Tasty Lands

Flat Asset Documentation

Quick Start Guide

Table of contents:

1-Introduction

This nature tile pack contains 9 differents biomes (forest, stone, water...) with 9 variations for each:

- Small quantity of biome x3
- Medium quantity of biome x3
- Big quantity of biome x3

Additionaly, these following tiles are an other tile named Full (100% of biome on the tile)

- Field
- Forest
- Ground
- Stone
- Tree

   The art style shows than each tile is divided in 9 cells in a 3x3 grid, you can't edit all of standard tiles, HOWEVER, there is a prefab with 9 empty objects and many cell images include inside the project to custom exactly the 3x3 tile you want.
(for more, see CustomTile Prefab in Chapter 2)

Step 1: Import settings

- **Click on GrassFieldBig01.png (Assets\Sprites\StandardTiles\Grass)**
- **Note that pixel per unit in the Import Settings is set to 300, (In the Inspector window), it allows to move when holding ctrl to move in a size of a cell.**
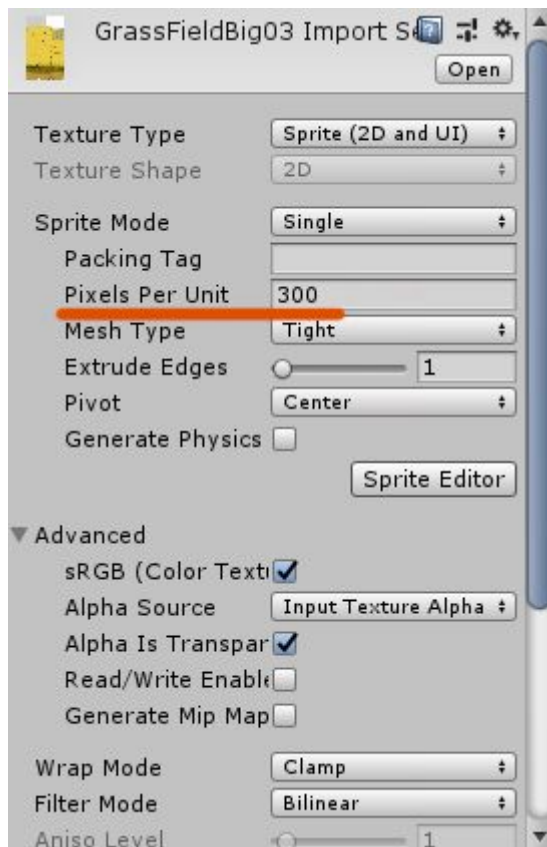
Note: be sure to adjust the snap value:
X= 1 Y= 1 Z= 1.
(menu: **Edit** > **Snap Settings…**)
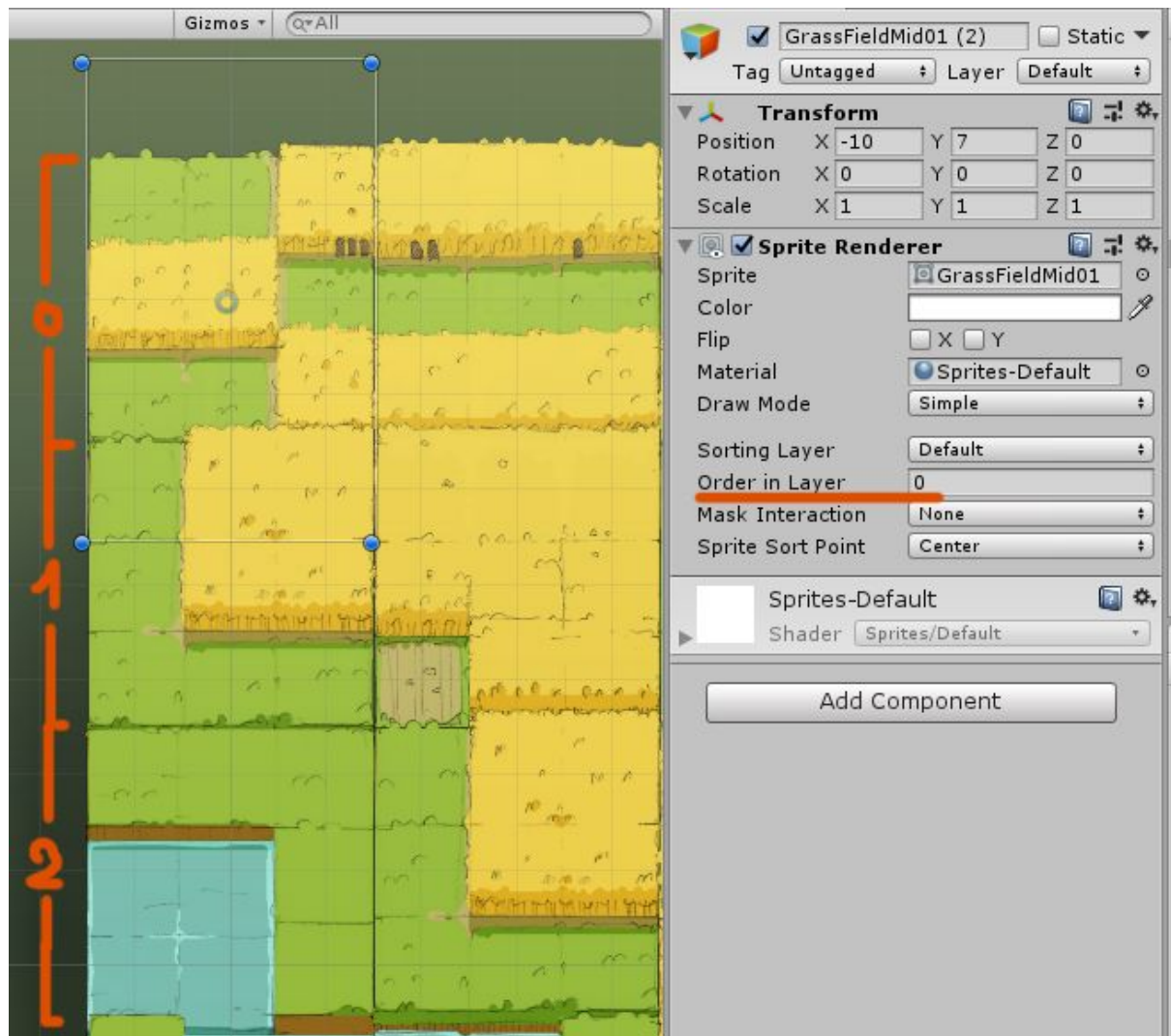

