











Inspector

Tile Palette

Frog

Static

Tag Untagged Layer Default

▶

Transform

?

↔

⋮

▶

Sprite Renderer

?

↔

⋮

▶

Animator

?

↔

⋮

▼

Box Collider 2D

?

↔

⋮

Edit Collider

MaterialNone (Physics Mat)

Is Trigger

Used By Effector

Auto Tiling

Composite OperationNone

Offset

X-0.006866395Y-0.04005374

Size

X0.2513365Y0.2673579

Edge Radius0

▶ Layer Overrides

▶ Info

▶

Rigidbody 2D

?

↔

⋮

▼

#

Player Move (Script)

?

↔

⋮

Script

#

PlayerMove

Run Speed2

Jump Speed3

Sprite-Lit-Default (Material)

ShaderUniversaEdit...

