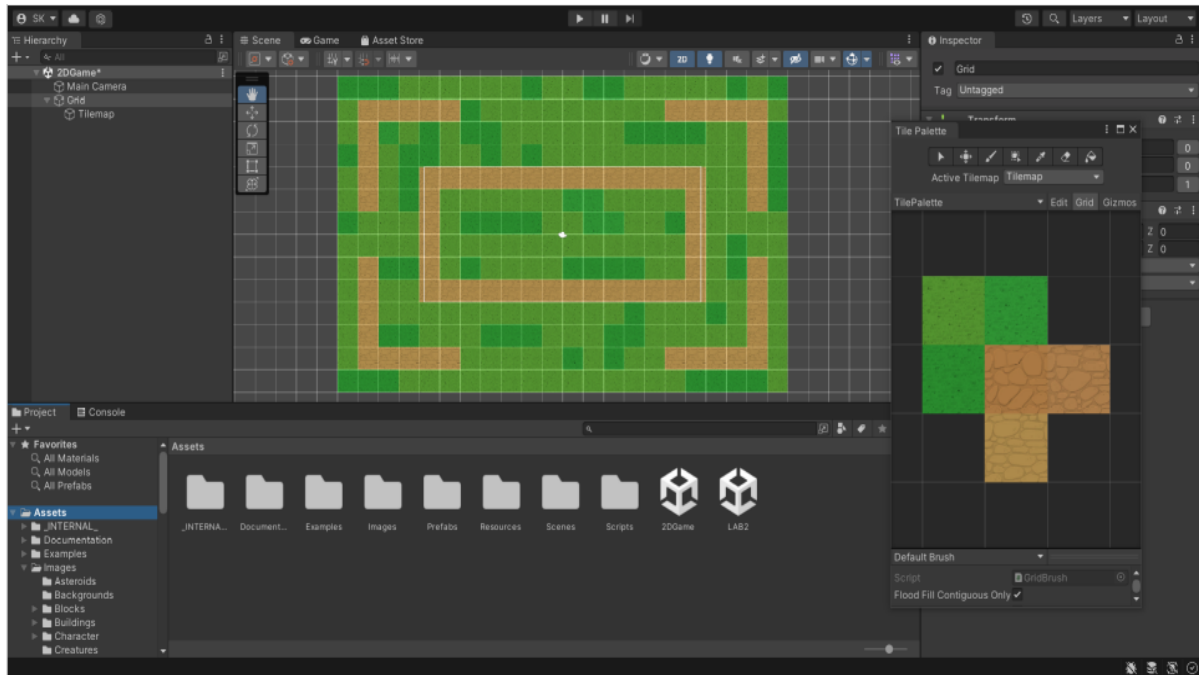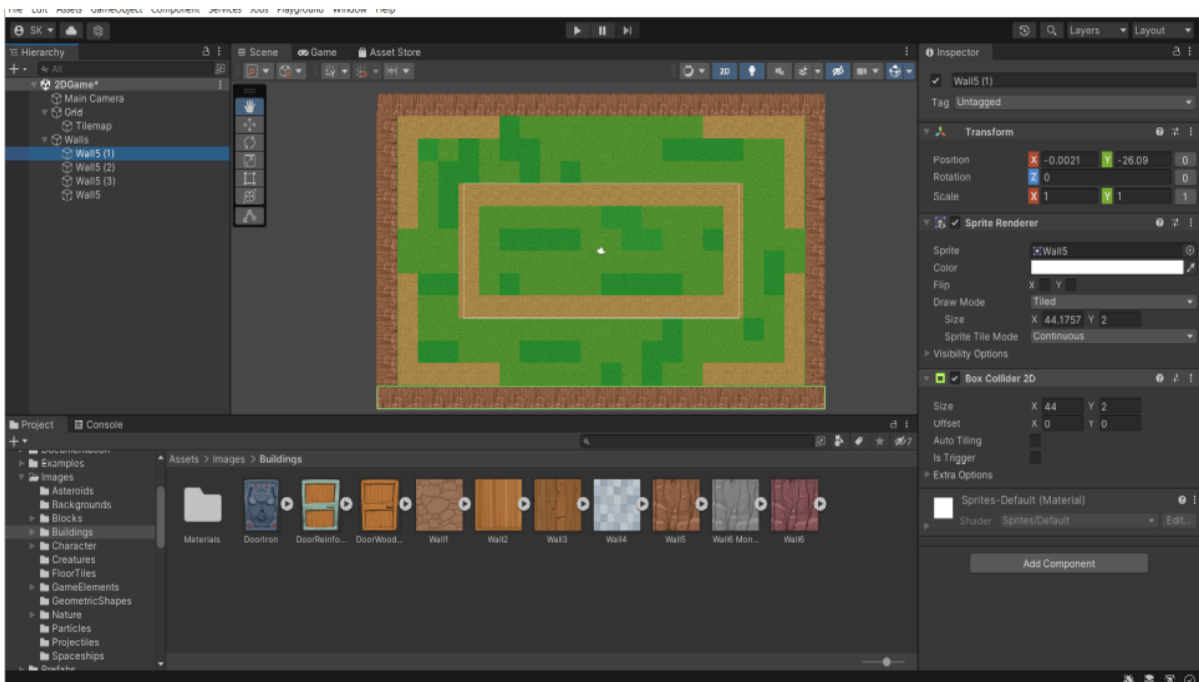# LAB 2

