

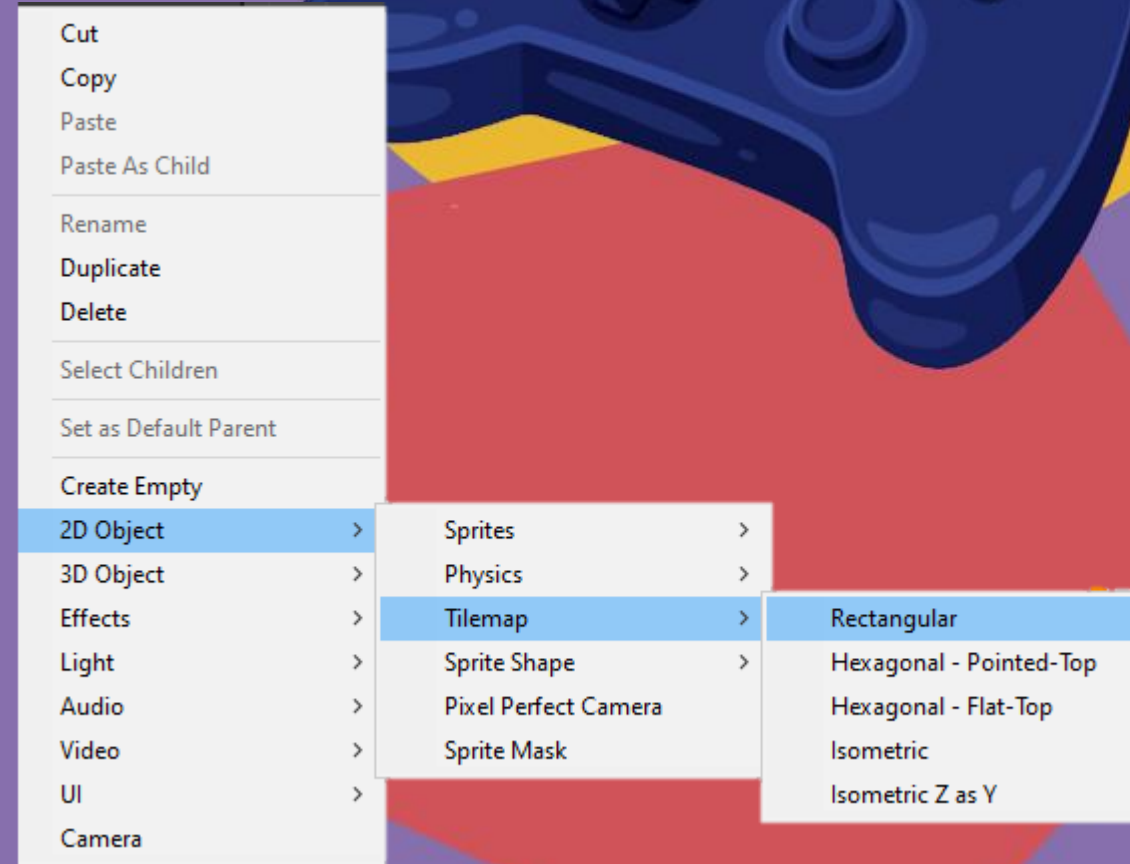
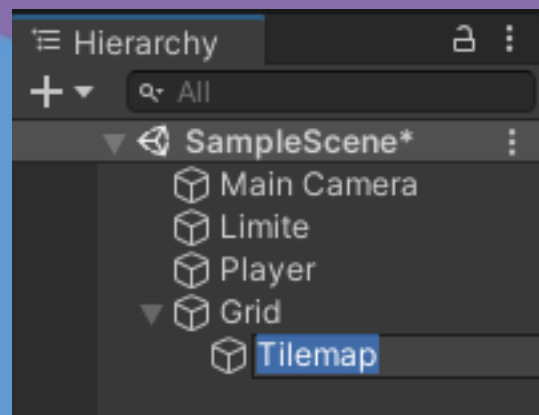


# CRIE SEU PRIMEIRO JOGO UTILIZANDO UNITY

- Projeto Tiny RPG Forest -  
(mapa)

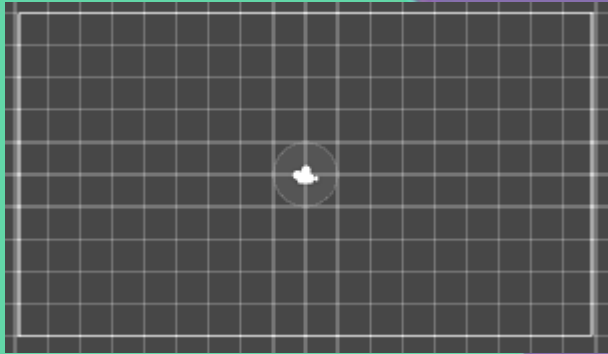
# Projeto Tiny RPG Forest

- Em HIERARCHY
  - criar um GameObject
  - do tipo 2D Object -> TileMap -> Rectangular
- Automaticamente é criado o Grid e dentro o TileMap
- Renomear o TileMap para “Mapa”

