2D Polygon Line Collider

V1.0.0

Indie Studio

Table of Contents

1.0 - Overview

Basic and free template that contains two simple examples of 2D Polygon Line Collider. Tap on the screen drag and draw a line. You can use this package to create and build your own application.

Works with Unity 5.5.0 or Higher built-in features. As well as supports Unity 2017 and Unity 2018 or Higher.
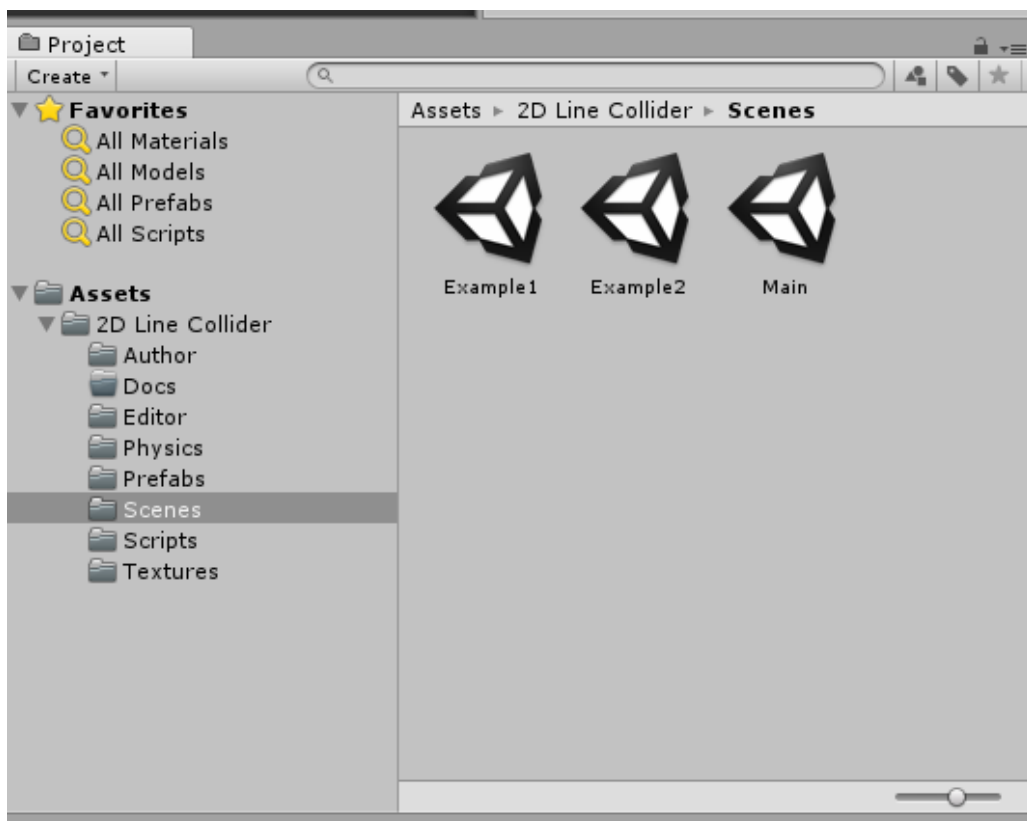
Check Out More Assets
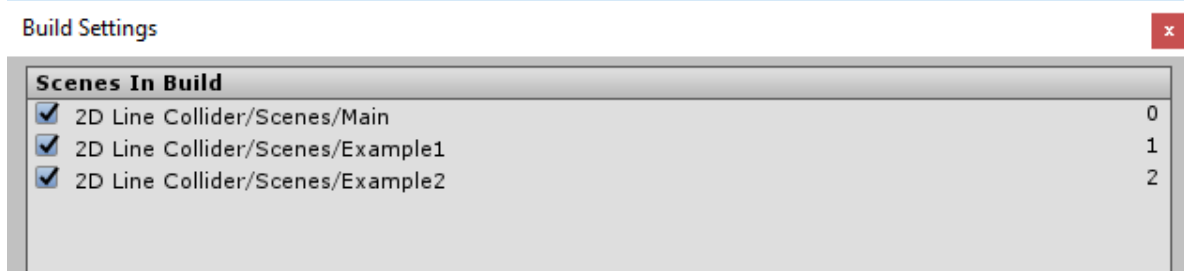
2.0 - Project Scenes

The project is divided into three simple scenes:

