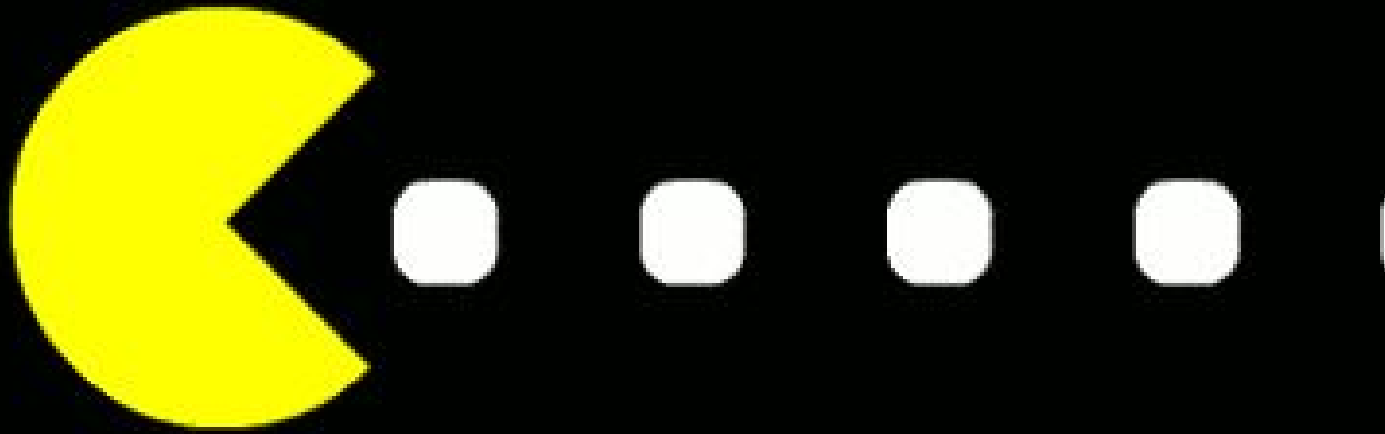
Unity Week 2

Building games in 2D

The year of Retro gaming

Hyper Light Drifter

PUT YOUR FINGER IN YOUR EAR AND SCRATCH



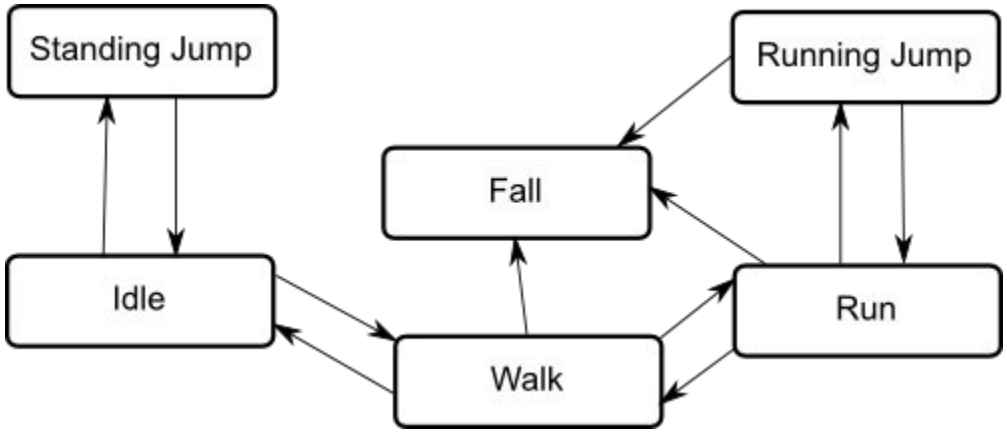
Sprites?

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

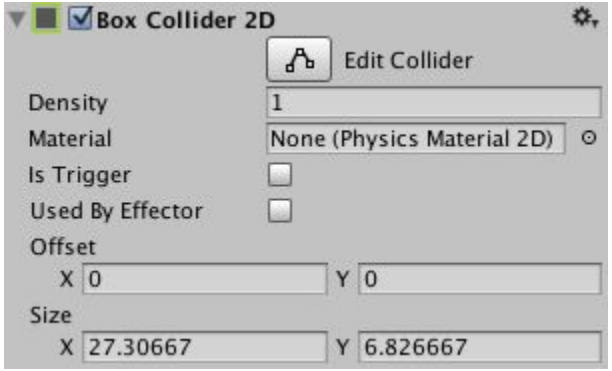
The idea is that a character is engaged in some particular kind of action at any given time. The actions available will depend on the type of gameplay but typical actions include things like idling, walking, running, jumping, etc.

