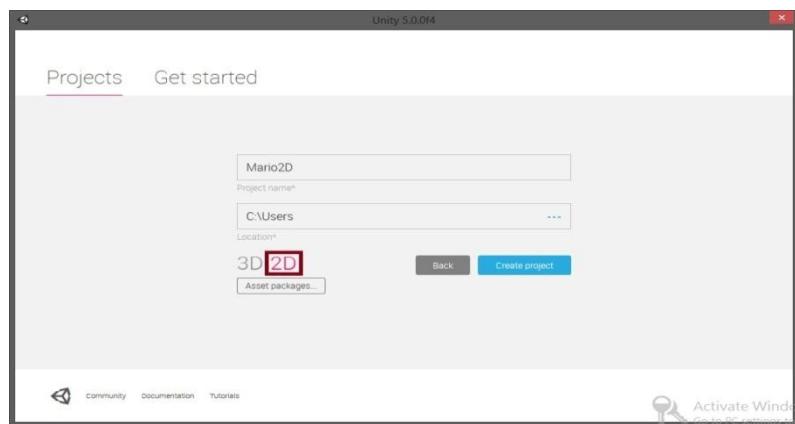
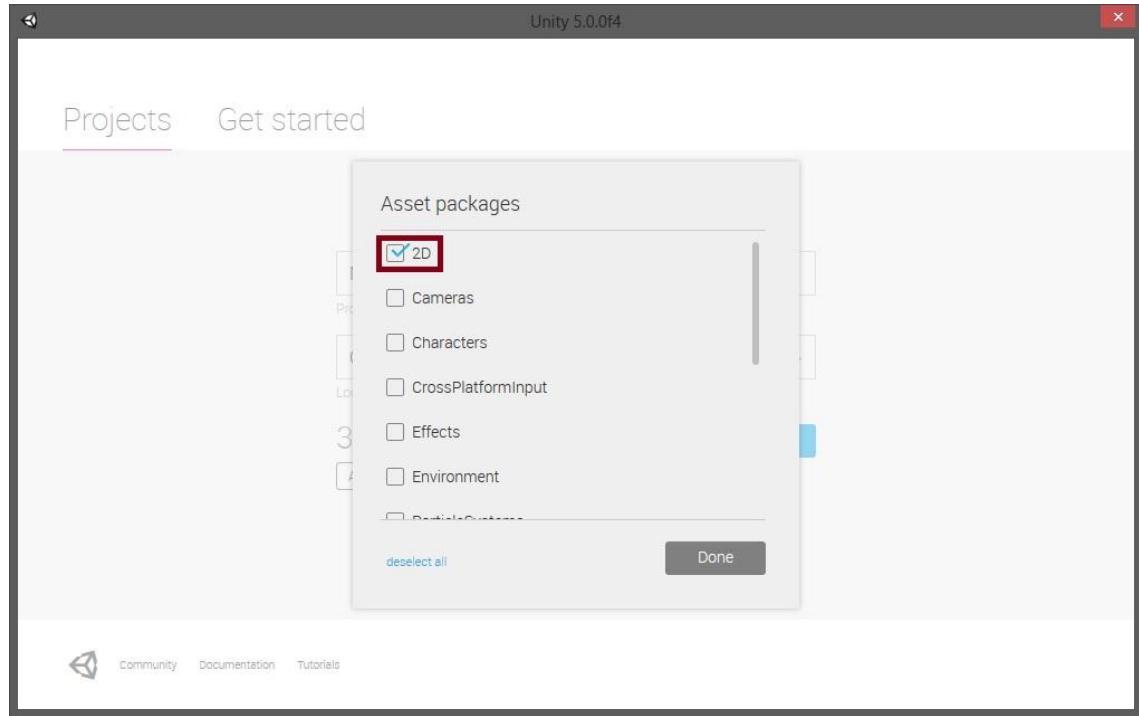
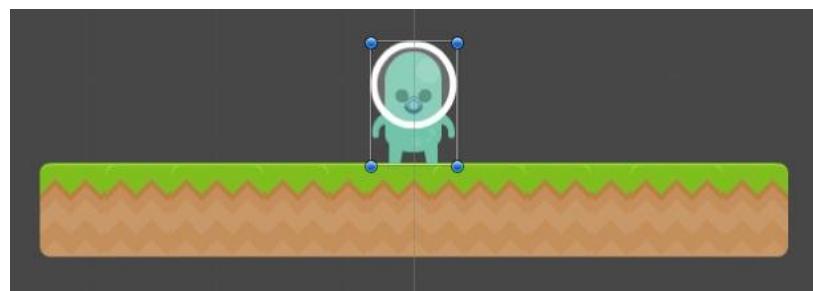


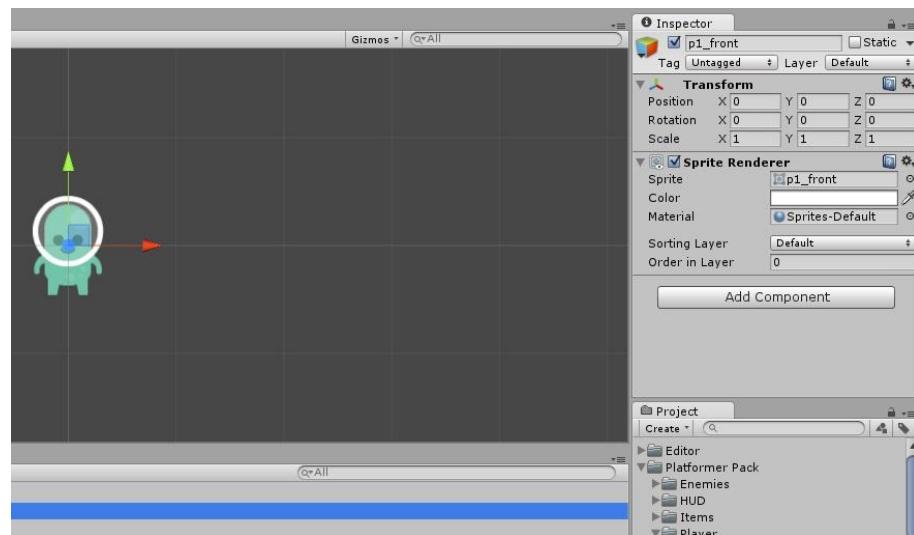
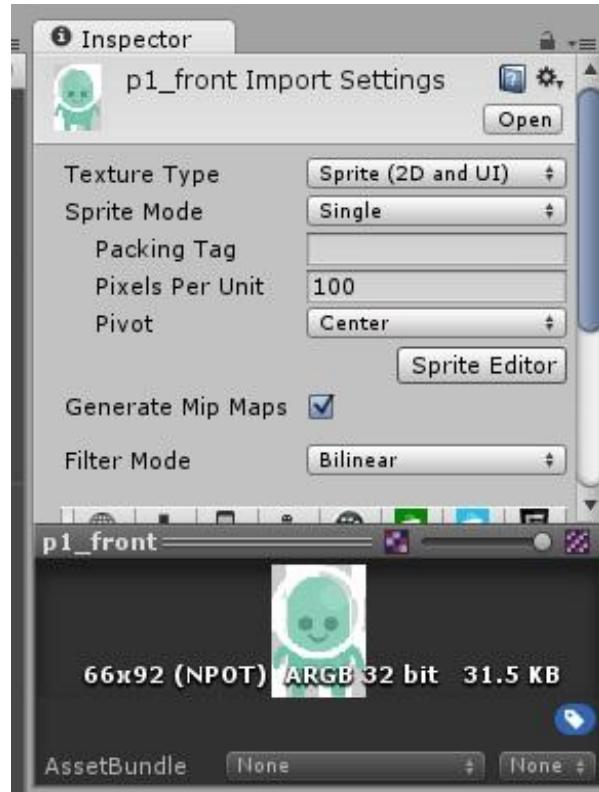
# Unity 5.x 2D Game Development Blueprints