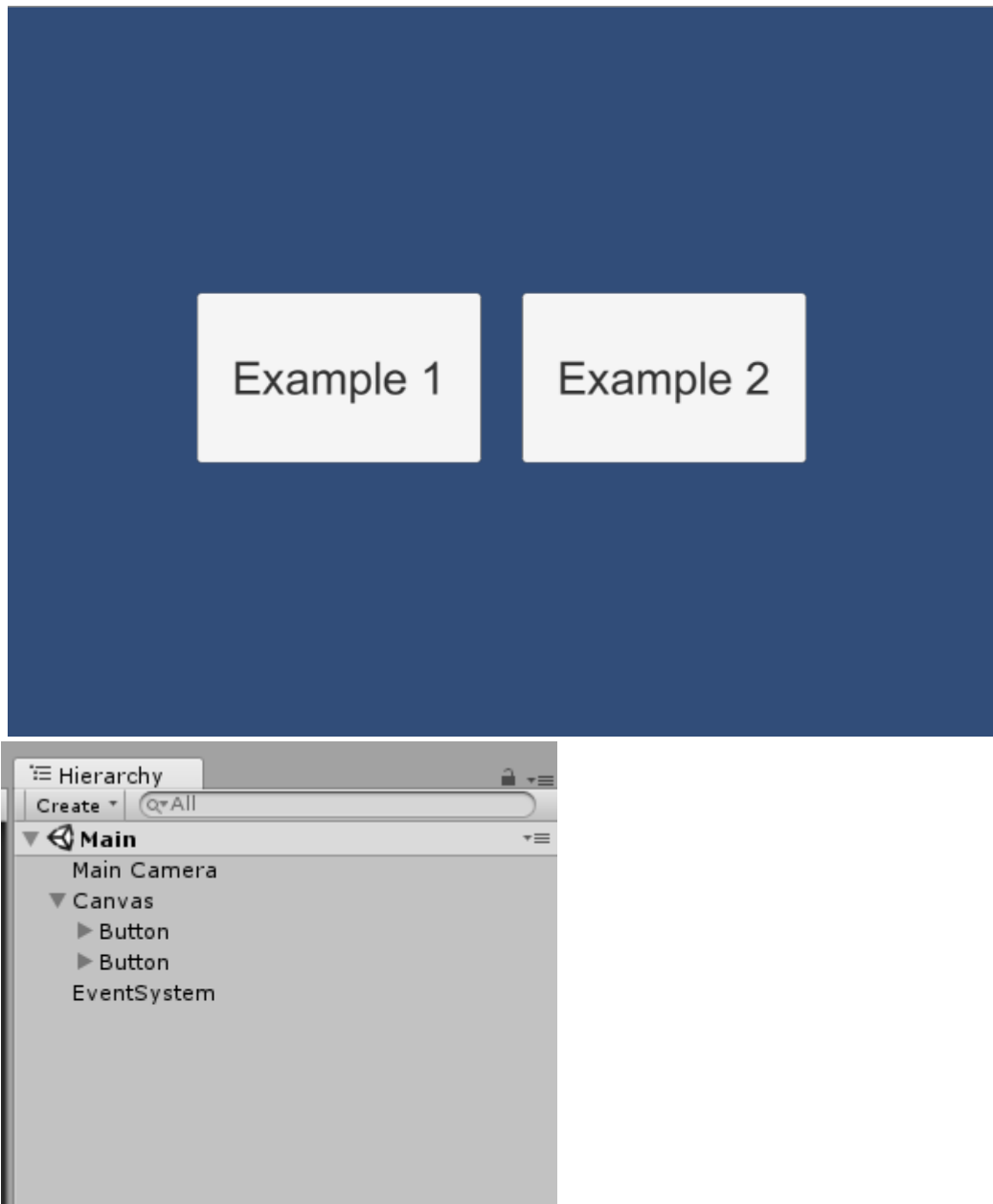   1. Main Scene
    2. Example1
    3. Example2