Step 2: Order in Layer

Tiles can be ordered with 2 ways: Order in Layer and Z axis.

-Order in layer:
The top line of Tiles has the lower Order in Layer value like the screen shown below. I put 0 value but you could have a negative value if you want.
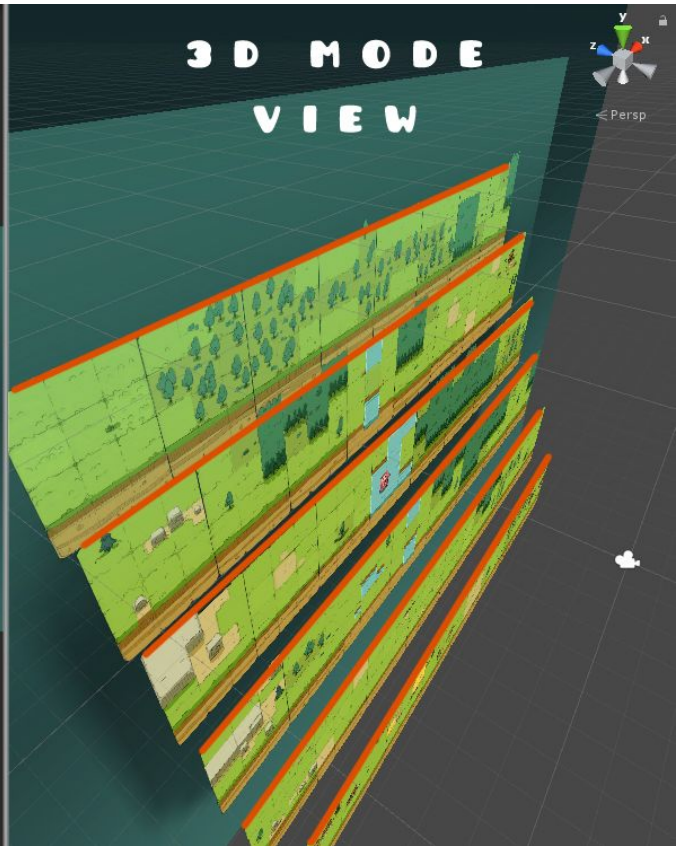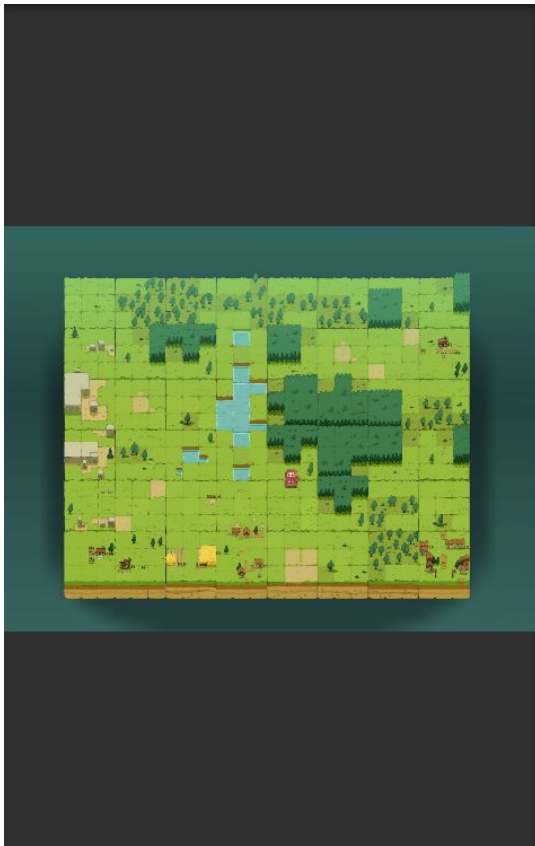**The next line must have a positive value to pass over the previous line.**
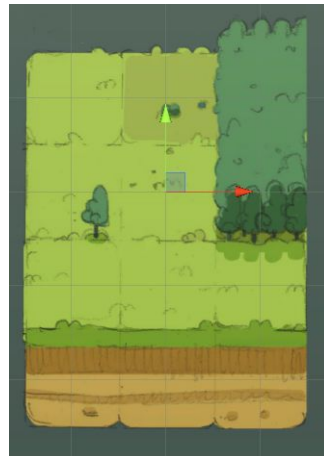**Etc…**

-Z axis:

To have the same result, you can set a negative Z value to get the tiles pass through the other. Even if the assets are in 2D, Unity considers the Z axis to sort the objects.

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2-Prefabs overview

A-Standards Tiles Prefabs x80
These are the original tiles of the pack.

B-GroupTiles Prefabs x45

The goal of these groups is to quickly compose a map with differents but homogeneous quantity.

**One group contains 9 Tiles, this group shown below is the TopLeft Tree Group**

There are 9 GroupTiles per Biome:

TopLeft   / Top   / TopRight
CenterLeft / Center / CenterRight
DownLeft / Down   / DownRight