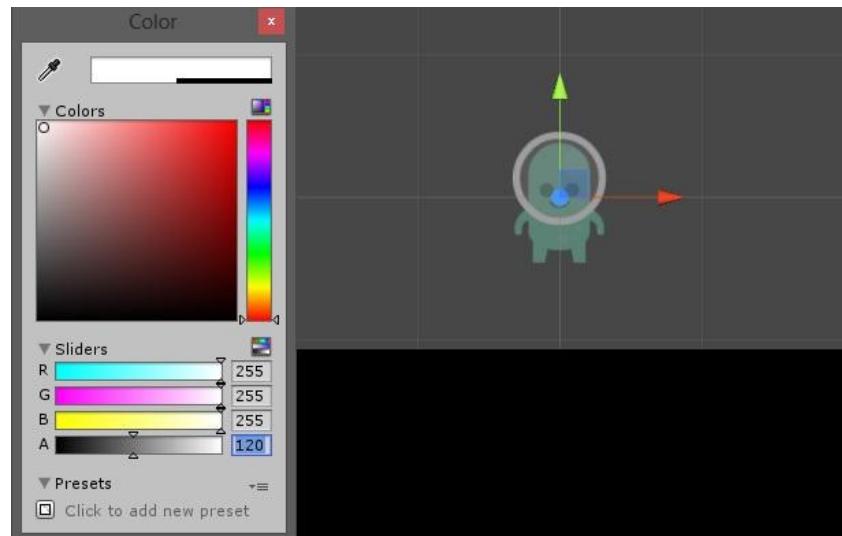
## Chapter 1: Sprites

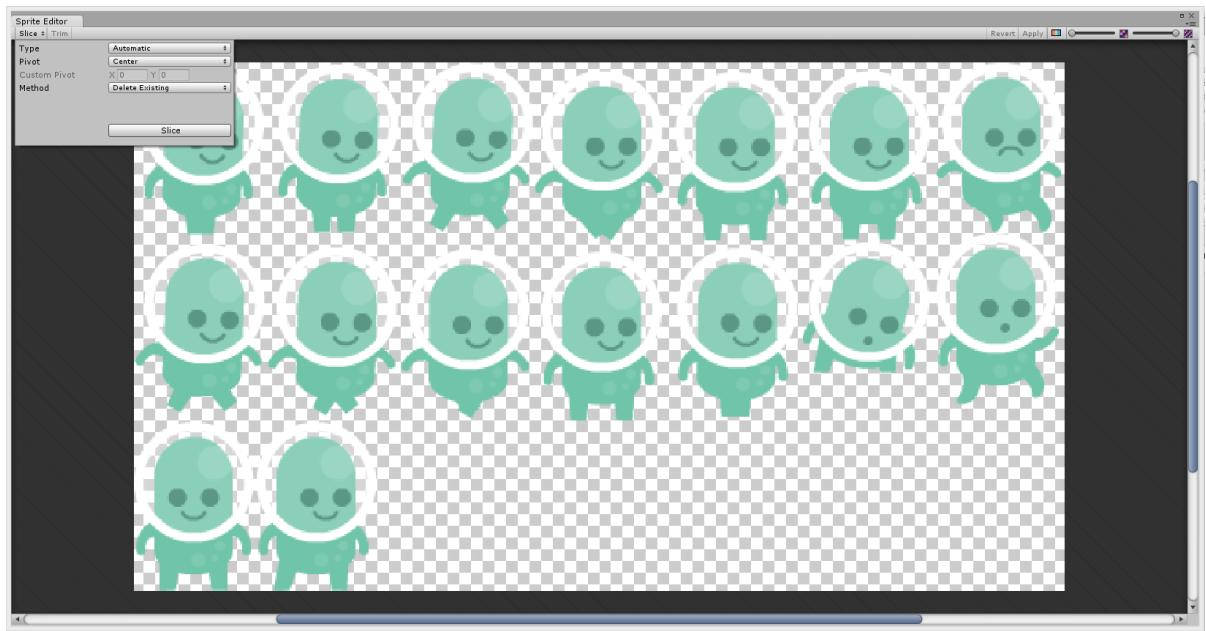
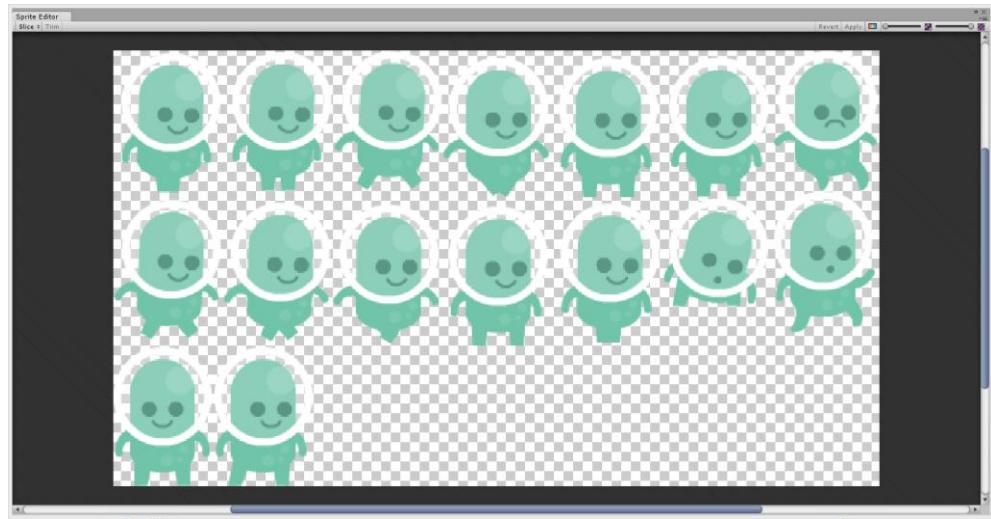


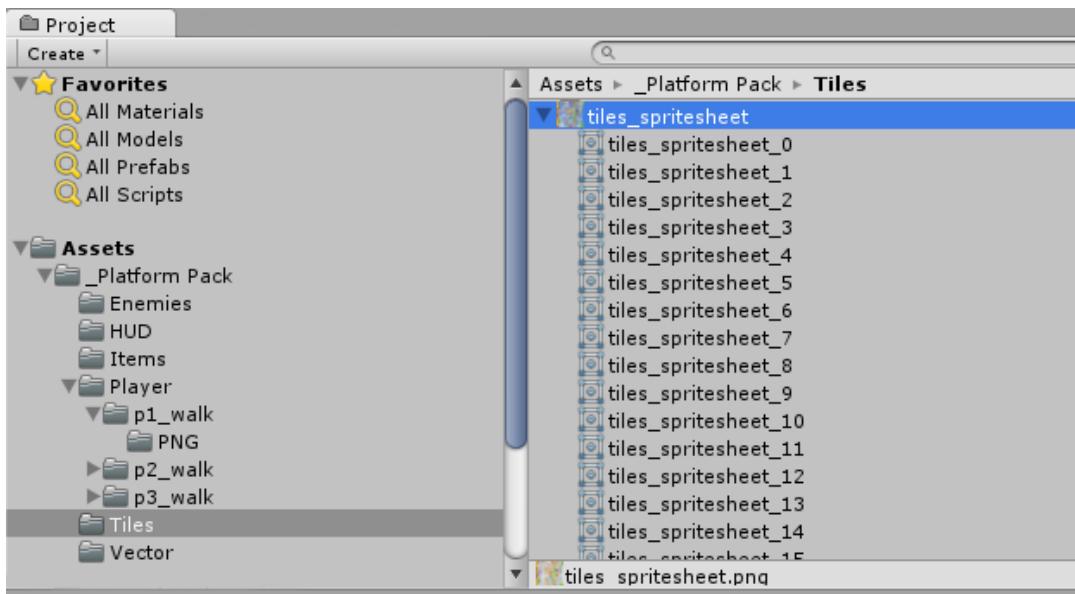
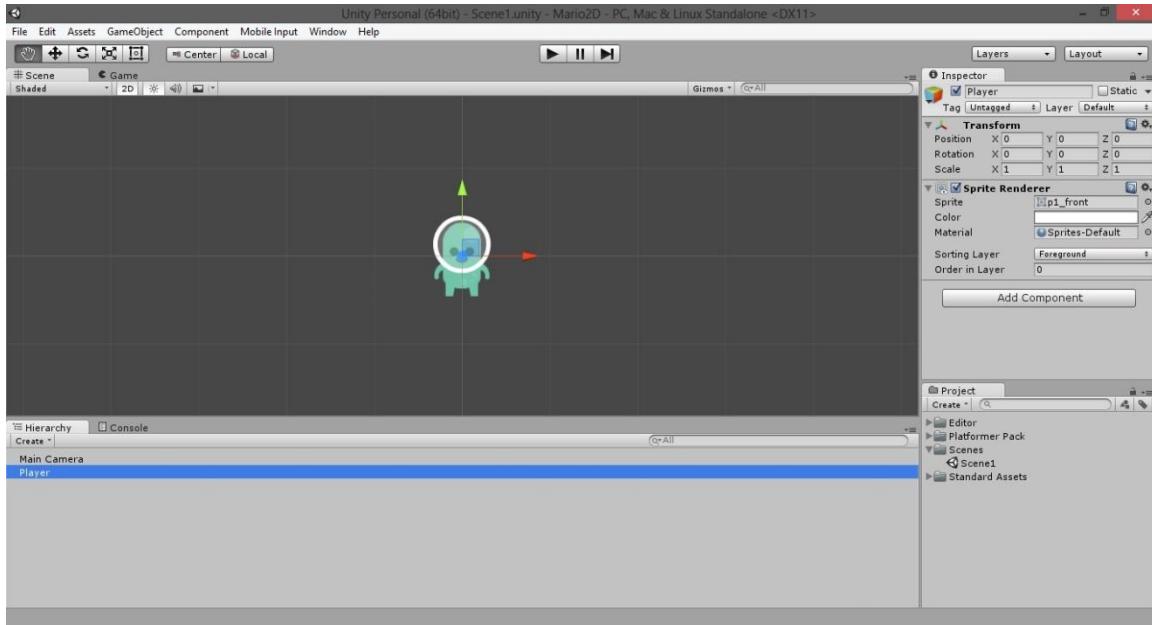


