Step 1: Set Up the Project

1. Open Unity Hub
2. Click "New Project"
3. Choose "2D Core" template
4. Name it `MonkeyBananaGame`
5. Click "Create"

Step 2: Set Up the Scene

- Create GameObjects: Player, Tree, Banana, Ground, Canvas (UI)
- Organize with empty GameObjects like "Environment", "Collectibles", and "UI"

Step 3: Add Sprites

- Use placeholders or download from Kenney.nl
- Import PNGs into `Assets/Sprites/`
- Set Texture Type to "Sprite (2D and UI)"

Step 4: Create the Player (Monkey)

1. Create a 2D Sprite GameObject named `Player`
2. Add `Rigidbody2D`, freeze Z rotation
3. Add `BoxCollider2D`

Movement Script: `PlayerMovement.cs`

```
using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
        public float moveSpeed = 5f;
        public float jumpForce = 7f;
        private Rigidbody2D rb;
        private bool isGrounded;

        void Start() => rb = GetComponent<Rigidbody2D>();

        void Update()
        {
                float move = Input.GetAxis("Horizontal");
                rb.velocity = new Vector2(move * moveSpeed
                    , rb.velocity.y);
```

```
                if (Input.GetButtonDown("Jump") &&
                    isGrounded)
                {
                        rb.velocity = new Vector2(rb.
                            velocity.x, jumpForce);
                }
        }

        void OnCollisionEnter2D(Collision2D collision)
        {
                if (collision.gameObject.CompareTag("
                    Ground"))
                isGrounded = true;
        }

        void OnCollisionExit2D(Collision2D collision)
        {
                if (collision.gameObject.CompareTag("
                    Ground"))
                isGrounded = false;
        }
}
```

Step 5: Set Up Environment

- Ground: Add Sprite, BoxCollider2D, tag as "Ground"
- Tree: Add Sprite, optional Collider2D

Step 6: Create the Banana System

Banana Prefab

- Add SpriteRenderer and CircleCollider2D (isTrigger = true)
- Create this script:

```
using UnityEngine;

public class Banana : MonoBehaviour
{
        private void OnTriggerEnter2D(Collider2D collision
            )
        {
                if (collision.CompareTag("Player"))
                {
                        BananaCollector.Instance.Collect()
                            ;
                        Destroy(gameObject);
                }
```

```
        }
    }
```

Banana Spawner

```
using UnityEngine;

public class BananaSpawner : MonoBehaviour
{
    public GameObject bananaPrefab;
    public Transform[] spawnPoints;

    void Start()
    {
        foreach (var point in spawnPoints)
        {
            Instantiate(bananaPrefab, point.
                position, Quaternion.identity);
        }
    }
}
```

Step 7: Score System

BananaCollector.cs

```
using UnityEngine;
using UnityEngine.UI;

public class BananaCollector : MonoBehaviour
{
    public static BananaCollector Instance;
    public int score = 0;
    public Text scoreText;

    void Awake()
    {
        if (Instance == null) Instance = this;
    }

    public void Collect()
    {
        score++;
        if (scoreText != null)
        scoreText.text = "Bananas: " + score;
        else
        Debug.LogWarning("ScoreText is NULL!");
    }
}
```

Step 8: UI Setup

1. Create Canvas → UI → Text (rename to `ScoreText`)
2. Set font size, color, anchor to top-left
3. Drag `ScoreText` into `scoreText` field of BananaCollector

Debugging and Fixes

- **Movement Script Error:**
  - File name and class name must match (`PlayerMovement.cs`)
  - No compile errors in Console
  - Class must be `public class PlayerMovement : MonoBehaviour`
  - Let Unity recompile, then reassign
- **Text Namespace Error:**
  - Add `using UnityEngine.UI;` at the top of the script
- **Jump Not Working:**
  - Check if `isGrounded` is ever true
  - Confirm Ground has `"Ground"` tag
  - Player has Rigidbody2D
  - Collider setup correct
  - Add Debug line for `isGrounded`
- **Collider Settings:**
  - Player: Rigidbody2D, Collider2D, isTrigger = false
  - Ground: Collider2D, isTrigger = false, tag = "Ground"
  - Banana: Collider2D, isTrigger = true
- **Banana Not Spawning on Tree:**
  - Create child empty GameObjects (spawn points) under trees
  - Assign them to BananaSpawner's `spawnPoints` array
- **Banana Not Disappearing:**
  - Banana collider: isTrigger = true
  - Player: Rigidbody2D, tag = "Player"
  - Banana script uses `OnTriggerEnter2D`
  - Add Debug log to confirm trigger
- **UI Positioning:**

- For top-left anchor, use:
- Pos X = 20
- Pos Y = -20
- Width = 300
- Height = 100