C- Level Template x7 for random map generator

  A levelTemplate is compound of 9 Empty Game Objects named SpawnPoint.
When you put you Level Template into the scene and press "Play", a script fills all the spawn point with tiles choosen at random in a list that you can edit like you want.
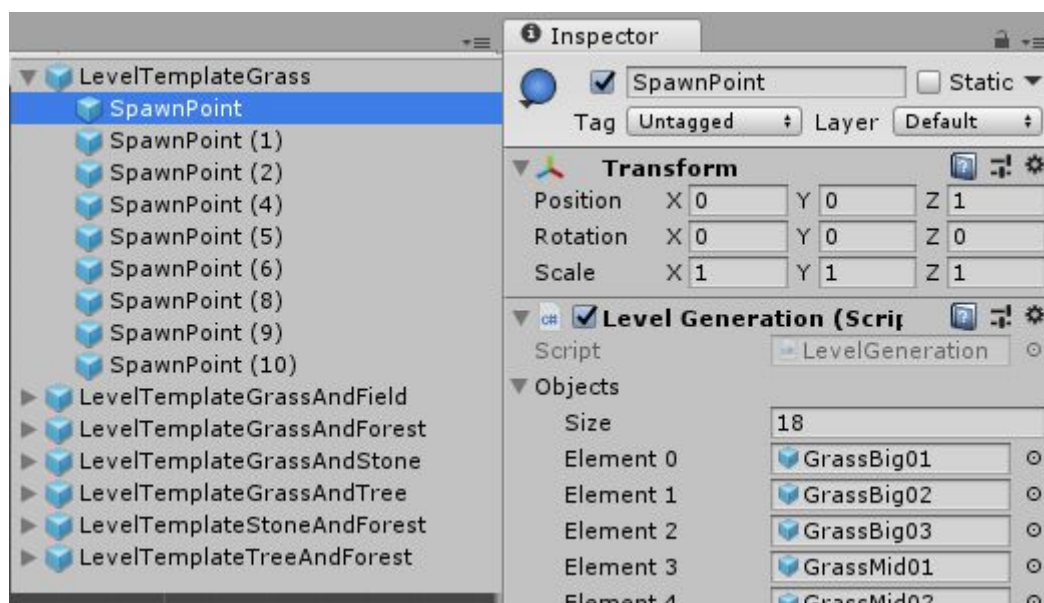
In my case, I mixed complementary biomes, like forest and trees, grounds and fields, but it exists many other possibilities you can create.