You will find the scenes under **Scenes** folder as the following

Make sure to add the scenes in the build settings, before you run the project.
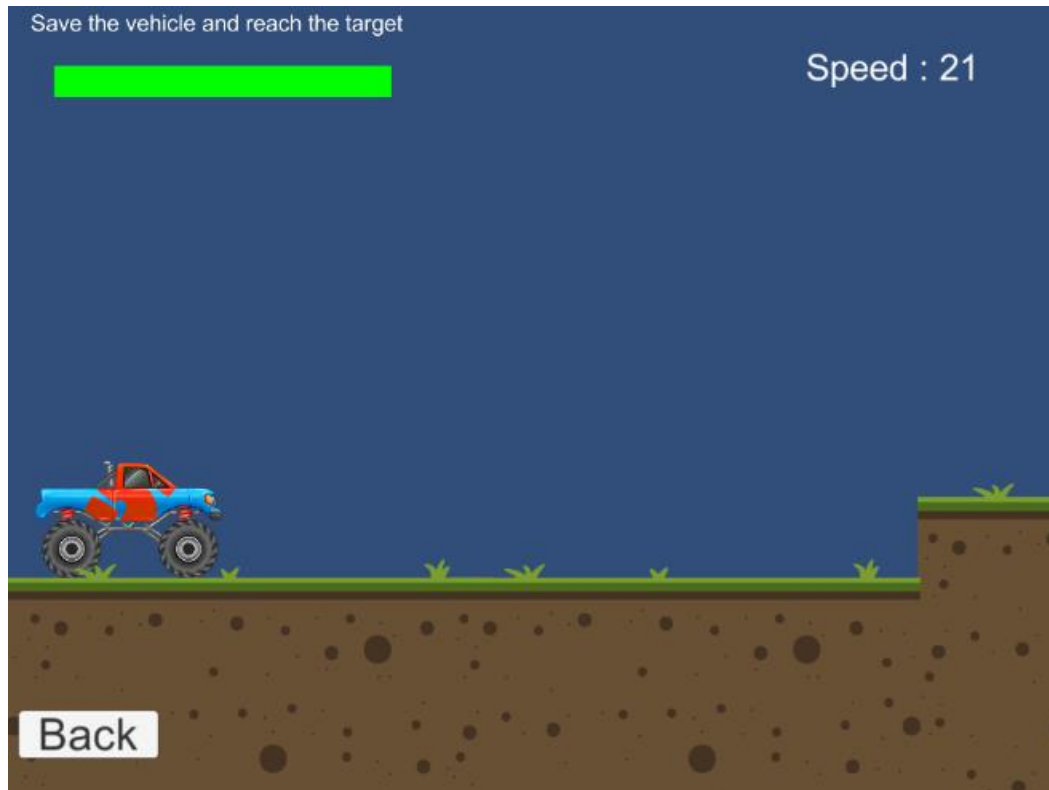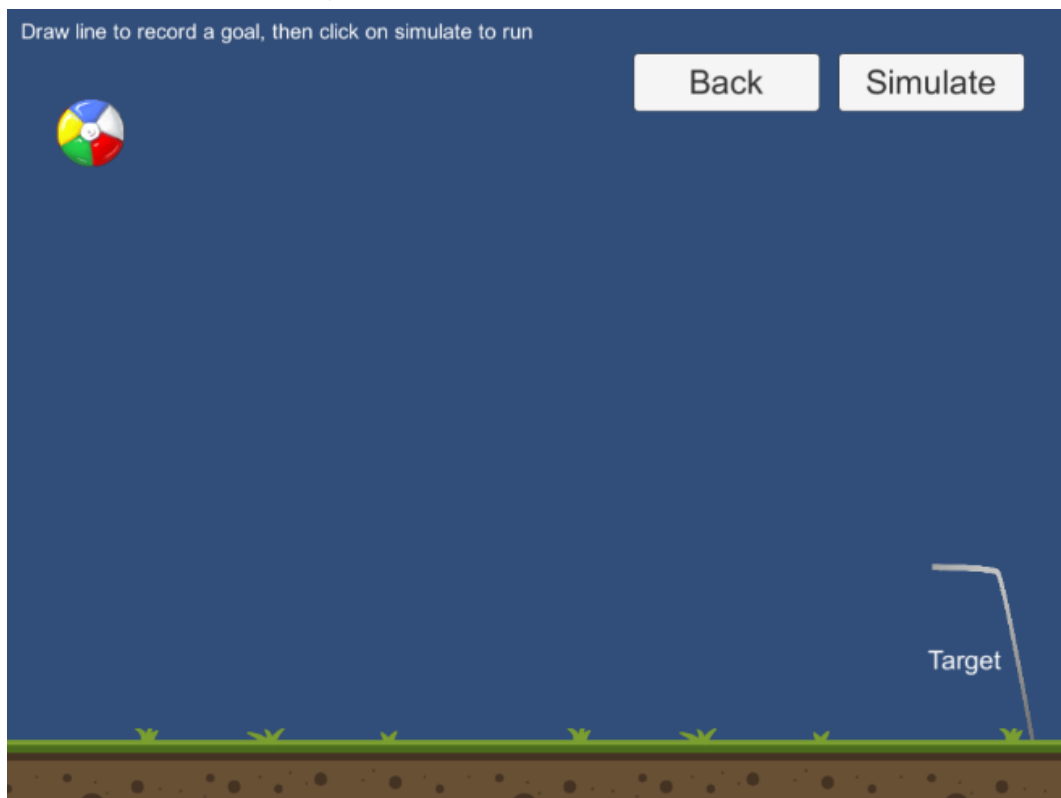
3.0 – Main Scene Brief

Main scene is the first scene in the project which mainly contains the two examples buttons to load the scene of each one.

