Unity RPG Tutorial 13- Attacking Enemies

1. Click and drag your weapons spritesheet to your art folder. Now edit so that sprite mode is set to multiple, pixels per unit is set to 16, filter mode set to point, max size set to 32, and format set to truecolour. (all located in the inspector). Turn off generate mip maps. Click apply.
2. Click Sprite Editor And Automatically Slice the Objects. We want to be able to switch the sword out. Click and drag the center point of each object right to the middle of the handle of each weapon you have. Click Apply. Now click and drag our sword to our world. Set the sorting layer to Player, and order to 1.
3. Add Box Collider 2D to your weapon, adjust the size and offset so that it matches the size of your blade equipped.
4. Create a new C# script in your scripts folder, and name it “HurtEnemy”

public class HurtEnemy : MonoBehaviour {

void Start(){

}

Void Update() {

}

}

Void onTriggerEnter2D(Collider2D other)

{

If(other.gameObject.tag = “Enemy”)

{

Destroy(other.gameObject);

}

}

1. Click on all the enemies click Tag under inspector. Click Add Tag

Click on the + under Tags

Make It “Enemy”

Now click on all the skeletons, and make them tagged “Enemy” (under the inspector)

1. Attach “HurtEnemy” script onto the sword. Drag the sword object under the Player object to ake it a child. Move the sword into the position of the character.