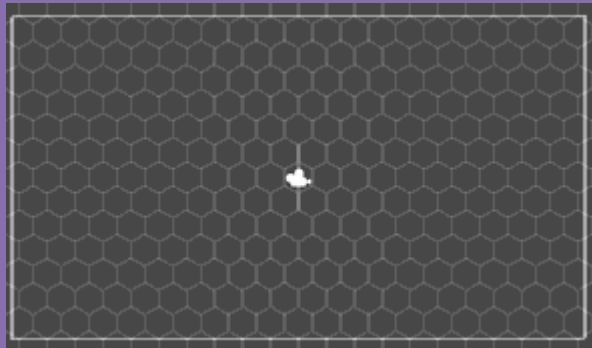


# Projeto Tiny RPG Forest

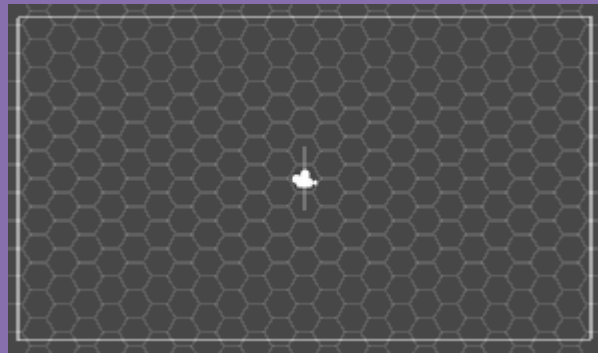
- Rectangular



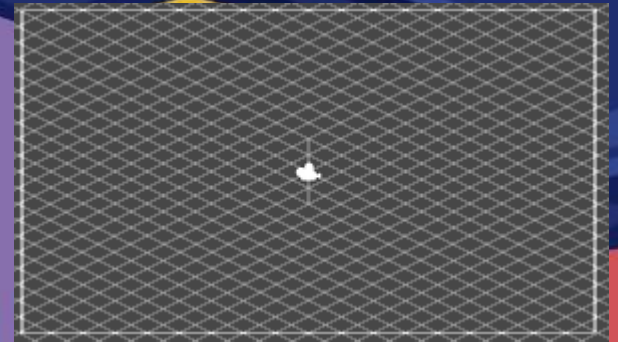
- Hexagonal
  - Pointed-Top



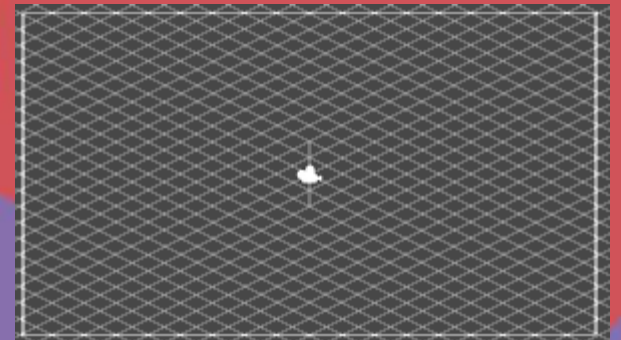
- Flat-Top



- Isometric



- Z as Y



MAIS USADA

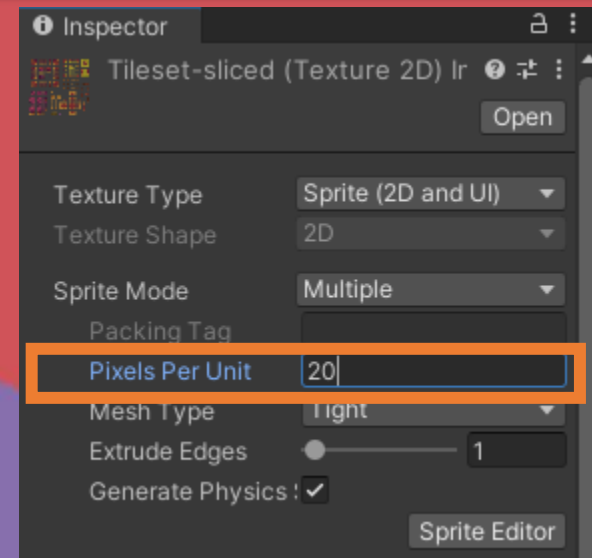
# Projeto Tiny RPG Forest

- Criar pasta Assets -> Sprites -> background
- Arrastar a imagem “tileset-sliced” de Assets -> Tiny RPG Forest -> Artwork -> Environmet para Assets -> Sprites -> Background

Sua vez de  
fazer!