Sudharshanan Balaji
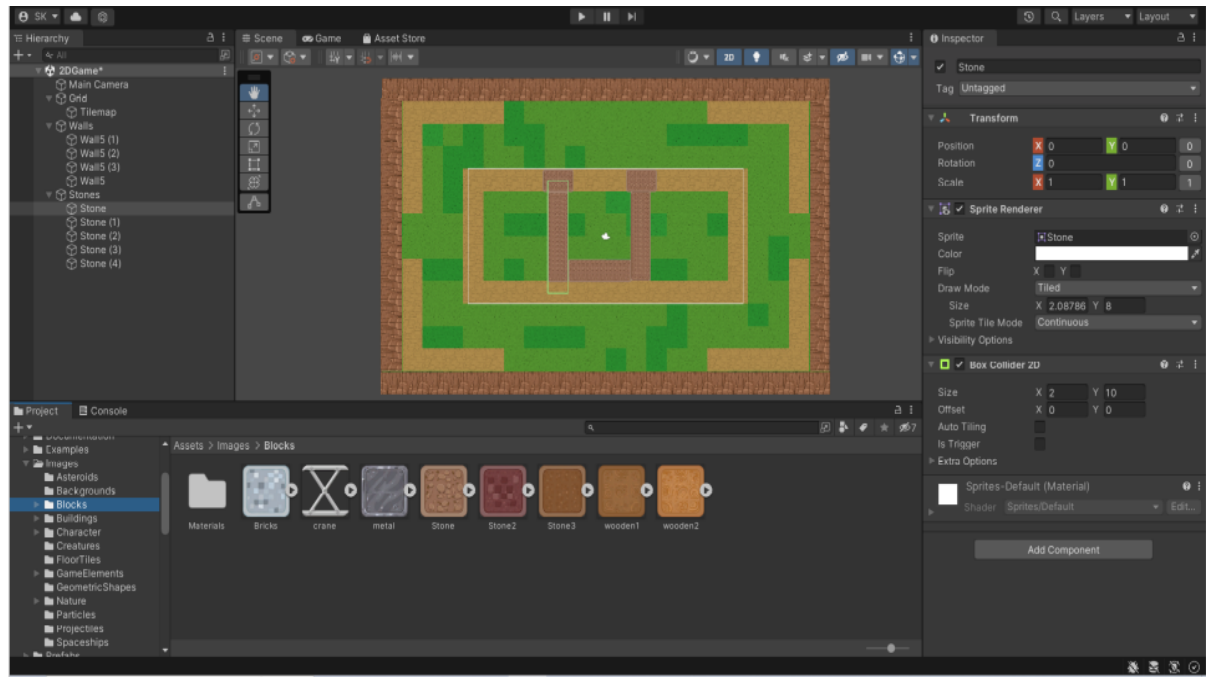
20BAI1242

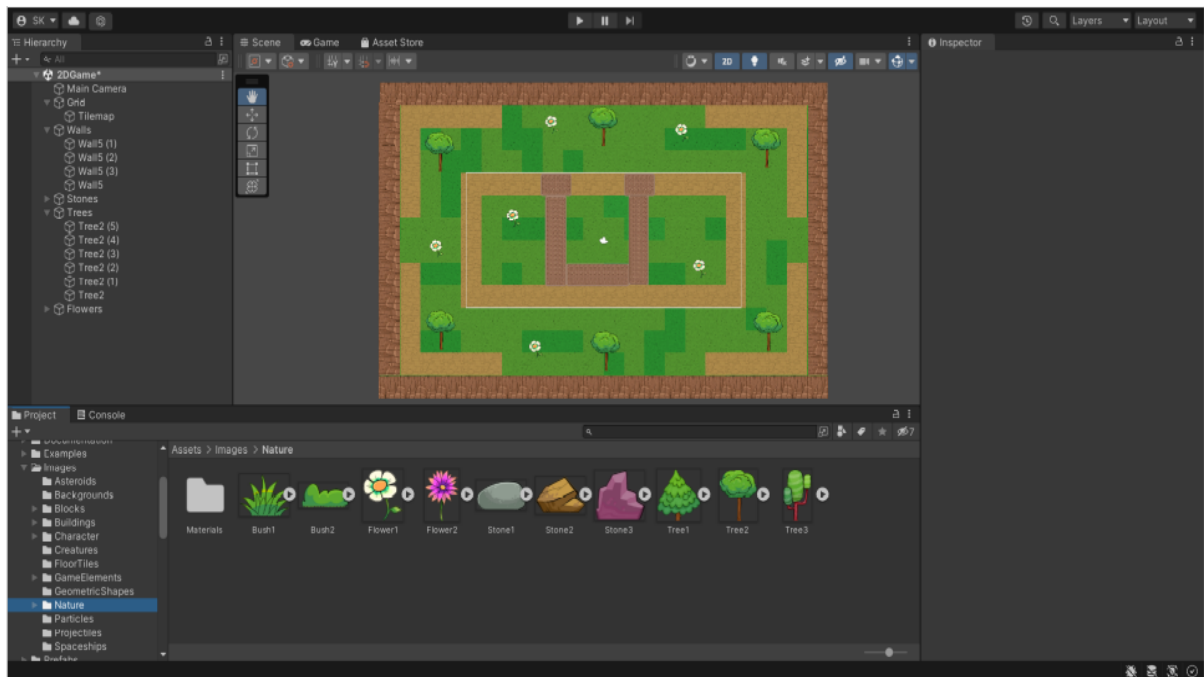## BACKGROUND