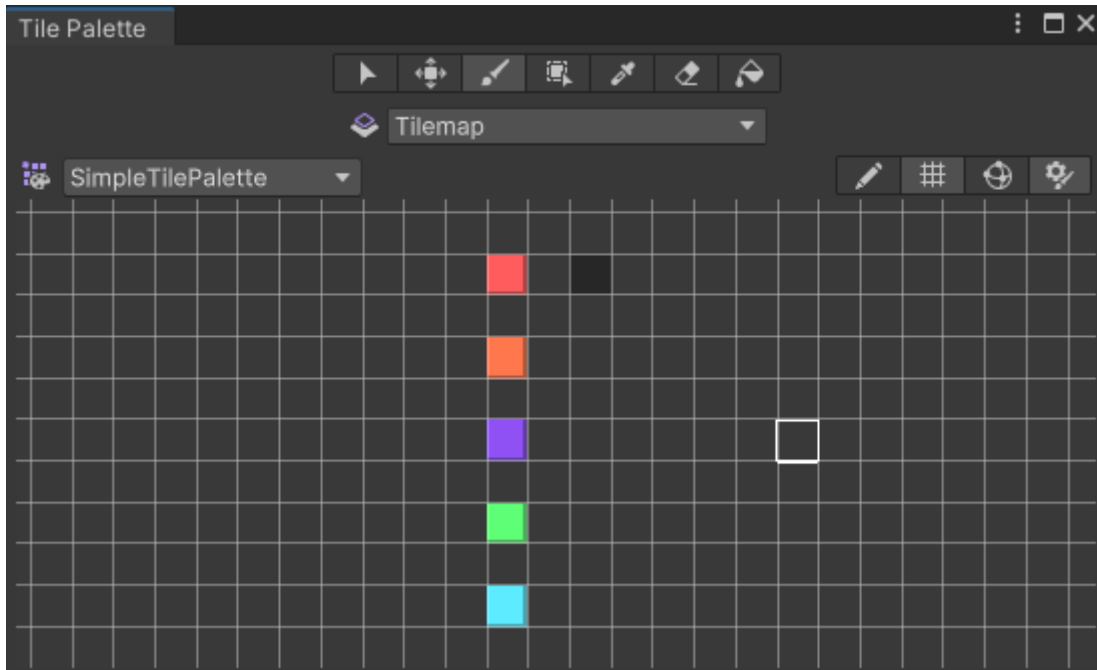
How To Use

Method 1: Manual Tile Placement

1. Create or open an existing Unity 2D project.
2. Create or open a scene where you want to work.
3. Create a TileMap:
 - a. Right-click in the Hierarchy: 2D Object > Tilemap > Rectangular.
4. Open the Tile Palette:
 - a. Select the created TileMap.



- b. Ensure that the **'SimpleTilePalette'** is selected in the Tile Palette window.
- 5. Select a color scheme:
 - a. You'll be presented with 5 Rule Tile sets in different colors and a null tile set.



- b. Choose any color of Rule Tile to start painting your desired level layout onto the TileMap.
 - c. An optional 'Null rule tile' is also included, which can be used to fill up gaps.
- 6. Paint your level:
 - a. Start placing tiles. The Rule Tile will automatically handle different tile placements, making your level design smooth and consistent.
 - b. Check out the **'DemoScene'** for example.

Method 2: Script-Based Tile Placement

1. **Set up references in your script:** In the script where you want to programmatically place tiles, take references for the Tilemap and the Rule Tiles you wish to use:

```
[SerializeField] private Tilemap tilemap;  
[SerializeField] private RuleTile redRuleTile;  
[SerializeField] private RuleTile purpleRuleTile;
```

2. **Determine the placement:** In your custom script, decide where you want to place a tile and use the following code:

```
tilemap.SetTile(tilePosition, redRuleTile);
```

Here, tile position refers to the position in the game world where you want the tile to appear, such as *"new Vector3Int(3, 4, 0)"*

The redRuleTile will automatically draw a tile at that position with the appropriate connections.

Support & Feedback

If you encounter any issues or have suggestions for improvements, feel free to reach out:

Email: admin@nearmintstudios.com

Featured

The Simple Tile Sets asset was used in our game- 'Parasocial'. Check out the game to see this asset in action and get inspiration for using it in your projects!

Link to the game: <https://veekshith-k.itch.io/parasocial>

Changelog

- Version 1.0: Initial release of the Simple Tile Sets asset.

License

This asset is free to use for both personal and commercial projects. You are allowed to:

- Modify the asset to suit your needs.
- Use it in any type of Unity project, including commercial products.
- Distribute and share the asset as part of a larger project.

You are not allowed to:

- Resell or redistribute the asset as-is or as part of a collection where the asset is the primary value.

No warranty is provided with this asset. Use it at your own risk. The creator is not liable for any damages or issues that arise from using this asset.

Attribution is appreciated but not required.