## Ajustar o tamanho em todas as imagens!

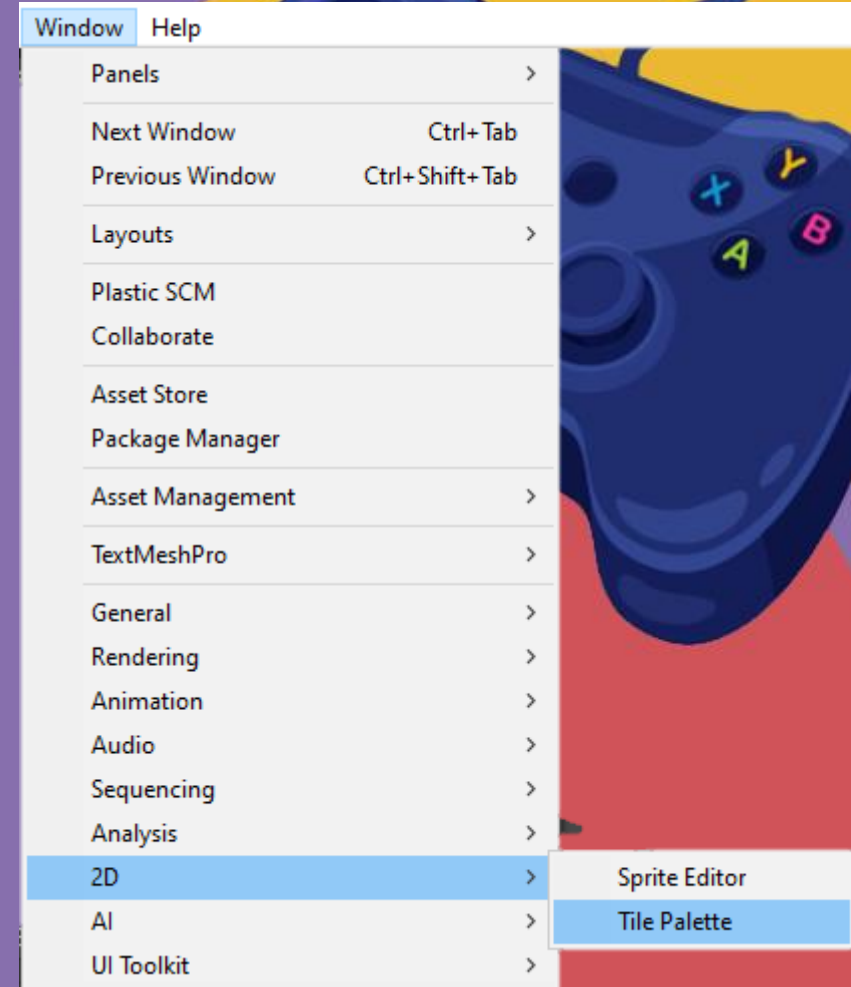
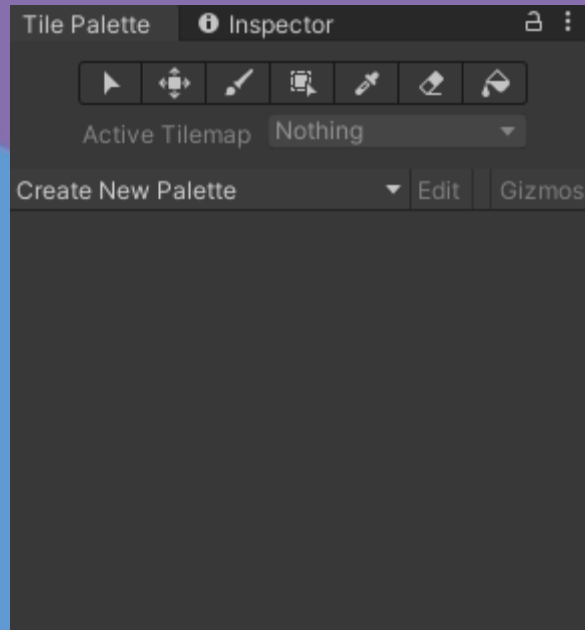
- Ajustar a imagem:
  - Selecione a image em Project, e ajuste no Inspector para que os pixels per unit sejam 20, ao invés de 100!
  - Pressione o botão Apply.





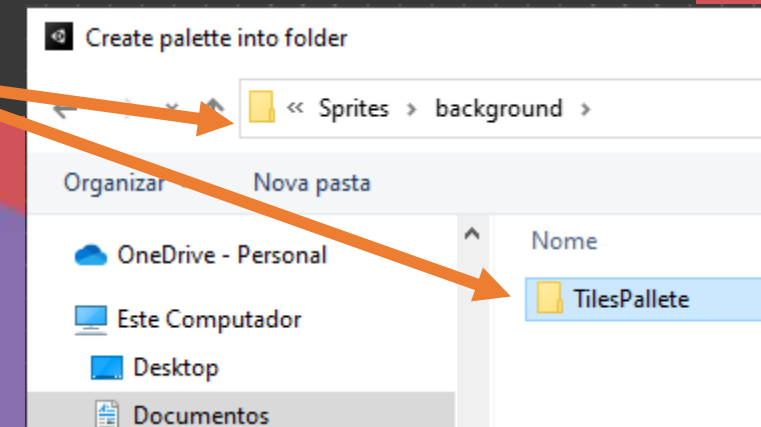
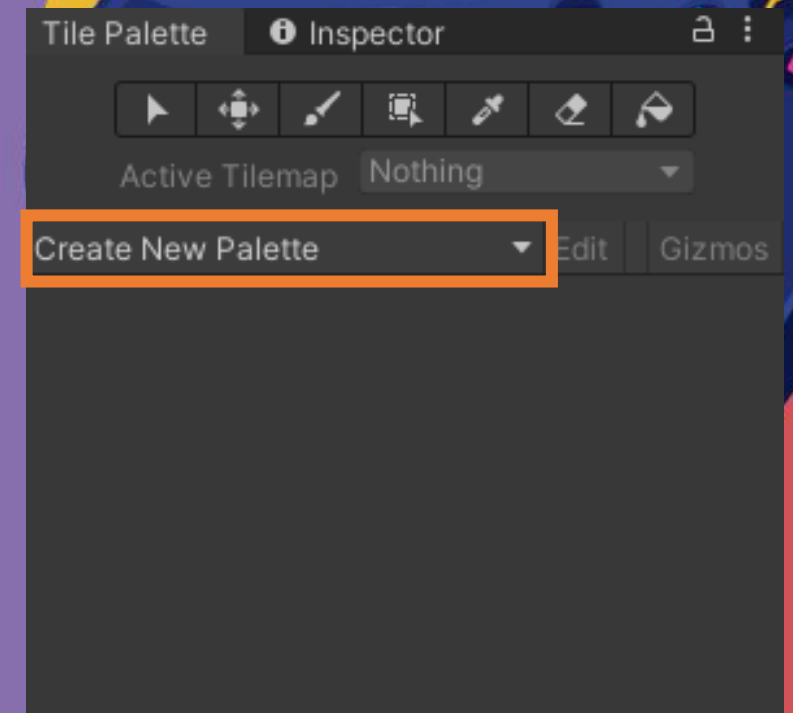
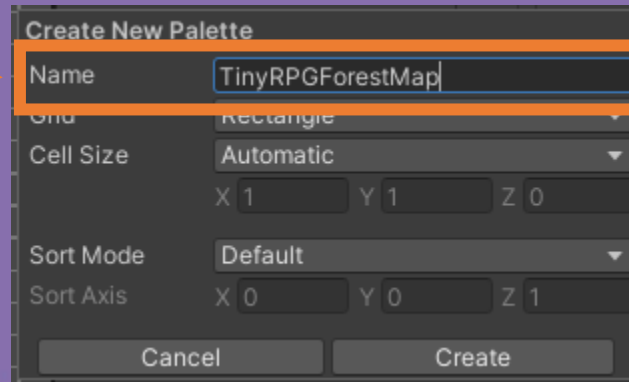
# Projeto Tiny RPG Forest

