

To do

- Skiing
 - Skier
 - Snow
 - Trees
 - Mounds of snow
 - Fallen trees
 - Animals
 - Fence
 - Snow falling
 - Houses
 - **Icon of pie getting cold**

Steps

- Drag desired png into project (Art folder)
- Select png
- Go to inspector
 - Change filter mode from Bilinear to Point (no filter)
 - Change Compression to None
 - If multiple assets in the sheet: Change Sprite mode to Multiple
 - Click Sprite Editor
 - Click Apply
 - In sprite editor: Type -> Grid by Cell Size
 - 16 by 16 (or whatever your smallest tile is)
 - Click Slice
 - Click apply
 - Close sprite editor
- Now when you click the white arrow on the png, you see all of the pieces
- Right click on the Scene in the Hierarchy panel
 - 2D Object -> Tile map -> Rectangular
 - Name it Tilemap-No Collisions
 - Right click what you made -> Duplicate
 - Name it Tilemap-Collision
- Click Tilemap Collision
 - On Inspector panel, click Add Component and search Tilemap Collidr 2D
- Window-> 2D -> Tile palette
 - Drag near inspector window for easiness
- In folder, right click, create new Folder named Tiles
- Tile Palette-> Create new Palette
 - Cell size manual -> 0.16 by 0.16
 - Rename palette
 - Click create
 - Put in Art folder
- Drag png into Tile Palette drag section, which creates grid
 - Save into Tiles folder

- Click grid
 - Inspector: Change cell size to 0.16 by 0.16
- Now can select tiles and place them on the correct grid (No collision or Collision)
- Need a new tilemap if placing objects on top of each other