Goals:

* Create platforms for the player to move and jump on
* Create a character that can move, jump, and collide with things in the environment
* Create spikes that destroy the player on contact
* Create a flag that moves a player to the next level on contact

Before Workshop:

* Distribute art assets
* Ensure every has downloaded

1. Start Unity
   1. New project
      1. 2D
      2. Unity analytics off
   2. Talk about Window panes
   3. Orthographic Camera vs Perspective (Vanishing Point)
   4. Create Sprites Folder
   5. Move all sprites into that folder
2. Make Platforms / Background
   1. Ensure Camera is Othographic and at (0,0,0)
   2. Drag Sunset.png into the scene at (0,0,0)
      1. Rename Background
   3. Drag dirt block into the scene
      1. Rename Dirt\_Platform
      2. Add collider so things can collide
         1. Test by dropping a dirt block on a dirt block
      3. Save Prefab
      4. Use vertex mode to connect multiple blocks to each other
         1. Save prefab
      5. Save Scene (Level1)
3. Make Character
   1. Set up Player
      1. Drag onto scene
      2. Rename Player
      3. Add rigid body
         1. Test
      4. Add collider
         1. Test
      5. Add Player tag
      6. Click and drag animations onto the player
         1. Test
         2. Set animation speed to 8 in Animations tab
         3. Test
   2. Add script named PlayerMovement
      1. Make Scripts folder and move the newly generated script there
      2. Update vs FixedUpdate
      3. In Fixed Update check for Horizontal Input
         1. Get RigidBody2d in Start()
         2. Transform vs Velocity vs Force
         3. Add velocity velocity = new Vector2(Input.getAxisRaw(“Horizontal”), rb.velocity.y)
         4. Test
         5. Make player speed visible in editor
         6. Test
      4. Jump
         1. Add jumpSpeed to class
         2. Add to FixedUpdate
         3. If player pressed jump and canJump, then set y velocity to 10
         4. void OnCollisionEnter2D(Collision2D other) {
         5. Make Spikes
   3. Does not need RigidBody
   4. Does need Collider
   5. Spikes script
      1. OnCollision2d(Collider2D other) if (other.gameobject.tag == “Player”) Destroy(other.gameObject) restart level
   6. Test
4. Make finish flag
   1. Does not need rigid body
   2. Does need collider
   3. Flag script
      1. OnTriggerEnter2D, if other is player, go to next level
5. Save scene Level1
6. Add blank level2
7. Add to Scenes
8. Play level1