- Selecionar o Mapa e abrir o Tile Palette (Window -> 2D -> Tile Palette)
- Arrastar o menu TilesPalette para o mesmo lugar do Inspector



# Projeto Tiny RPG Forest

- Criar uma nova palheta
- , na pasta “TilesPalette”, com o nome de “TinyRPGForestMap”
- Criar uma pasta chamada TilePalette dentro de Sprites -> background
- Arrastar o sprite para o TilePalette



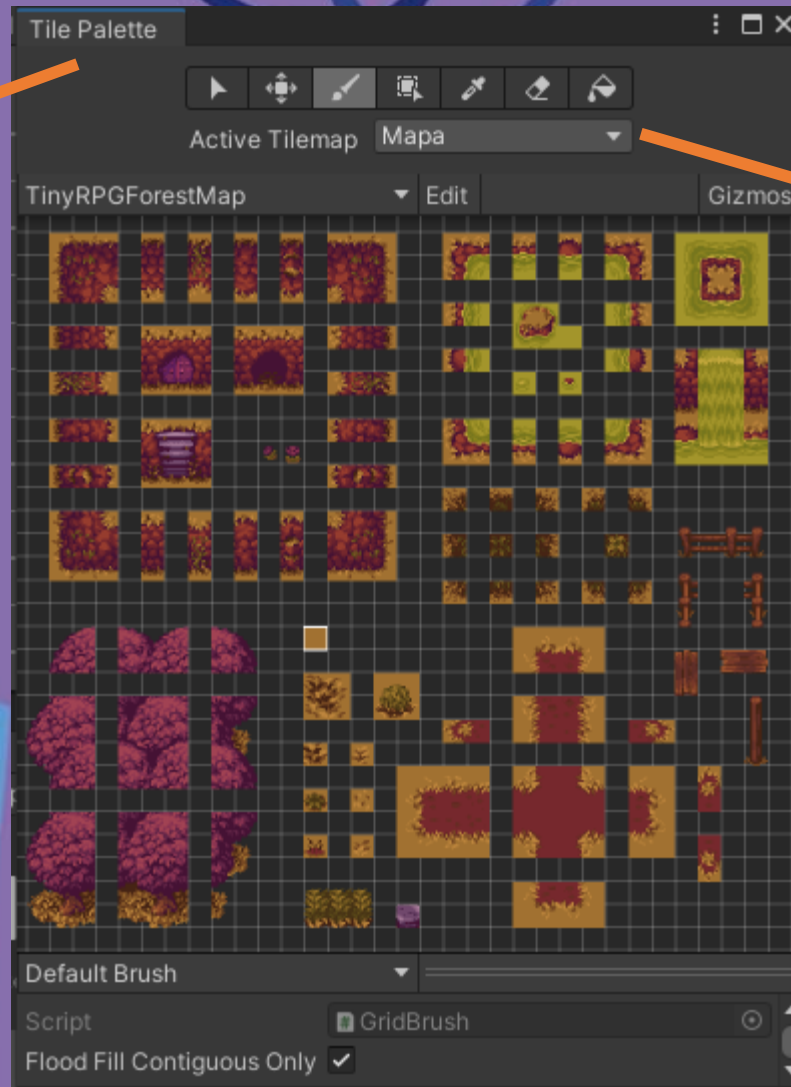
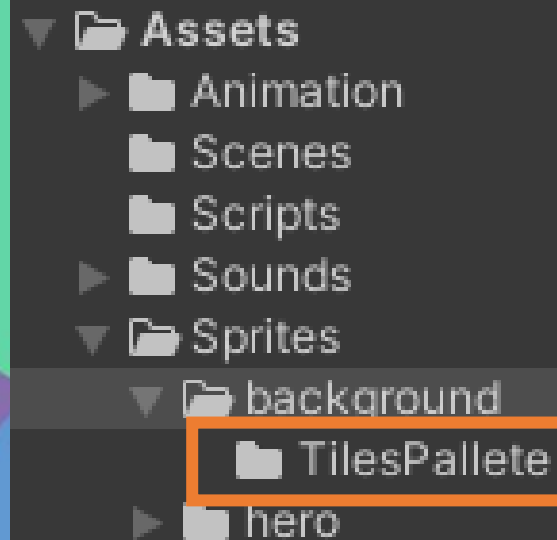
# Projeto Tiny RPG Forest