USING TILEMAP AND TILEPALETTE
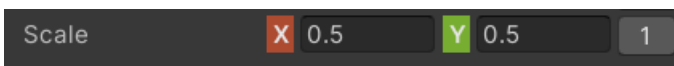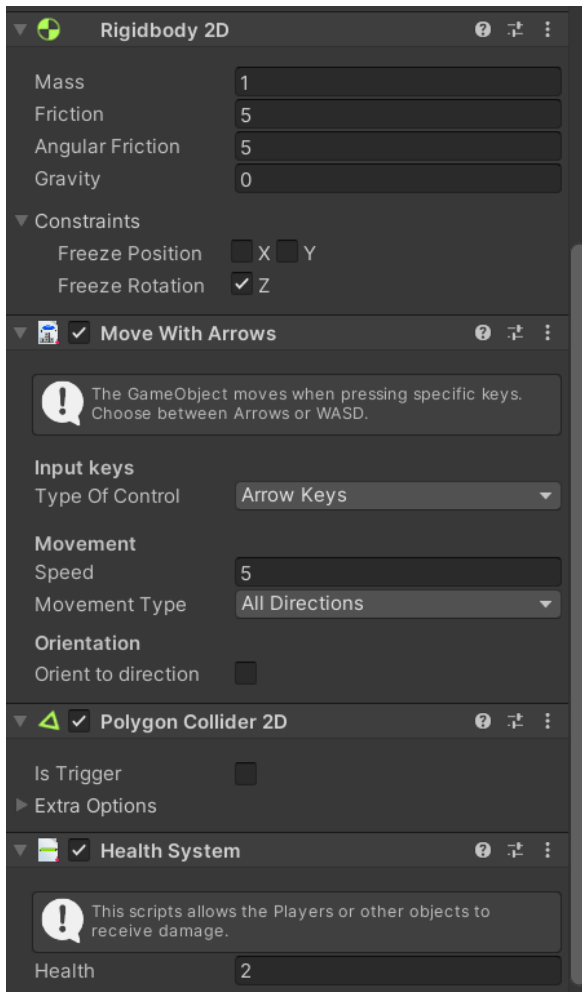