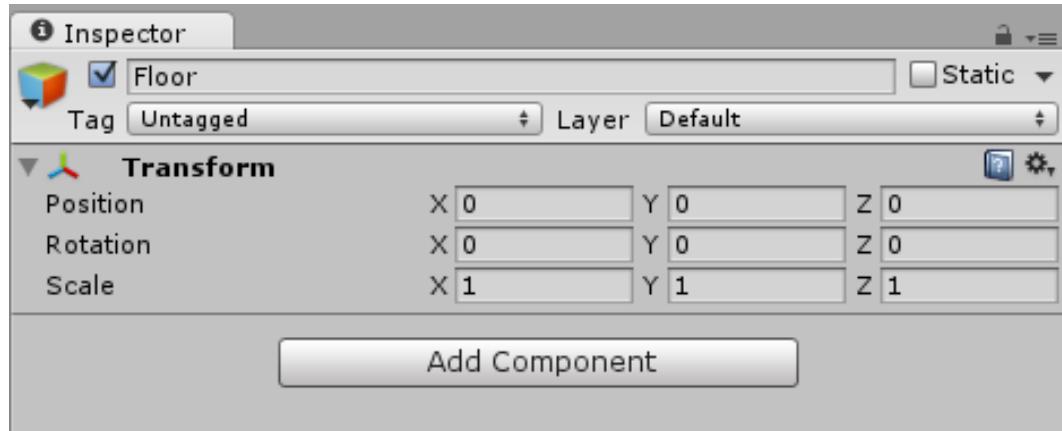


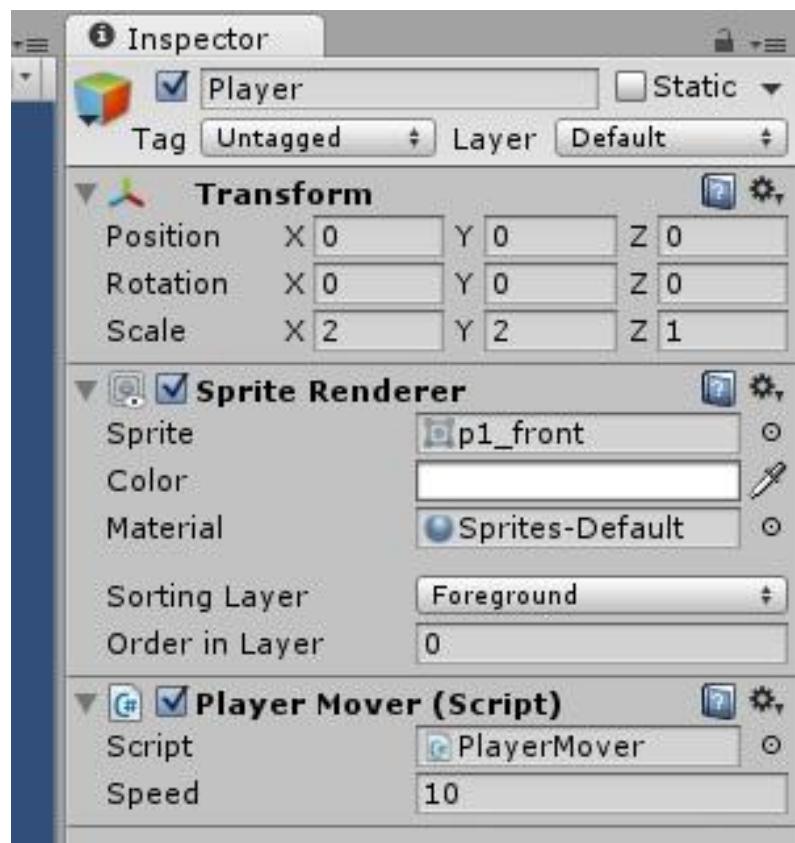


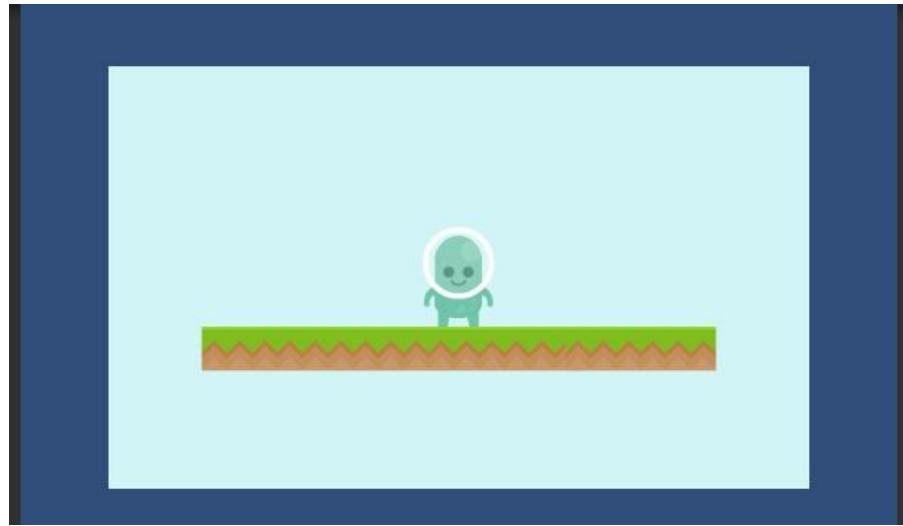




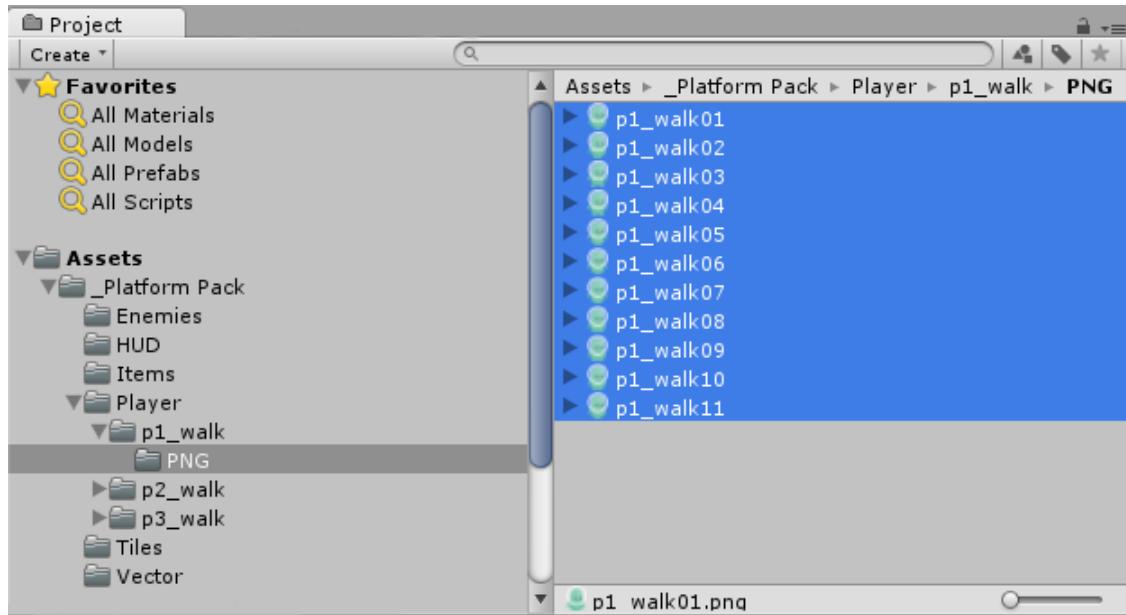


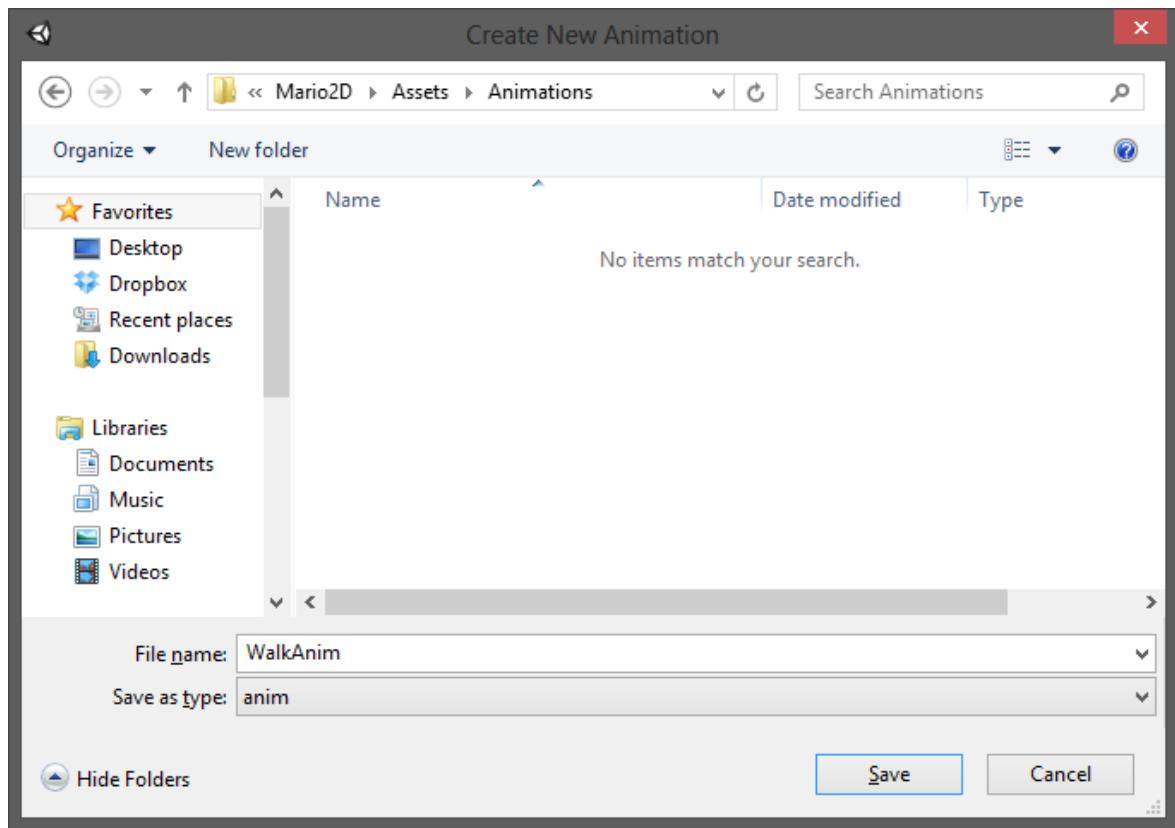


