

Unity Week 2

Building games in 2D

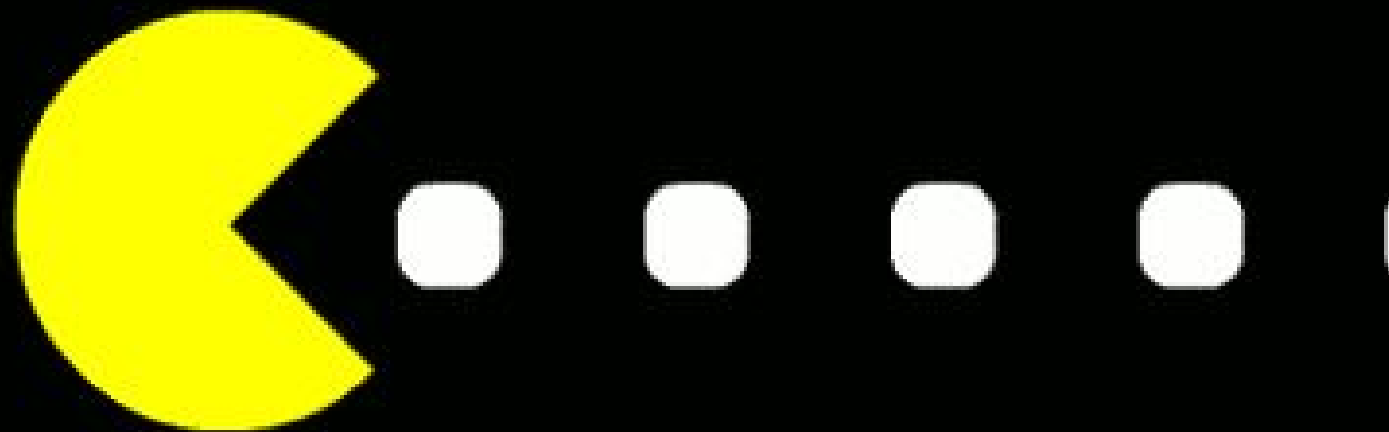


The year of Retro gaming

A pixel art game scene set in a dark, atmospheric environment. In the upper left, a character with red hair and a red and orange outfit is shown in a dynamic pose, possibly jumping or falling, with a small cluster of white sparkles above them. In the center, a small teal character is visible. To the right, a character with brown hair and a blue outfit is shown in a dynamic pose, possibly jumping or falling, with a small cluster of white sparkles above them. In the lower left, a character with green hair and a blue outfit is shown in a dynamic pose, possibly jumping or falling, with a small cluster of white sparkles above them. In the lower right, a character with red hair and a black outfit is shown in a dynamic pose, possibly jumping or falling, with a small cluster of white sparkles above them. A bright pink, glowing orb is positioned in the center of the scene. The background features dark, silhouetted structures and a dark sky. The title "Hyper Light Drifter" is overlaid in the center in a white, serif font.

Hyper Light Drifter

**PUT YOUR FINGER IN YOUR
EAR AND SCRATCH**





Sprites?

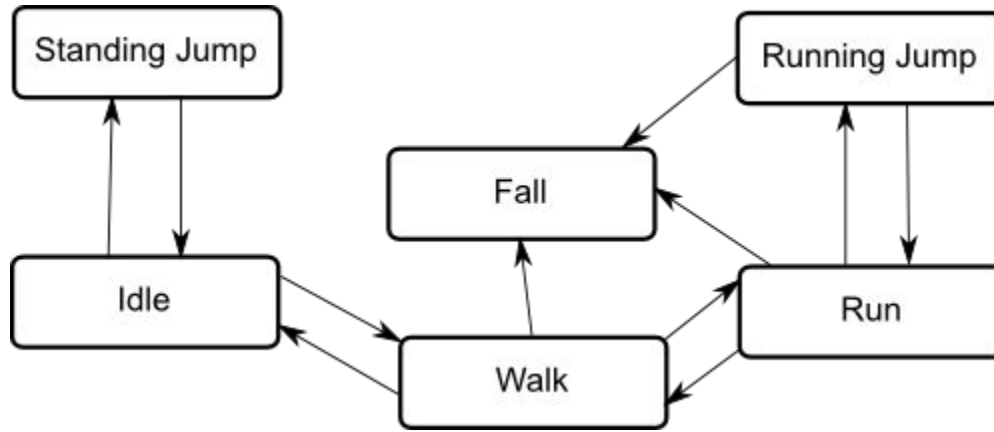
In early video gaming, hardware sprites were a method of compositing separate bitmaps so that they appear to be part of a single image on a screen.



