Unity RPG Tutorial #11 – Making Enemies

1. Open your enemy spritesheet, and save it to your art folder.

Now in the inspector (to the right of unity’s screen) Click on the art. Set sprite mode to multiple and pixels per unit to 16 (if pixels are 16) Put filter mode to Point. Change max size to 63 and format to true colour. Click apply.

Click on Sprite Editor now, select type by grid by cell column, and set the number of columns and rows.

Click and drag the enemy into the world, and set Sorting Layer to Player.

Leave order in Layer to 2 so the player can go ahead of the enemy.

1. Click on the enemy in the hierarchy (to the left of screen in unity)

Click on Animator at the bottom of the unity screen on Create (under Animation under the Unity Screen). Go to the animation folder, and name it for example skeletonmovement.

Set the sample rate to 8, and add the idle animations to the skeleton.

Click on the enemy in the hierarchy. Add component in the inspector and name “Circle Collider 2D”. Click enter. And make the enemy offset in circle collider 2d match up with the enemy.

Now create a new script. Call it skeletonController

1. Now add skeletonController to the enemy in the hierarchy via Add component.

public class skeletonController : MonoBehaviour {

public float moveSpeed;

private RigidBody2D myRigidbody;

private bool moving;

public float timeBetweenMove;

private float timeBetweenMoveCounter;

public float timeToMove;

private float timeToMoveCounter;

private Vector3 moveDirection;

void Start() {

myRigidbody = GetComponent<Rigidbody2D>();

timeBetweenMoveCounter = timeBetweenMove;

timeToMoveCounter = timeToMove;

}

void Update() {

if (moving)

{

timeToMoveCounter -= Time.deltaTime;

myRigidbody.velocity = moveDirection;

if(timeToMoveCounter < 0f)

{

moving = false;

timeBetweenMoveCounter = timeBetweenMove;

}

Else

{

timeBetweenMoveCounter -= Time.deltaTime;

myRigidbody.velocity = Vector2.zero;

if(timeBetweenMoveCounter < 0f)

{

moving = true;

timeToMoveCounter = timeToMove;

moveDirection = new Vector3(Random.Range (-1f, 1f) \* moveSpeed, Random.Range(-1f, 1f) \* moveSpeed, 0f);

}

Save the script.

Now click on the enemy in the hierarchy, now go to the inspector, click add Component. Type in “Rigidbody 2D”, and click enter. Go to constraints and freeze z axis, and then change Gravity Scale to 0.

Set the controller script attached to change Move Speed, time Between move, and Time to move, these variables edit how well a enemy moves.

1. In the next tutorial, we will look at player movement and killing enemies