- Se clicar na seta anexada à imagem, abrirá todas as imagens para serem utilizadas no MAPA a ser criado



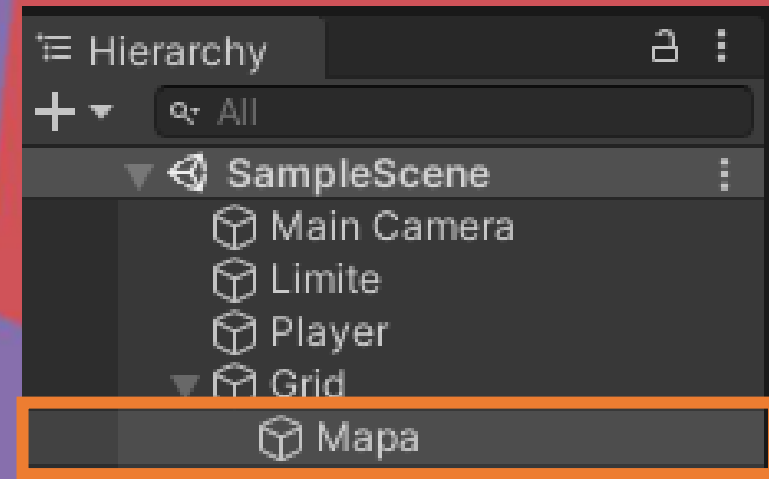
# Projeto 4 – SunnyLand – TileMap

TilePalette



TileMap Ativo

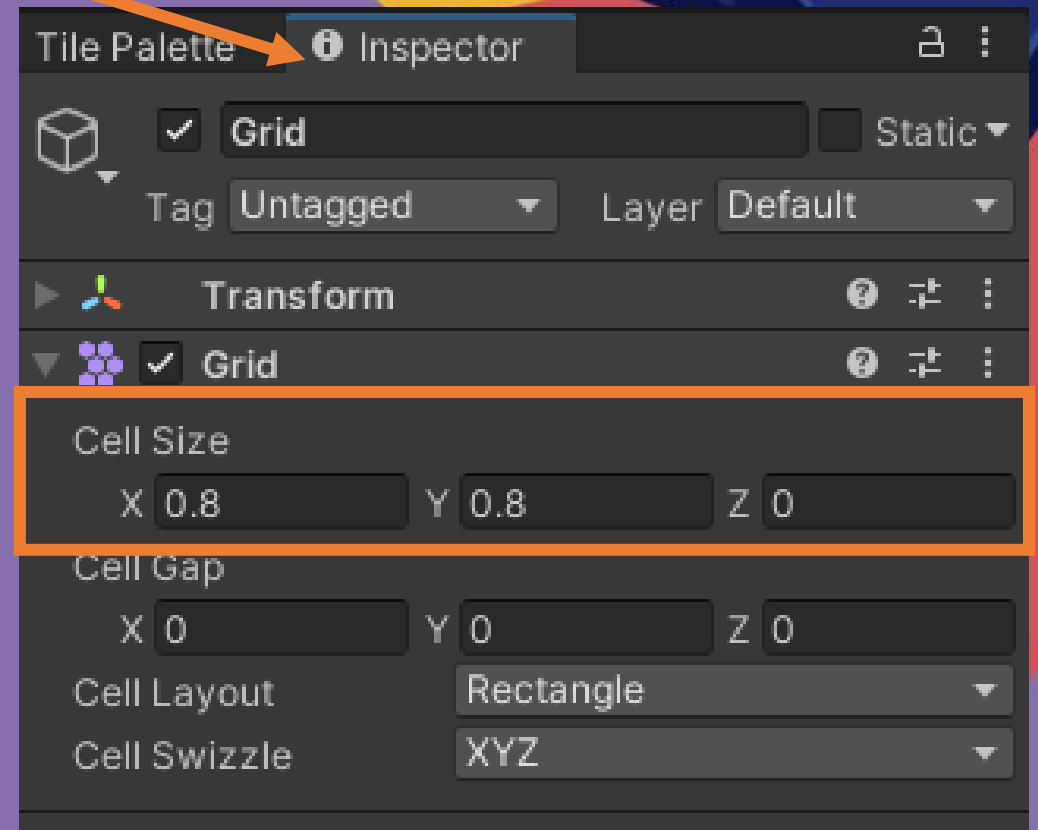
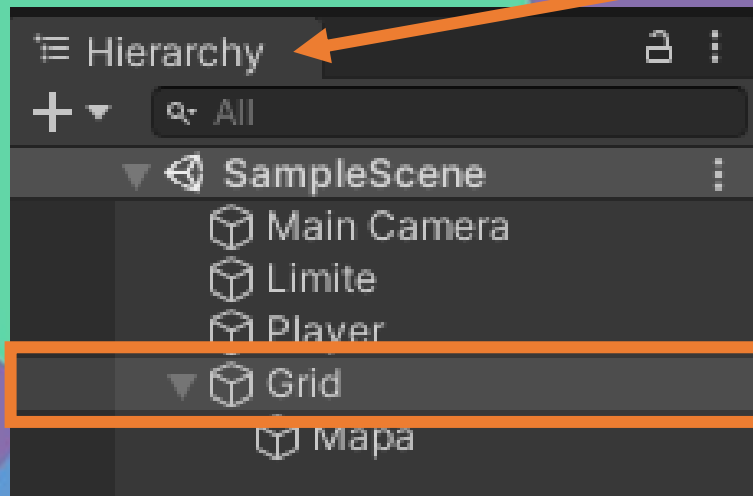
\*pode conter vários tilemaps na mesma cena