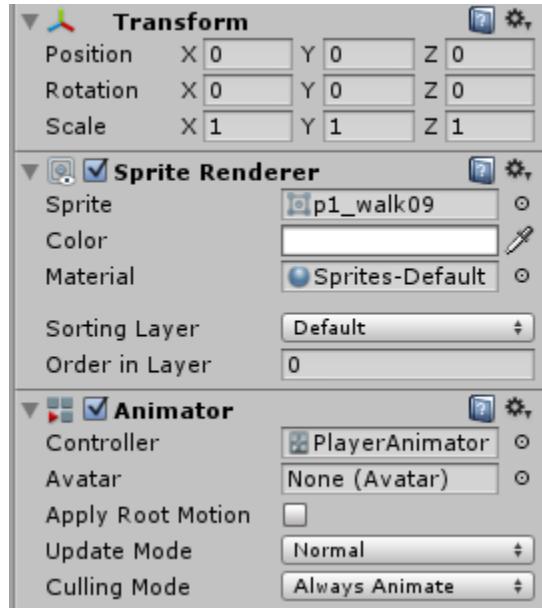


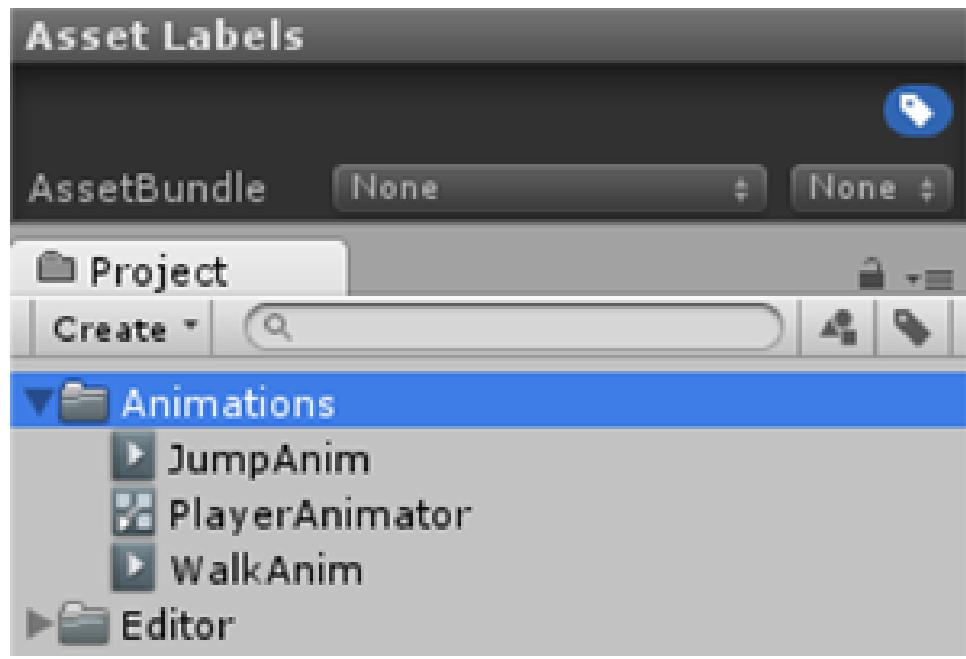


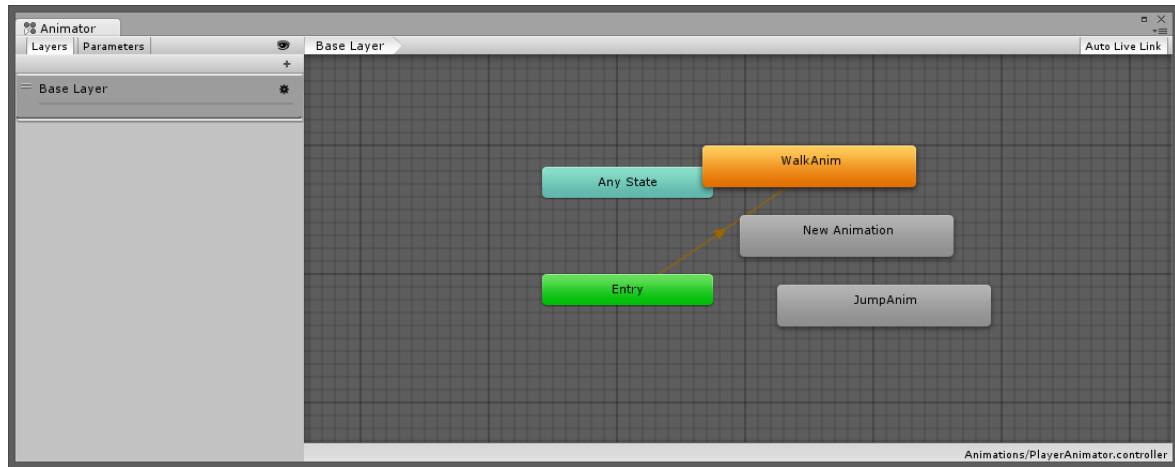
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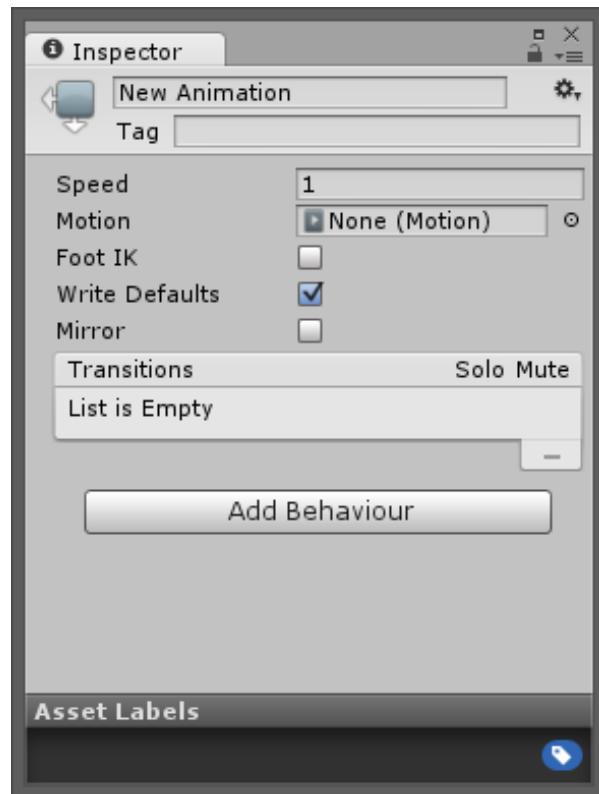