State Machine

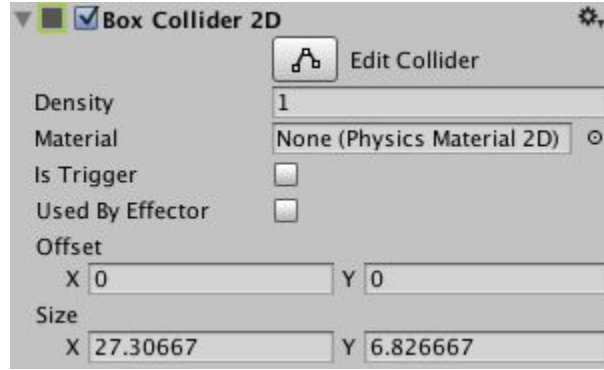
The idea is that a character is engaged in some particular kind of action at any given time. The actions available will depend on the type of gameplay but typical actions include things like idling, walking, running, jumping, etc.

These actions are referred to as states, in the sense that the character is in a “state” where it is walking, idling or whatever.



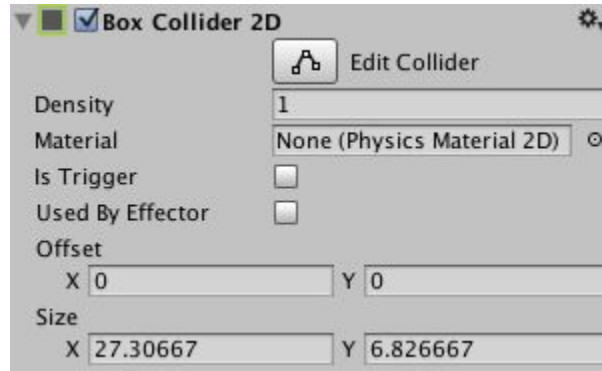
The character will have restrictions on the next state it can go to rather than being able to switch immediately from any state to any other.

Collider2D



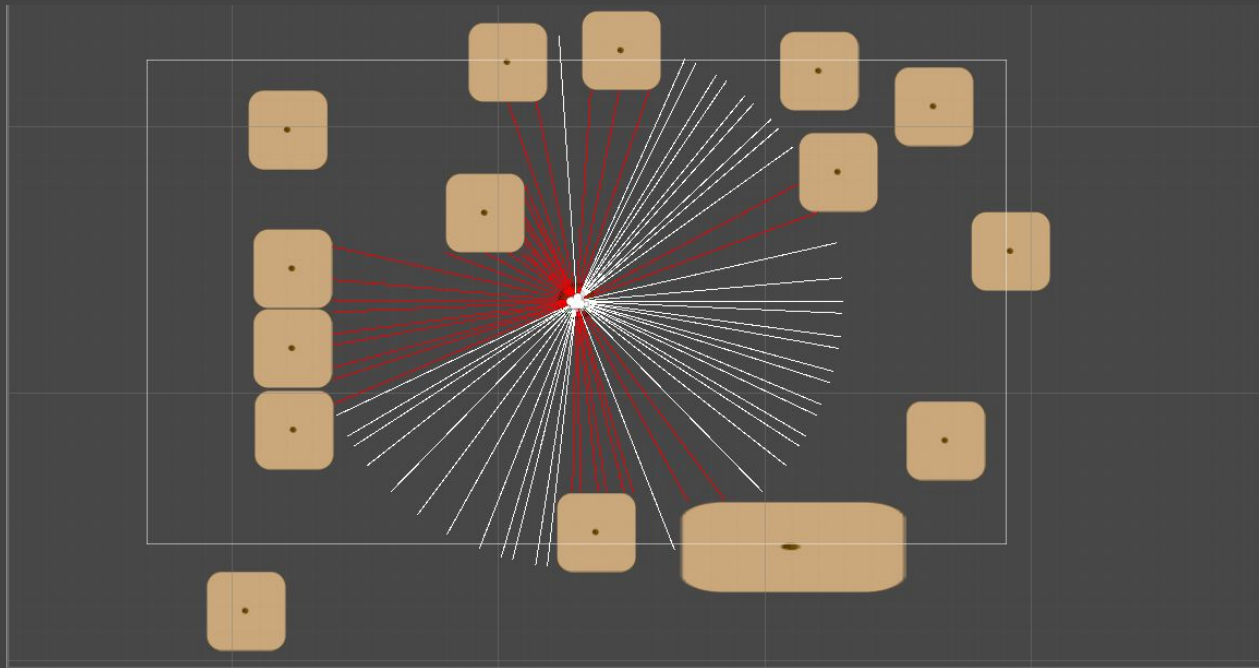
A **Collider 2D** component is used to define the physical shape of an object in the scene and can participate in 2D collisions and trigger events.

Is Trigger?



Use collider as a Trigger (also known as a Trigger Zone), in order to detect when an object is within a particular space in the game world.

Raycast 2D





Let's create a Pacman game in Unity!

<https://noobtuts.com/unity/2d-pacman-game>