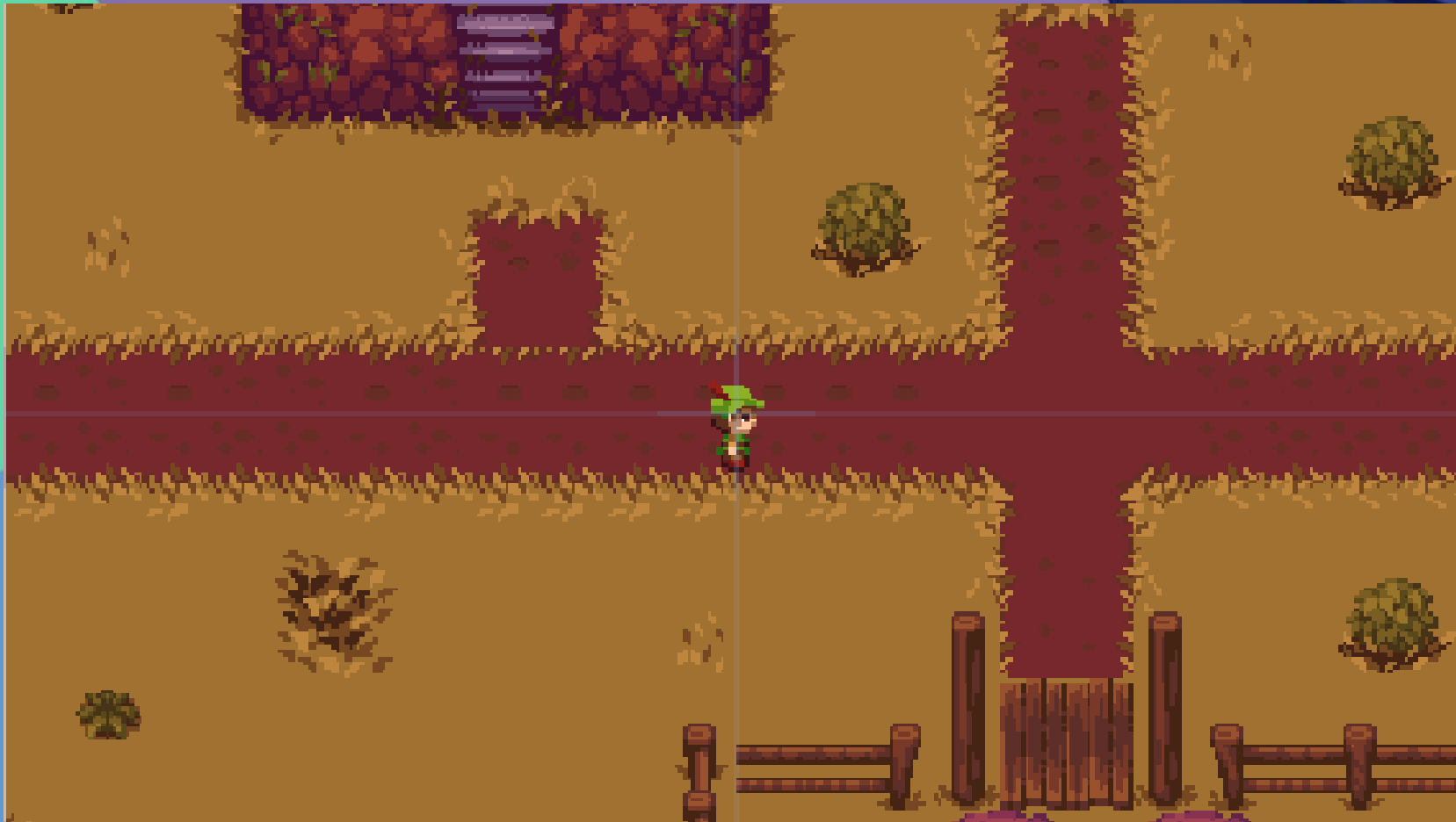
# Projeto Tiny RPG Forest

- No o “Grid” selecionado em HIERARCHY, no INSPECTOR diminuir o tamanho de cada célula/quadrado para 0.8



