Read Me & Introduction

Thank you for purchasing!

If you ever have any questions/issues/etc, then feel free to e-mail me at: carlos.wilkes@gmail.com

You can also check out the YouTube channel here: http://youtube.com/CarlosWilkes

You can also follow my twitter: @CarlosWilkes

Step 1 - Make a Sprite

To make a sprite in Unity, simply drag and drop a texture file (e.g. Asteroid.png) into your Assets folder.

Select your newly imported texture, and change the **Texture Type** setting to **Sprite**.

Hit **Apply**, and your texture should now be a sprite.

Step 2 - Add Your Sprite to the Scene

Once you've made a sprite in the Project window, simply drag and drop it into the **Scene** window, or **Hierarchy** window.

You should now see a GameObject with a **Transform** and **Sprite Renderer** component.

Step 3 - Make it Destructible!

There are two ways to do this:

1 - Manually add the **Destructible 2D/D2D Destructible Sprite** component.

2 - Open the context menu (gear icon) on your **Sprite Renderer** component, and select **Make Destructible**.

Step 4 - Blow Stuff Up!

Select your **Main Camera** and add the **Destructible 2D/D2D Click To Spawn** component, and choose one of the **Explosion1/2/3/4/5** prefabs that come with D2D. Now if you hit play, you should be able to click to blow up your sprite.

For more advanced ways to blow stuff up, take a look at the example scenes.

NOTE: For the **D2D Click To Spawn** component to work properly, your **Main Camera**'s **Projection** setting must be set to **Orthographic**.