*D*emoscene: navigation2D
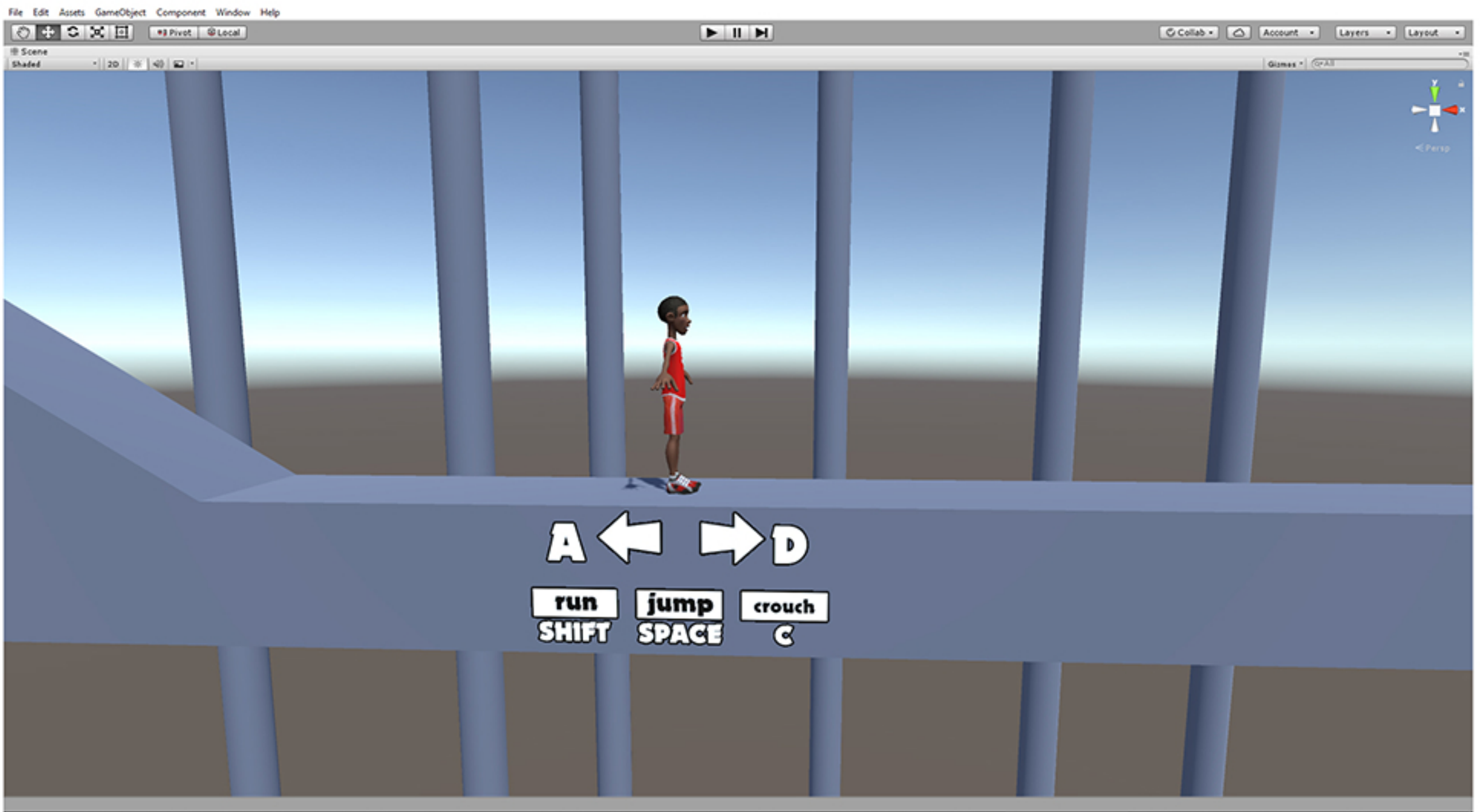
This a scene used to test the animations in a 2d enviroment.

In this scene you will find a character TTBoyB.
You can control him using:

A	move left
D	move right
space	jump
shift	run
shift when runing	sprint
C	crouch

The character uses a script: *TTCharacterController2D* (in the scripts folder)
and uses an animation controller: *boy2D* or *girl2D*
(in the scripts folder).

There is another character deactivated and ready to be used TTGirlD.

If you want to test any other character you will have to place it in the scene
 and add this components:
-rigidbody
-capsule collider
-animator with the animator controller *boy2D* or *girl2D*
and
-the script *TTCharacterController2D.*

The camera uses a script *TTcamera2D* (in the scripts folder), you have to
complete the field *Target* (the character it will follow).

Any doubts? Please write me on my email address: jbgarraza@jb3d.es