Unity RPG- Setting Up The Basics

1. Start by creating a new Unity Project. Open Unity and Name the Project what you like. Click 2D. Now in the bottom left click on Assets. Now time to create files. Start with the folders. Right Click and create Folder, and create 3. Call them Scripts, Art, and Audio. Add your Art files to art, audio to audio, and Scripts will be made as this project goes on.
2. Make a character 16 by 16 pixels. You can make these in TileMaker, on paper, or whatever you prefer. Make 4 character movements for each direction. Click and drag the character art in.
3. In the Inspector, assign the Pixels Per Unit Value to 16. Set Filter Mode to Paint (no filter) and make the max size 64. Then set format to True Color. Click Apply.
4. Select Sprite Mode and set it to multiple. Click Sprite Editor. In sprite editor click slice in the top left. Set slice to 16 by 16 and click apply. Now you have multiple animations for a single character.
5. If there is a space between each block of art, then use padding.
6. Now it is time to set layers. Your player will ned to be in the front of the background. Click on the player. Click on Sorting Layer and click add Sorting Layer. Hit the plus button. Call it ground. Click it again, and call the second one player. Now set the picture as ground, and the player to player.
7. Create an empty in the hierarchy and name it ground. Drag any pictures to this file so its tidy.