2D Platformer Simple

Project Assets

# Setup

To get your project setup, first create a new Unity Project through the Unity HUB.

Graphical user interface, application

Description automatically generated

Use the 2D Core Projectile Template:

A screenshot of a computer screen

Description automatically generated with medium confidence

Wait for Unity to open, or open it manually. Make sure you’re inside the Unity Editor.

You’re project folder should be empty:

Graphical user interface, application

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Download the following package:  
<https://www.dropbox.com/s/65lybob3ilybblv/2DPlatformerSimpleAssets.unitypackage?dl=0>

Graphical user interface, application

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Drag and drop this package into the Unity Project Panel and it will bring up an Import Window:

Text

Description automatically generated with medium confidence

Make sure everything is selected (or just press the ‘All’ button) and hit Import.

Once imported you will see many new folders and project files.

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Find the scene file named ‘AssetShowcase’ and double click it to open it.

Graphical user interface, text

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Before we begin playing we need to set up a few more things to make sure our mechanics work properly in the editor.

Add Layers for Mechanics Interactions

In order for the mechanics to interact properly with each other, we need to set up the Physics layers in our Unity Project.

Open the Layers Panel Dropdown (usually in the top right), and click ‘Edit Layers’. Our goal is to add a few new layers.

Graphical user interface

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It’s important that these layers are named the same as in the screenshot, and that they correspond with the same Layers listed in the screenshot as well.

Now that we have everything set up, hit the Play Button!

Graphical user interface, website

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Use W/D to move left and right, and use Spacebar to jump. Experiment with what’s in the scene, and poke around on the gameObjects and components in the Inspector window. There’s many values you can change and modify to make even more unique mechanics!

Diagram

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# Mechanics Overview

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TBC