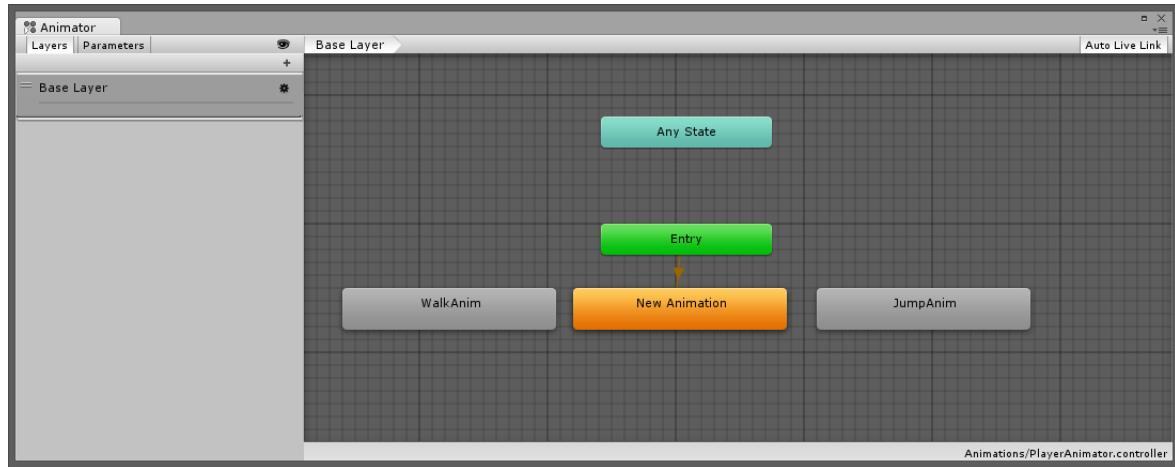


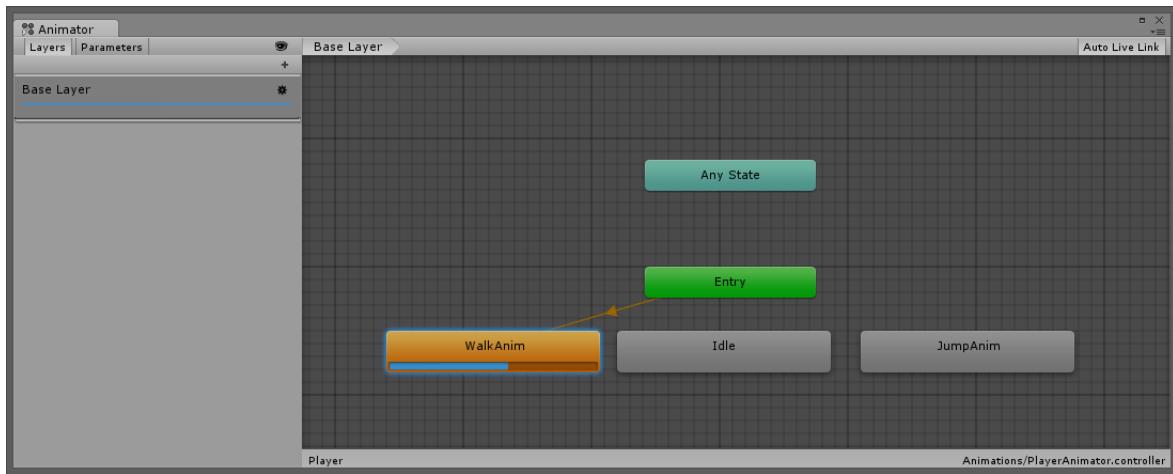
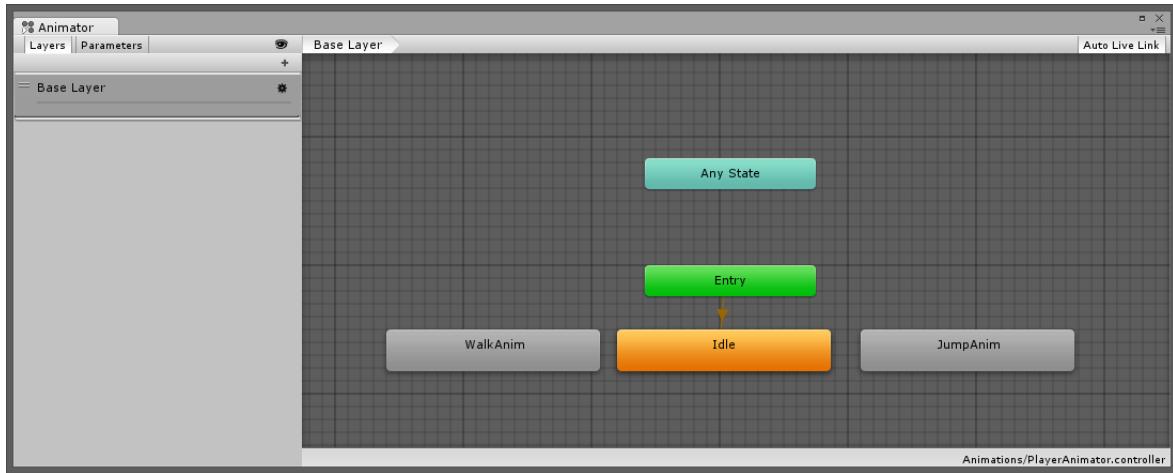


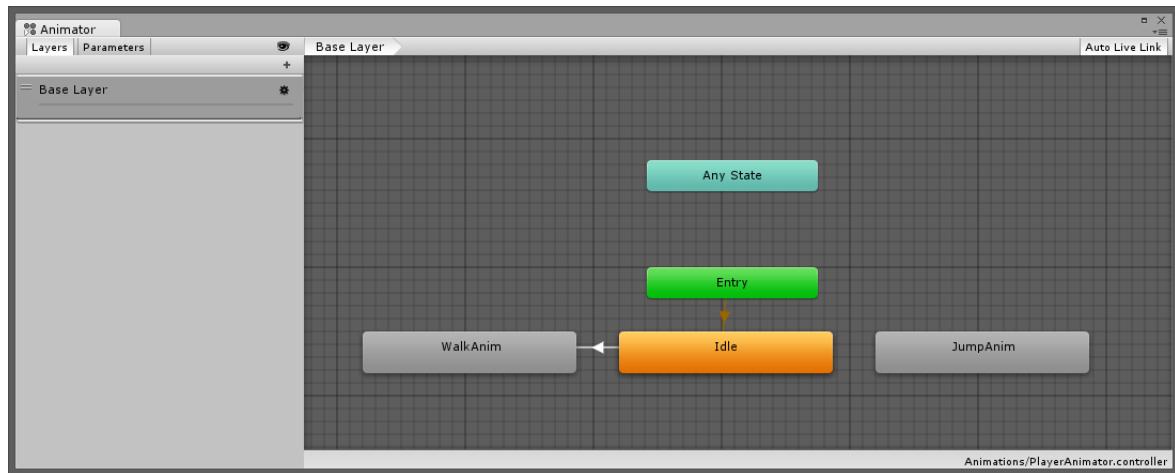
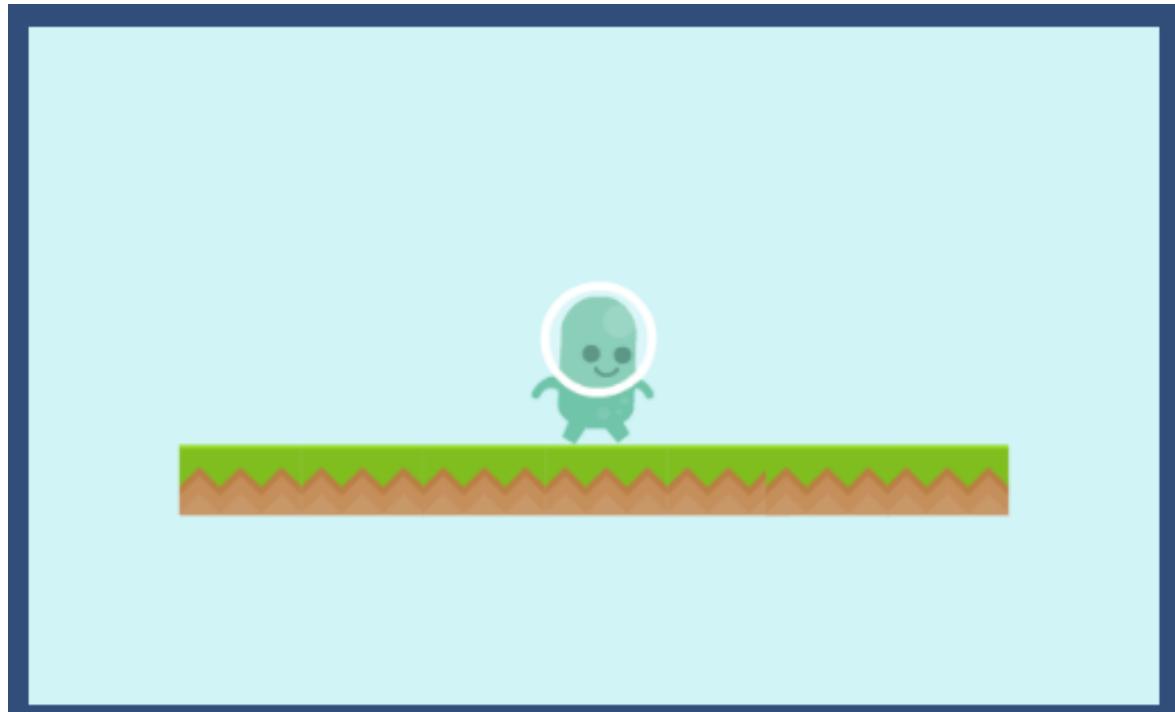