BOUNDARIES USING WALLS

Box Collider 2D is used to define the collision boundaries.

DECORATIONS USING NATURE IMAGES

CHARACTER DESIGN

ENEMY DESIGN

Scale	X	0.5	Y	0.5	1

Circle Collider 2D

Radius	1.63
Is Trigger	☐

▶ Extra Options

Rigidbody 2D

Mass	1
Friction	3
Angular Friction	0.05
Gravity	0

▶ Constraints

☑ Wander

⚠ The GameObject will move around randomly. Use keepNearStartingPoint if you want it to keep near its starting position.

Movement

Speed	10
Direction Change Inte	5
Keep Near Starting Pc	☑

Orientation

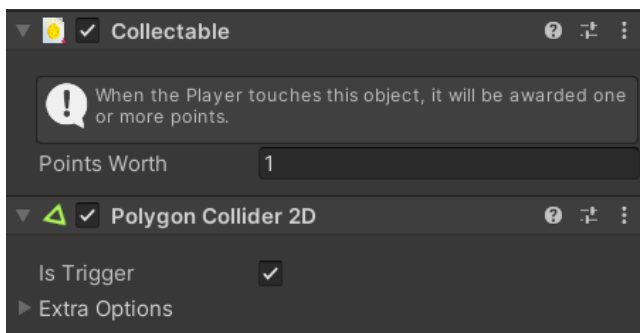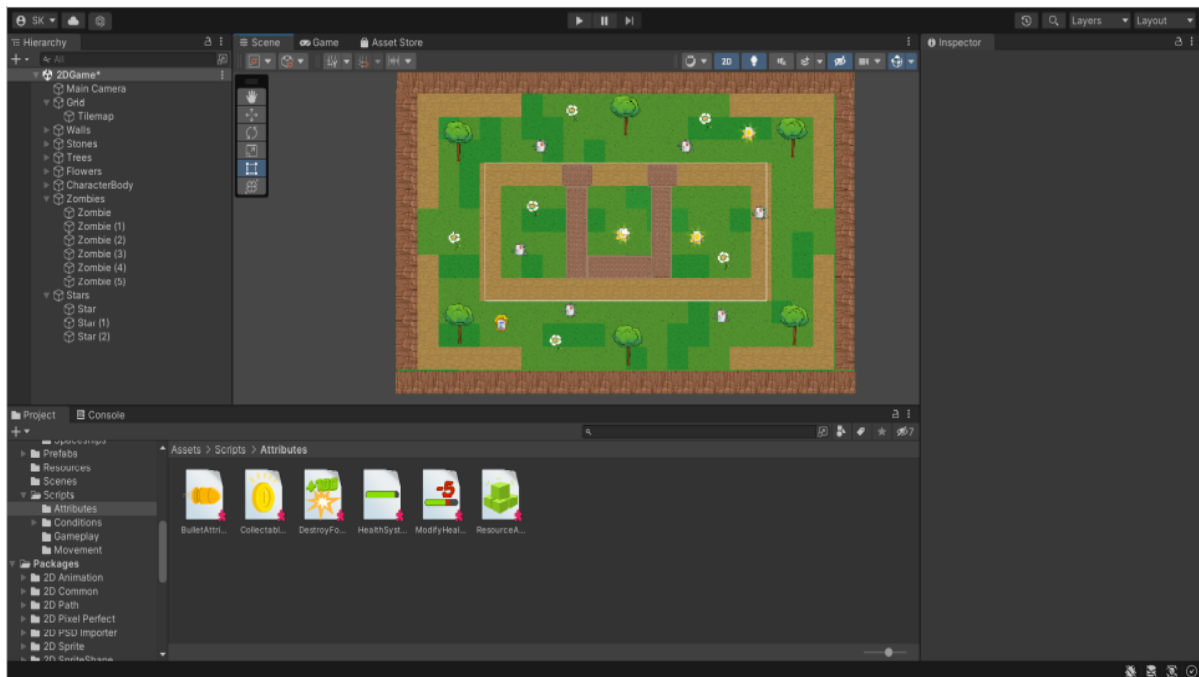| Orient to direction	☐