4.0 -Example1/2 Scene Brief

In **Example1** scene, you need to reach the target by a vehicle,
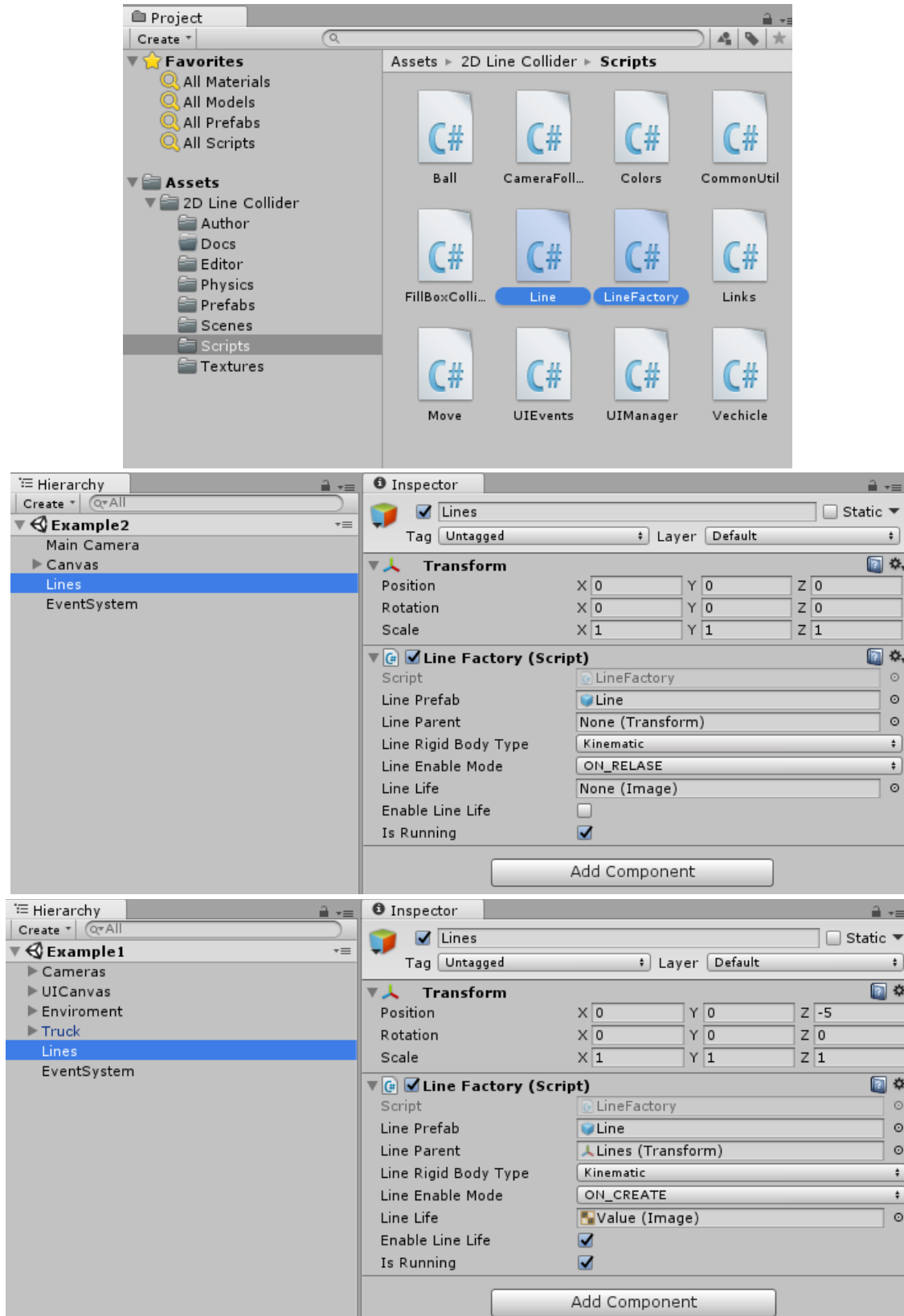Draw a line to create the path for it.

In **Example2** scene, you need to draw a line to create the path
to reach the target then click on Simulate button to test.

5.0 - Line Scripts

In this basic project, you need to focus on the ==Line==, ==Line Factory== scripts they are responsible to create and draw the Lines in the scenes.

2D POLYGON LINE COLLIDER

INDIE STUDIO
www.indiestd.com

6.0 – More Details

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details, do not hesitate to contact us

Useful Links

http://indiestd.com/questions-and-answers

http://indiestd.com/contact-us

Check Out More Assets

Best of Luck ☺