# Projeto Tiny RPG Forest

- Começar a desenhar o mapa



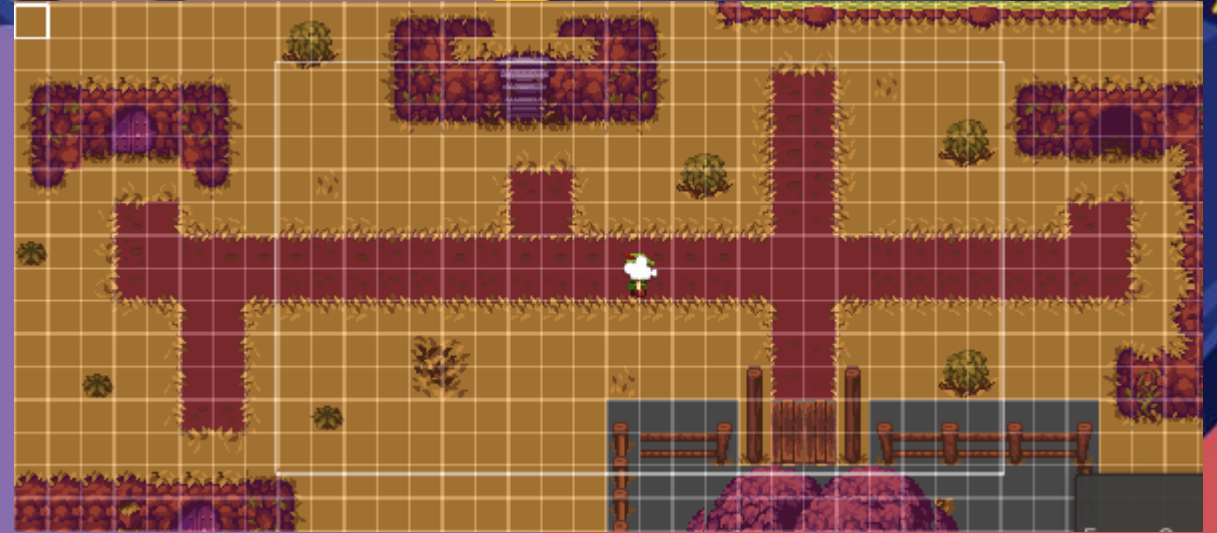
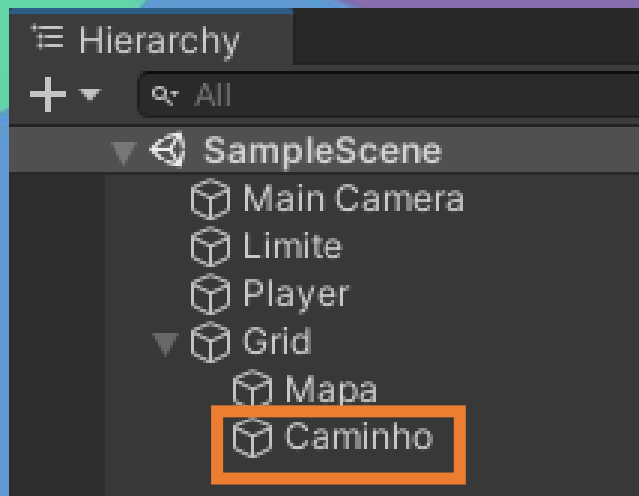
# Projeto Tiny RPG Forest

- Sugestão de mapa
- Alterar a cor de fundo da câmera para a mesma do fundo (areia)