With the same way, if you open the RandomMapGenerator scene, you'll see I used the same script into a Game Object name LevelGenerator and set a list of LevelTemplate.
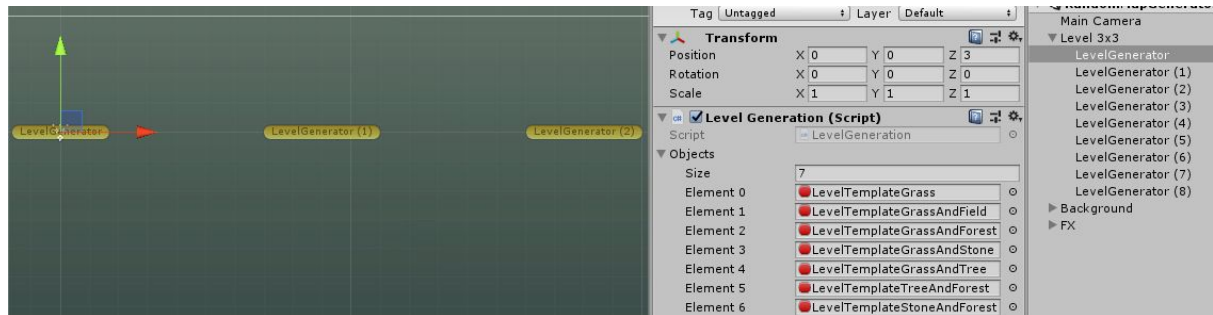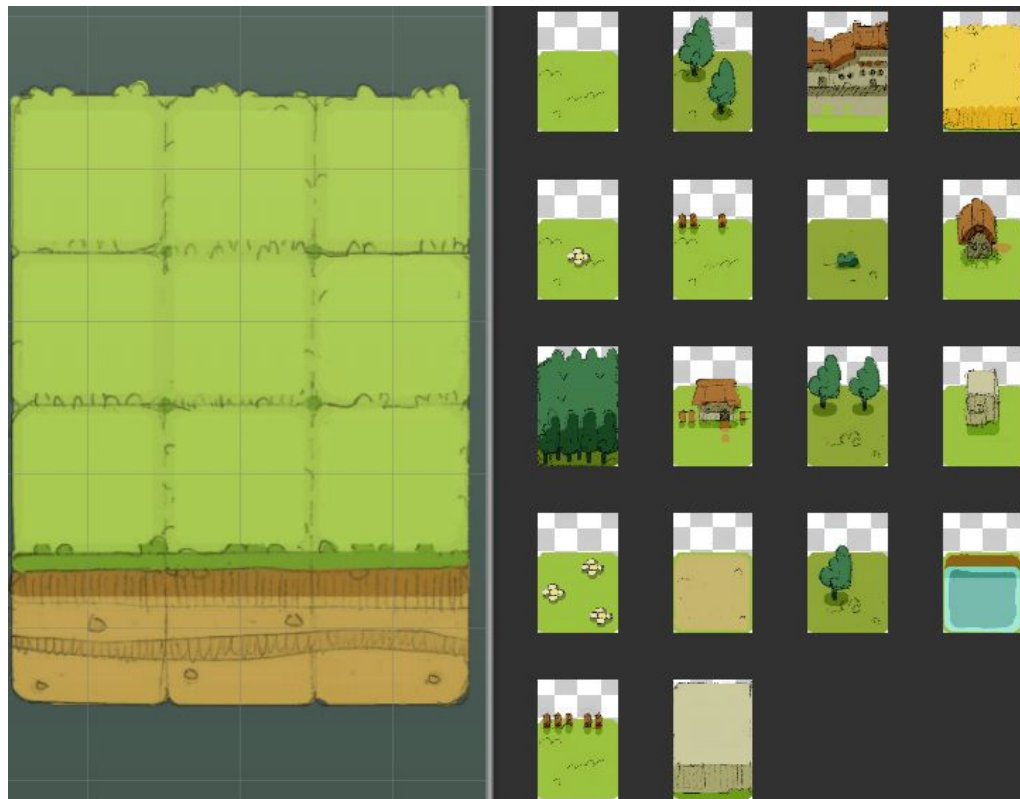

When you press "Play",9 Levels Generators in the scene choose at random in a list of LevelTemplate Prefabs and each LevelTemplate choose at random in a list 9 Tiles to fill theirs Spawnpoint.

Lucky you are, a 9x9 Tiles Level is born in 0.1 milisecond ;)

4-CustomTile Prefab

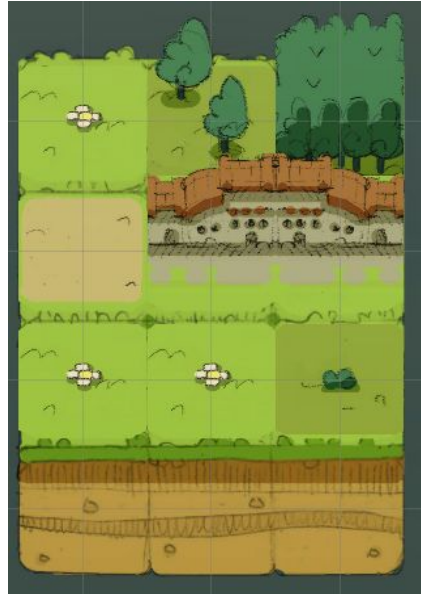With this prefab you can edit the tile you need for your game.

It contains 9 cells (order in layer already configured) and you can put any image in any place.

5- RandomCustomTile

In bonus, this prefab works exactly with the same script saw before:
Drag CustomTile Prefab into the scene then press "Play" to see a random tile appears in the scene.

TADAAAAA.

3-Tips

- You can flip in X all the tiles you have to multiply by 2 the number of tiles you have (160+ !!!)
- You can also flip in X cells for the Custom Tile.