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



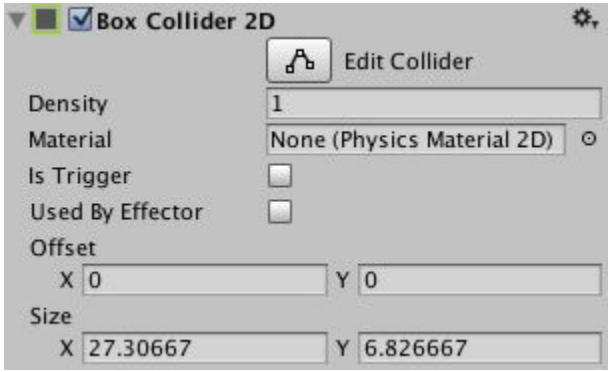
The character will have restrictions on the next state it can go to rather than being able to switch immediately from any state to any other.

Collider2D



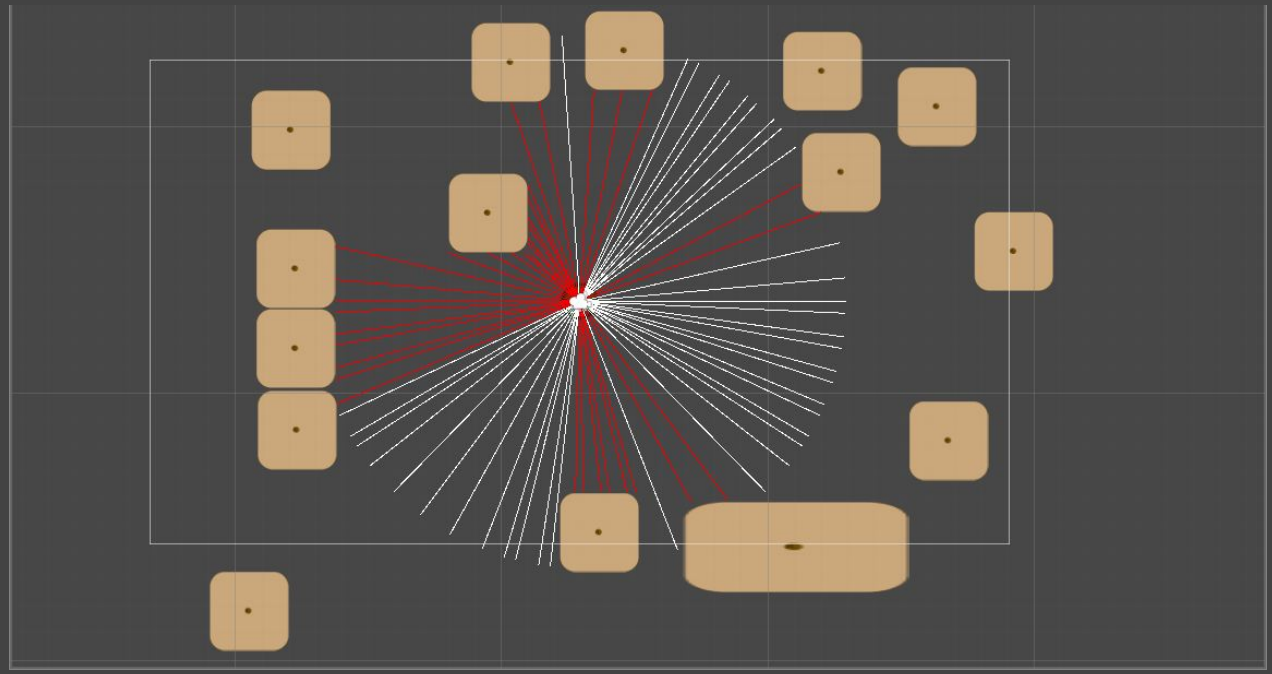
A **Collider 2D** component is used to define the physical shape of an object in the scene and can participate in 2D collisions and trigger events.

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



READY!
BROTHER
BRAIN

Let’s create a Pacman game in Unity!

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