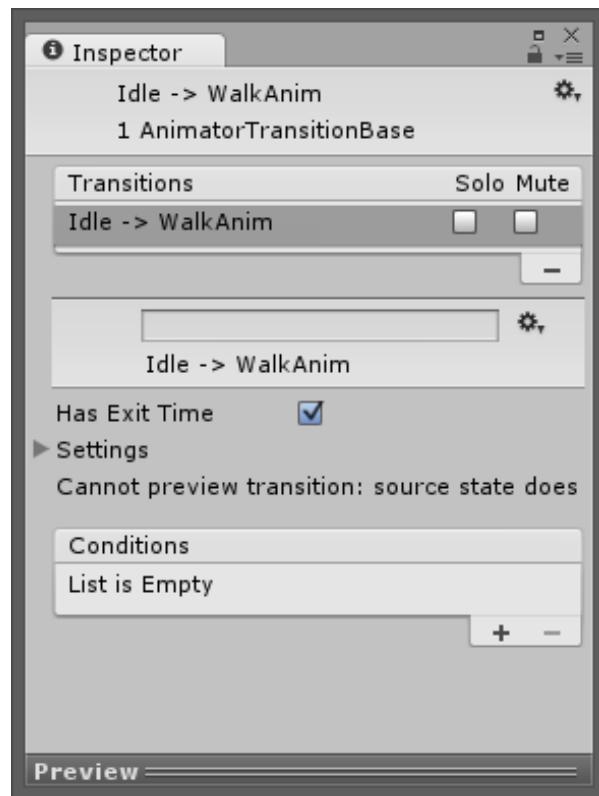


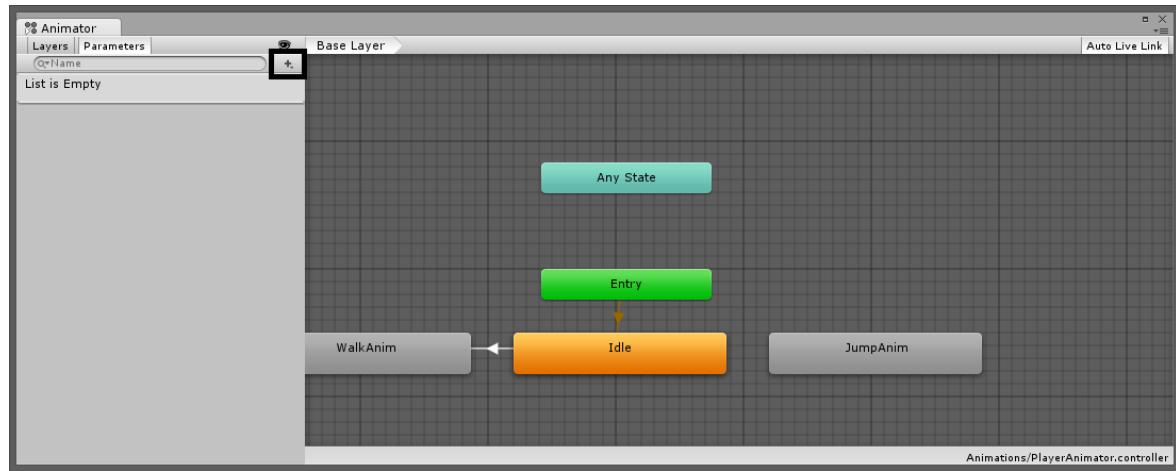
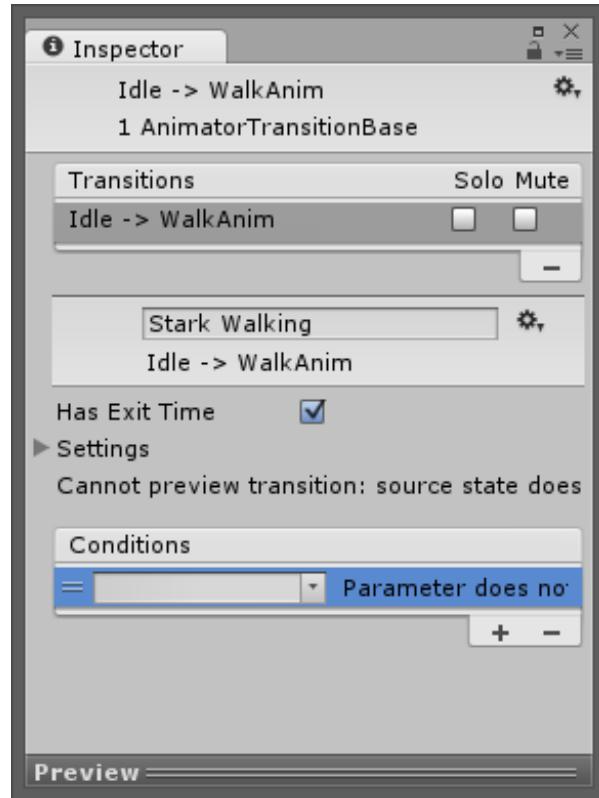


