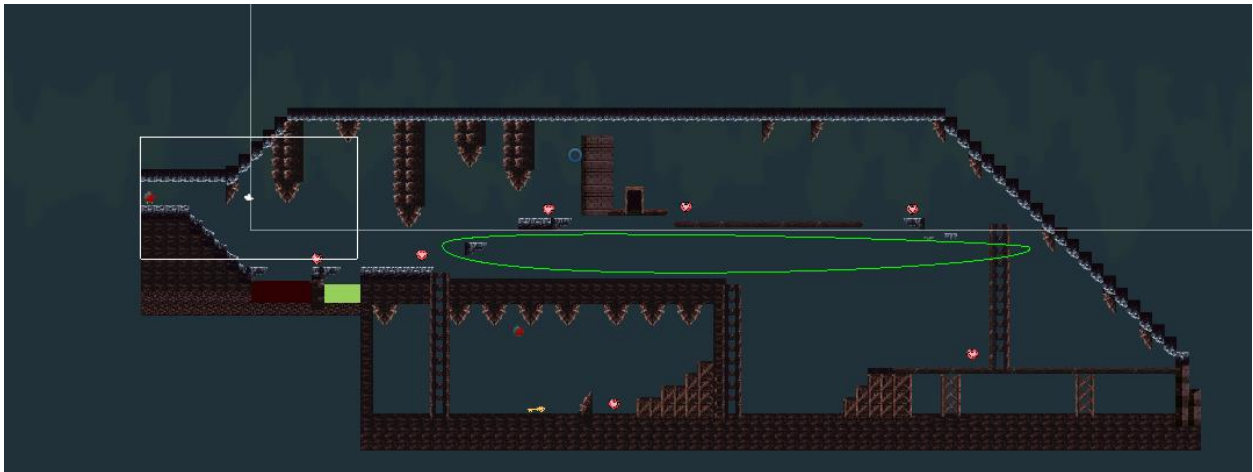
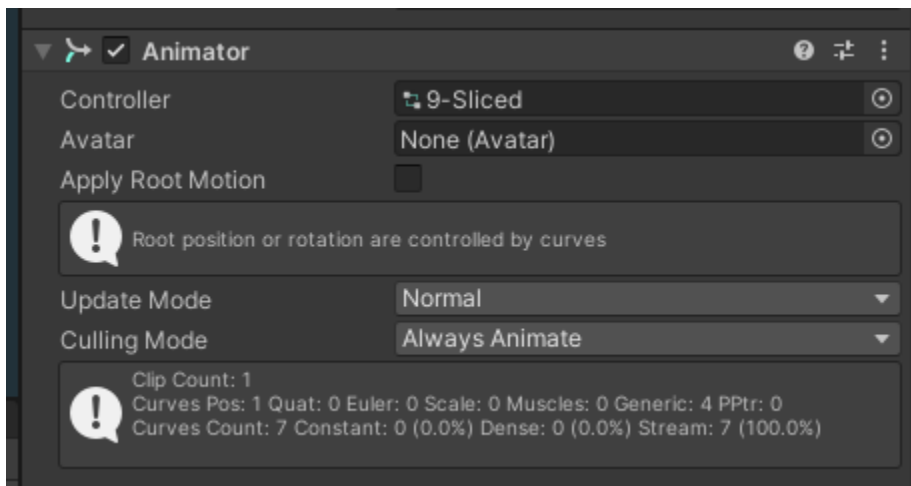


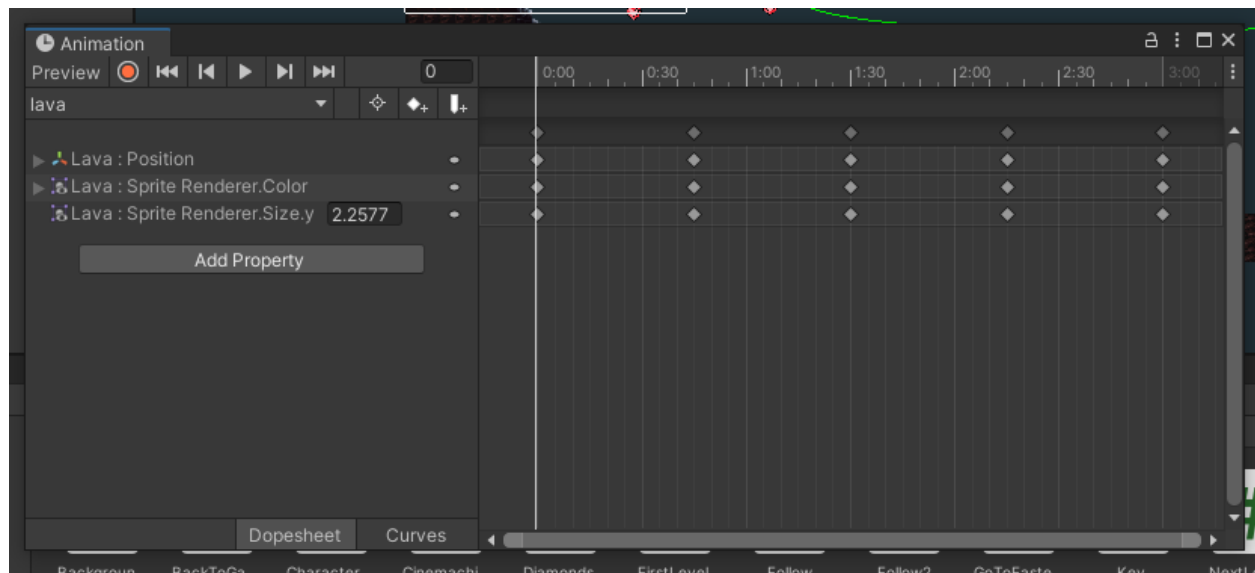
CENG462 FINAL JAM SOLO REPORT

In this project I designed level 1 by using tile maps. Selecting asset and Applying Windows > 2D > Tile Palette. Drag image and drop into palette. Don't forget to make asset multiple sprite mode. Otherwise, we cannot get separated sprites to add. After that, I added a background image. I added an empty game object and opened tile palette and designed game as I wish. I also added foreground to design ladders. I added tile map collider and composite collider. Sometimes our player is getting stuck into collider. Adding composite collider handles it.



I also added 2 animations. There are 2 obstacles in my design. I added 2D square sprites. Clicked to sprites and go to Window > Animation > Animation and changed color and length of y axis and applied it. Also added collider to interact with player. According to the collision our player starts from scratch to level. We added a tag to those colliders added objects and, in our script, it has several attitudes by tag. For example, if your tag is Obstacle, it could start from scratch or run the climbing animation and move at y axis.





Last I added music into our game. First, I added AudioSource and AudioClip into script. Then I gave the sounds on Unity Editor. Also added a AudioSource component. After then I configured the sounds about how to run them. There is a method exists. It takes a parameter to run selected sound. On jumping event our player runs jump sound and when it collects an item which has a tag collectable it enters to collision and plays the collecting sound. I also added a background sound which is singleton object. Runs forever.