# Projeto Tiny RPG Forest

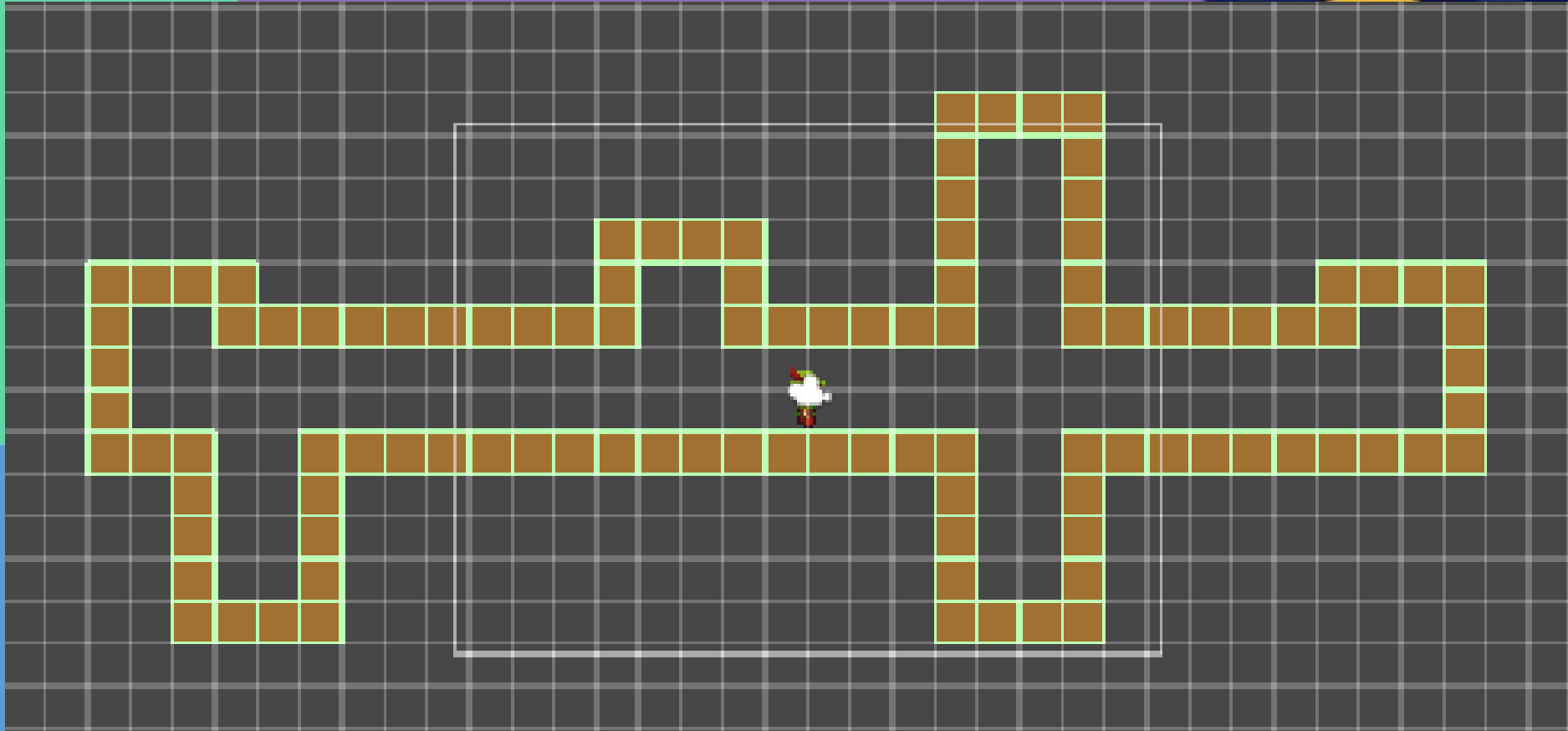
- Mas antes, para facilitar a programação, vamos separar o caminho. Como?
  - Com o GRID selecionado
  - Criar outro GameObject
  - do tipo 2D Object -> TileMap -> Rectangular e nomear para caminho





# Projeto Tiny RPG Forest

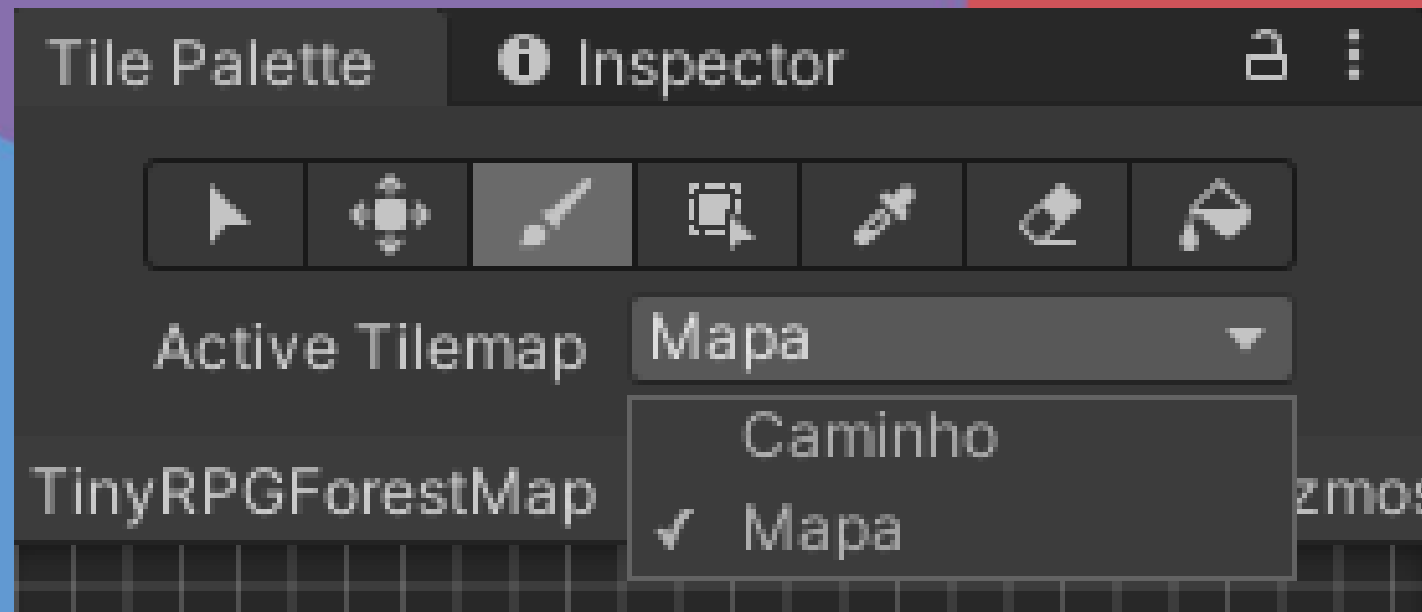
- Selecione, em Grid, o TileMap “Caminho” e adicione o componente “TileMap Collider 2D”



# Projeto Tiny RPG Forest

Agora tome  
cuidado!

**Ao ajustar o mapa e o caminho deve alterar  
qual o Active Tilemap em questão!**



PRONTO!

Aguardo vocês na próxima  
aula, com o UNITY ABERTO  
NO PROJETO!