Modify Health

⚠ This GameObject will damage or heal other GameObjects on impact (only if they use the HealthSystemAttribute). Negative values mean damage, positive values mean healing (like a medipack).
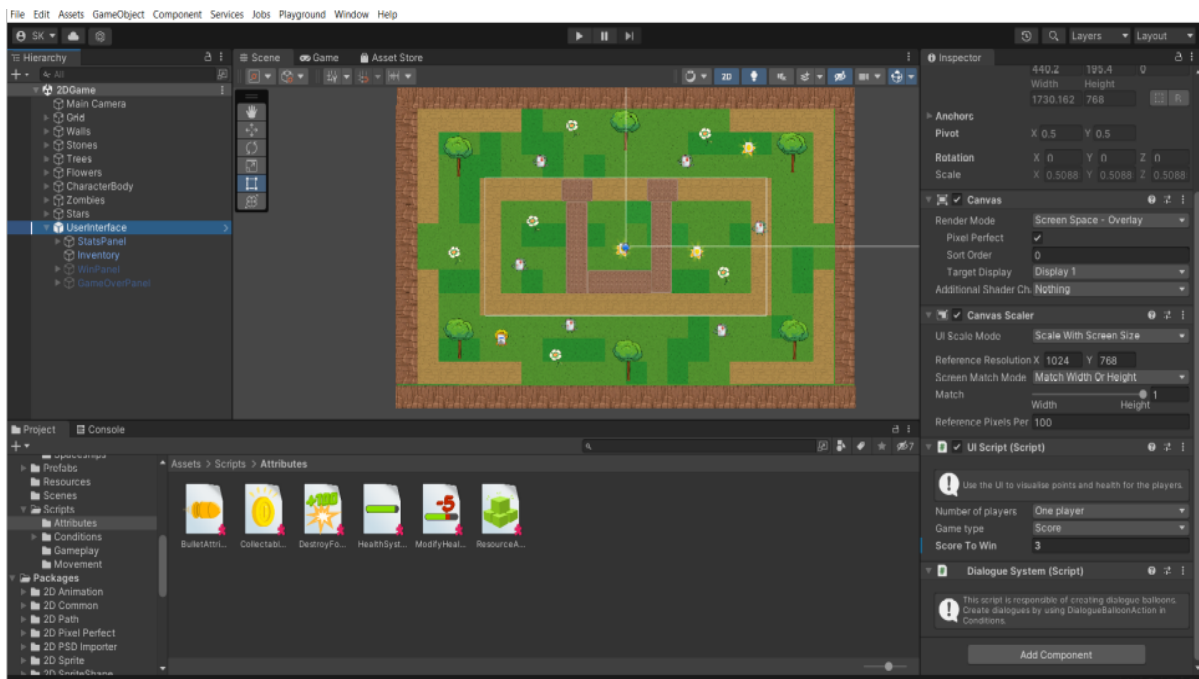
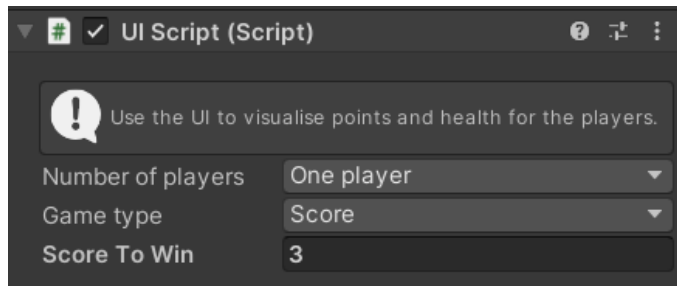| Destroy When Activat	☐
Health Change	-1