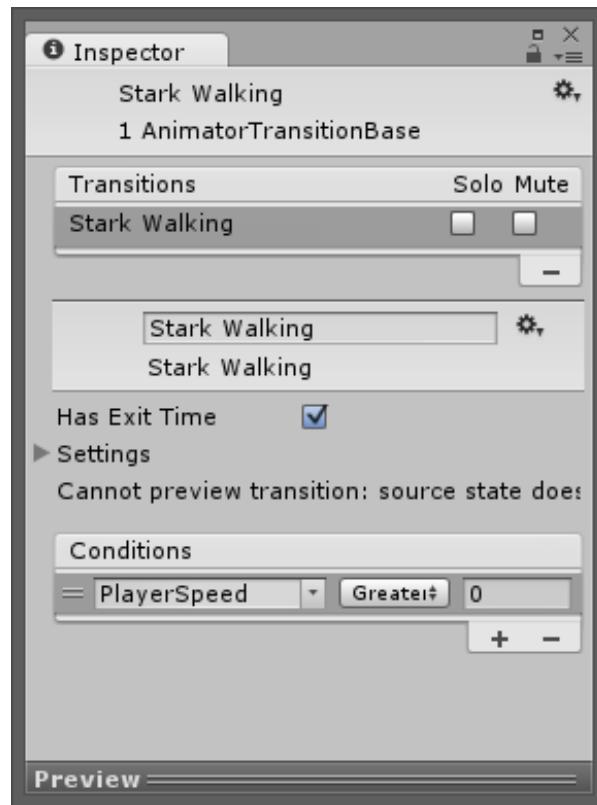
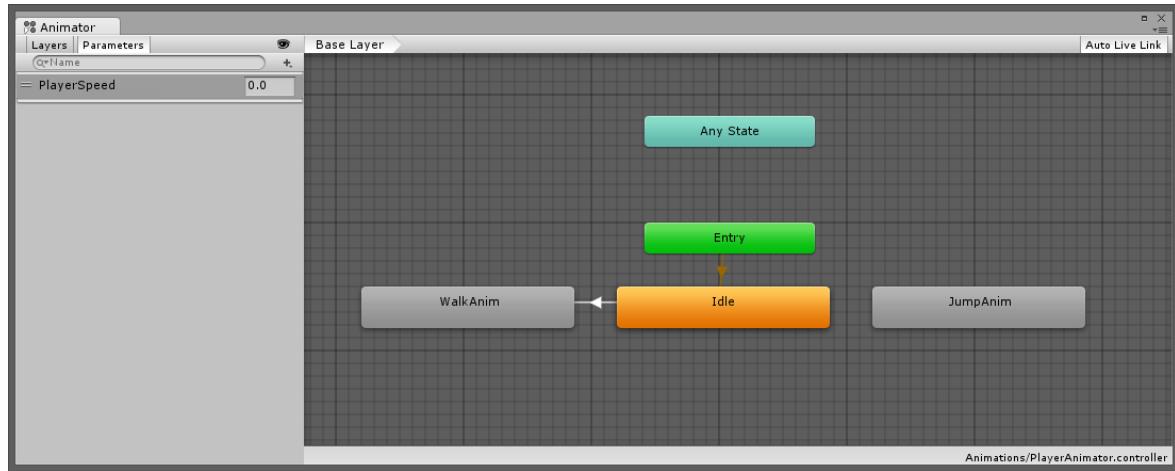


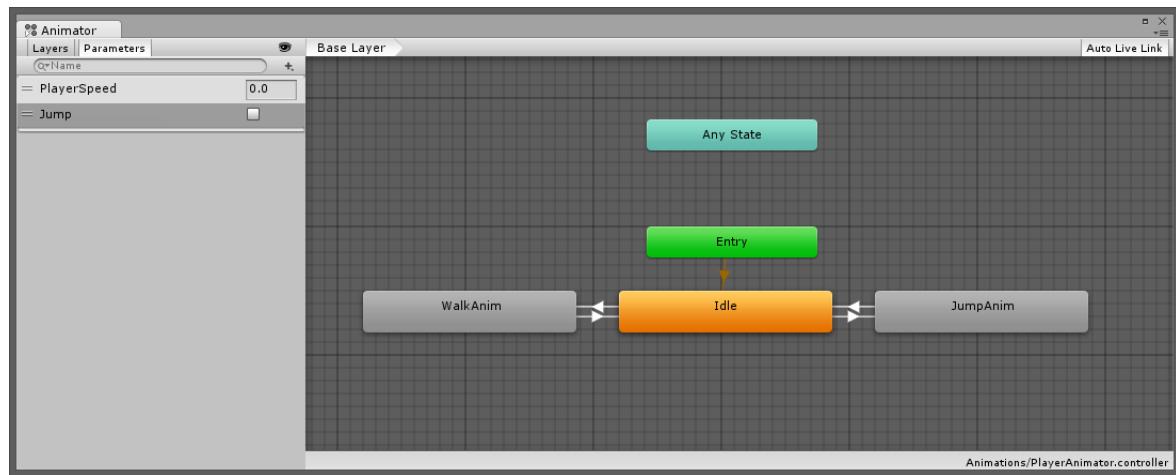
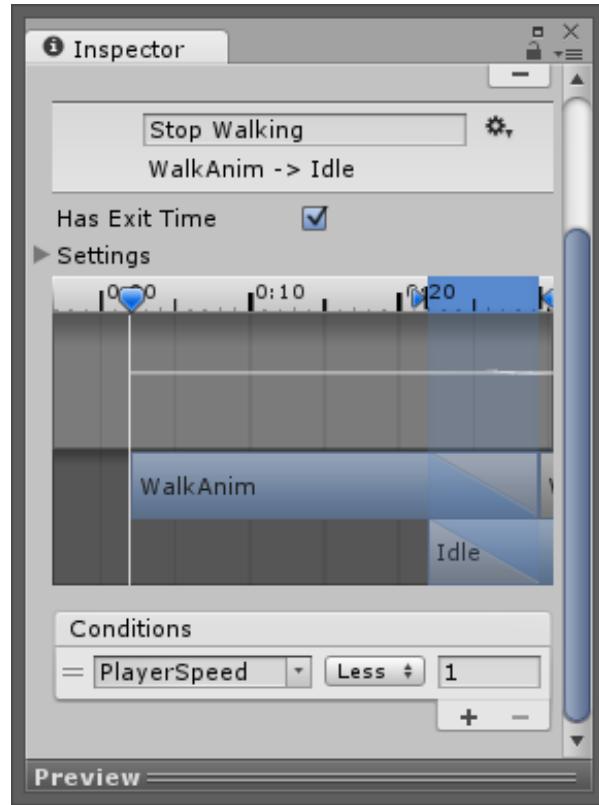


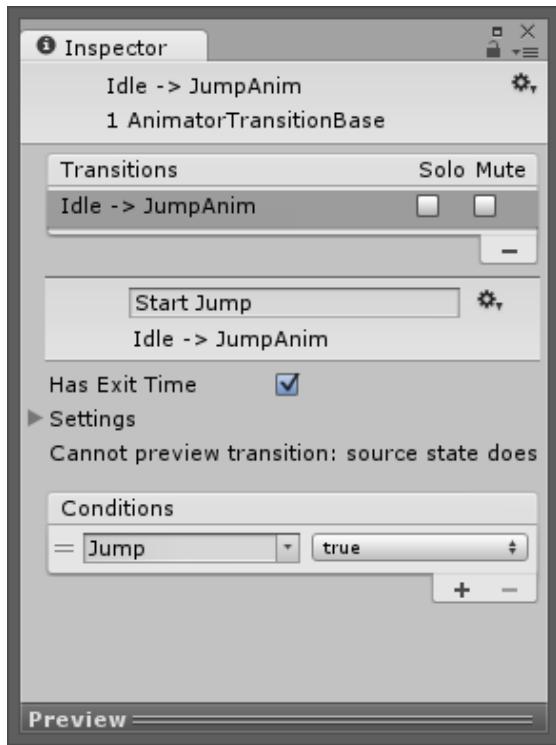


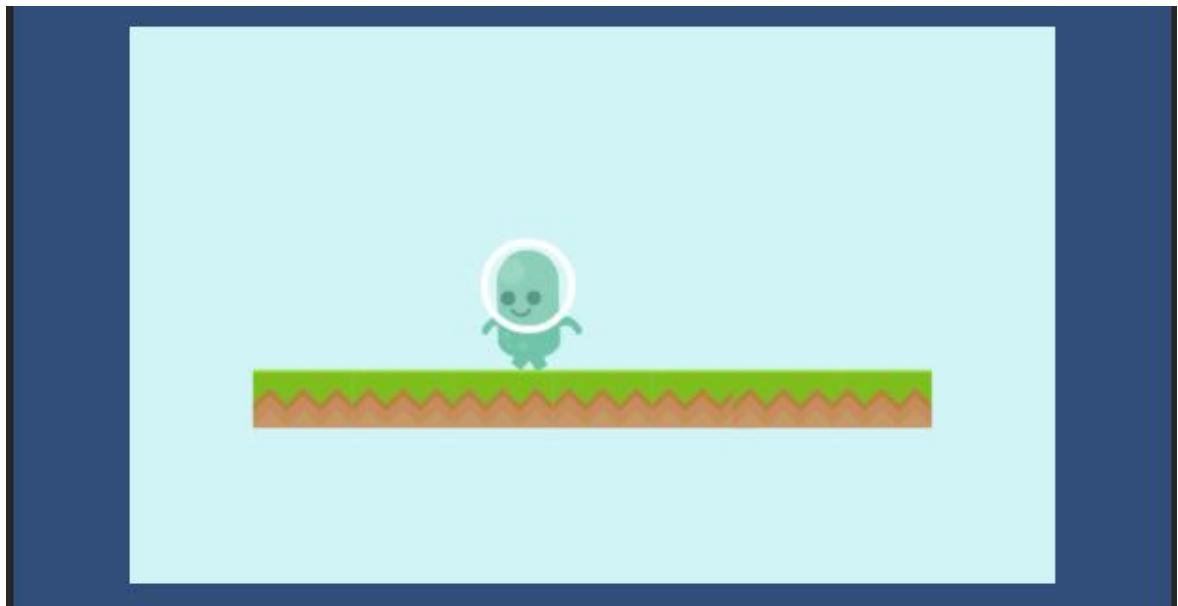
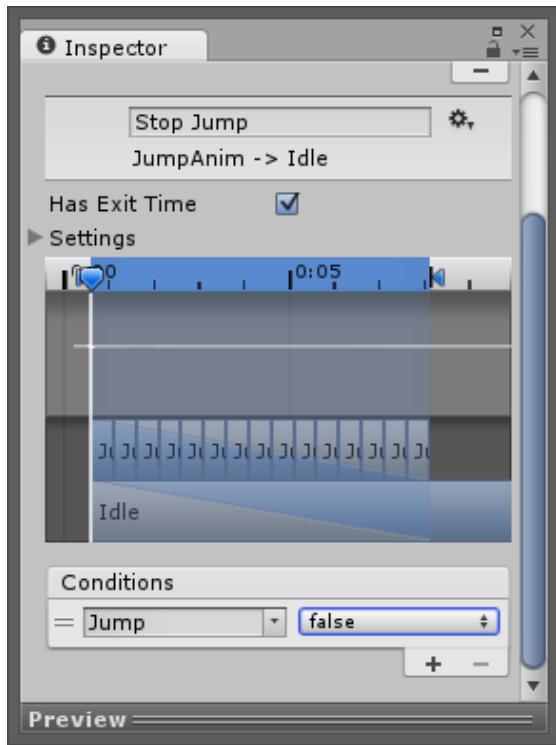






