

PIXEL ART TOP DOWN – BASIC

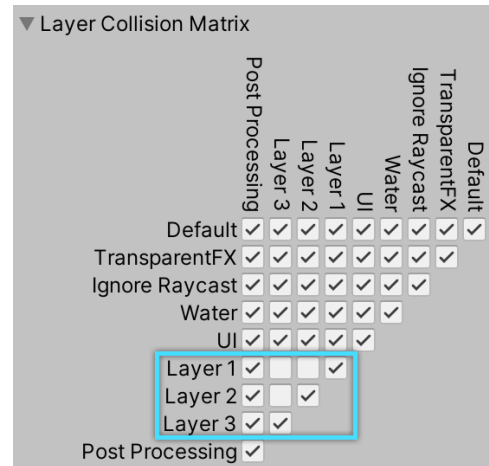
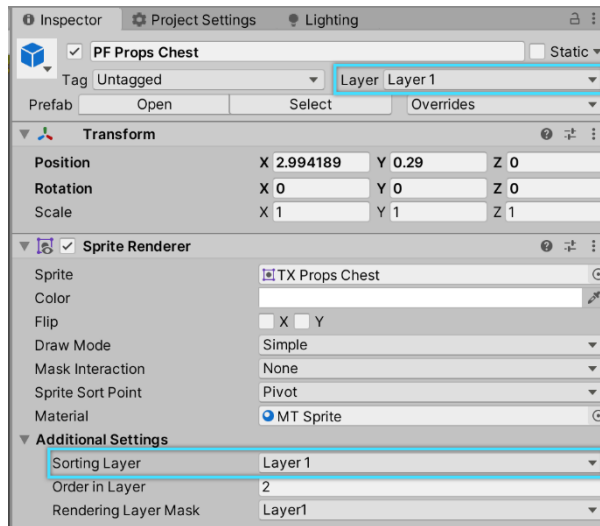
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DEMO SCENE SORTING LAYER EXPLANATION

As you see, the demo scene has platforms of different height levels. To make them sorted correctly, each height level is put at a different Sorting Layer. Inside each sorting layer, objects also have different Order in Layer values.



For collision to work correctly in each height level, objects in different Sorting Layer should also be put into corresponding Layer.



In order to make the player object able to travel between different layers. The stairs objects have two triggers with line collider. When the player object exits the trigger, it will be sent to the layer and sorting layer defined in the scripts attached to the trigger.