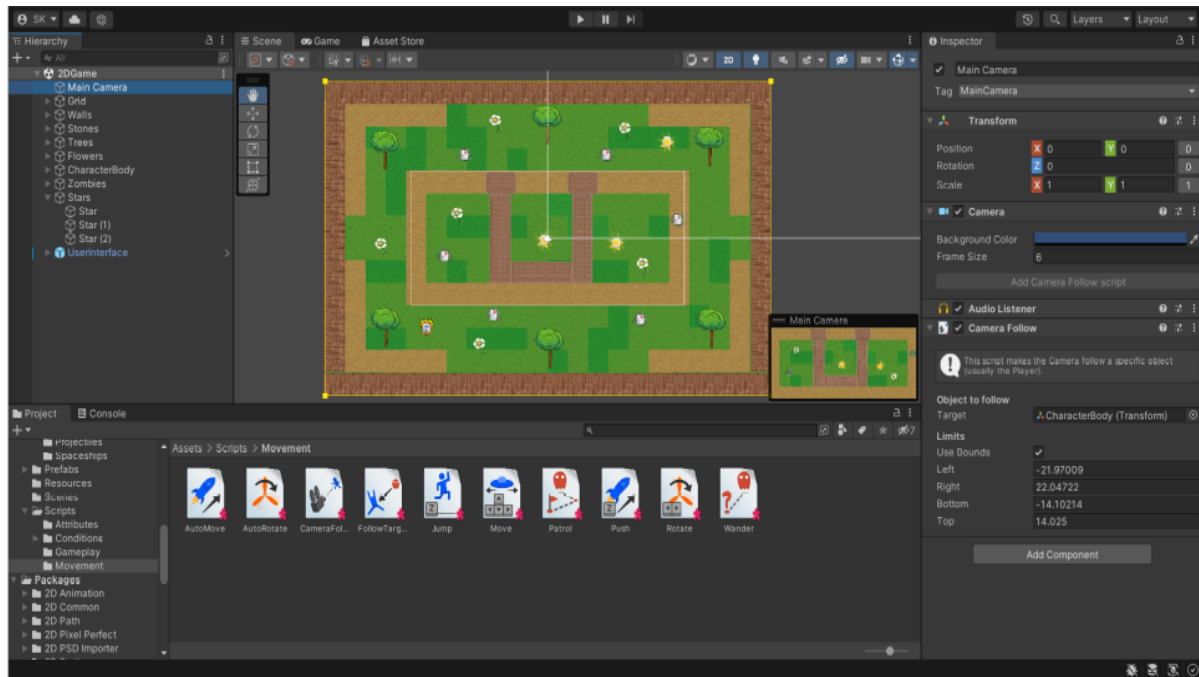This object will damage on impact

STARS DESIGN

USER INTERFACE

MAIN CAMERA VIEW BOUNDARIES

GAME PLAY LINK:

https://drive.google.com/drive/folders/1NRIGX0EsBwxqVQzZ4-dlfB4g4OGgHPH1?usp=share_link