


2D Top Down RPG Report

- **The tutorial series you followed**

-  Learn Unity Engine and C# by creating a real top down RPG [F...

- **Key features implemented**

- Collision system using ray-casting
- Tilemap
- Damage System
- Level System
- Portals to other scenes
- Healing System
- Weapon Upgrade System
- Basic Enemy AI
- Switching Characters Skins

- **Your custom scenario**

- You are an adventurer going through an orc castle, but a secret orc wizard has trapped you in an infinite loop within the castle. Reviving you when you die, resetting everything... but your knowledge (Fighting the wizard is unfortunately not implemented yet).

- **Challenges faced and solutions**

- **Problem:** Had trouble accessing the game manager without referencing it directly to every script
 - **Solution:** Make the game manager implement the singleton pattern.
- **Problem:** The sprites that we got does not unfortunately provide much animation.
 - **Solution:** Make use of the animator system within unity.
- **Problem:** The video I used is in an older version of Unity which still has the Text component instead of the TMP Text component the latest versions have.

- **Solution:** Look at documentation for TMP Text and simulate the provided behavior within the video.
- **Link to your repository**
 - <https://github.com/anxapa/2D-RPG-Game>
- **Short Demo video**
 - In the github repository