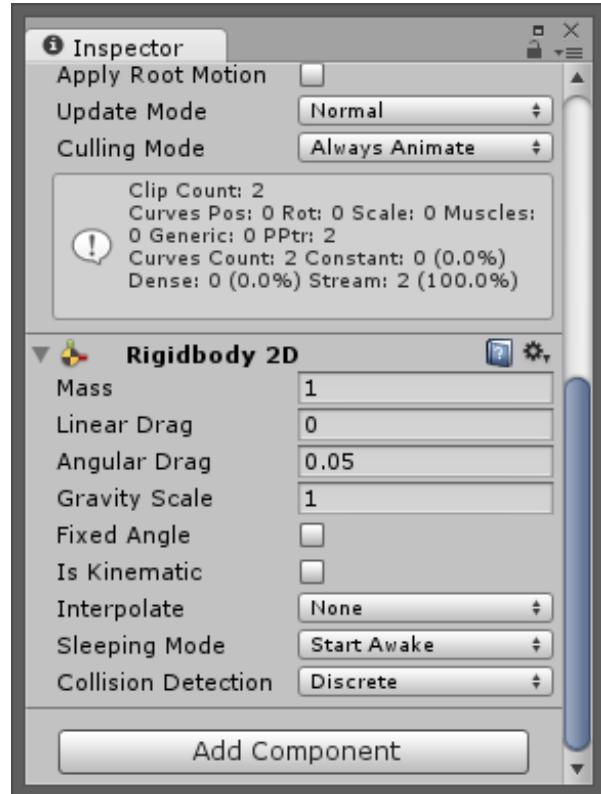


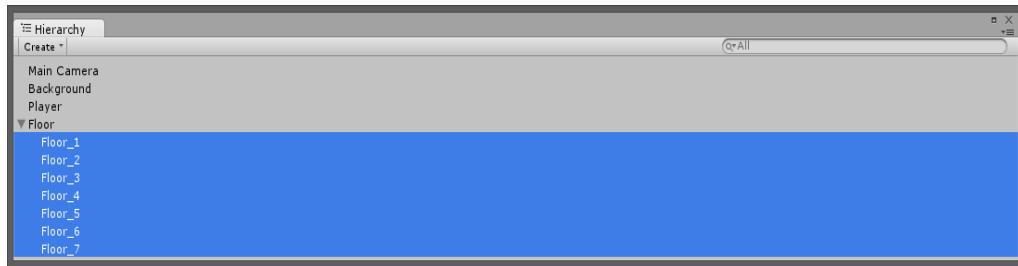
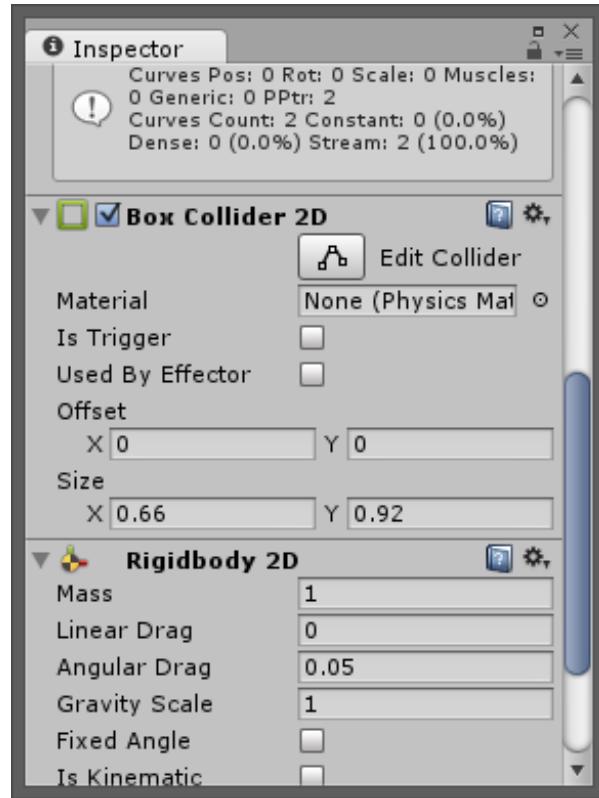


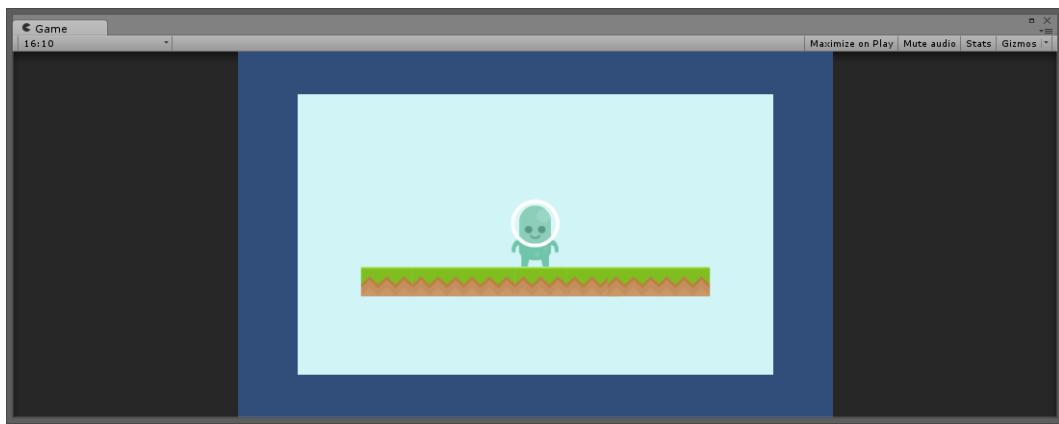
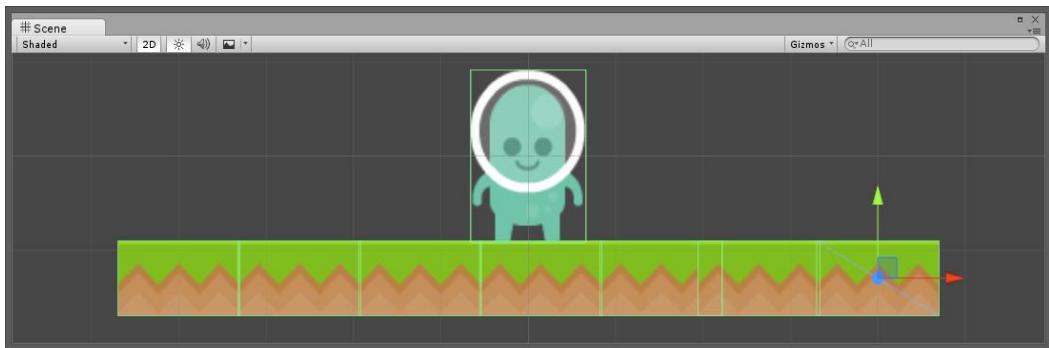




## Chapter 3: Physics



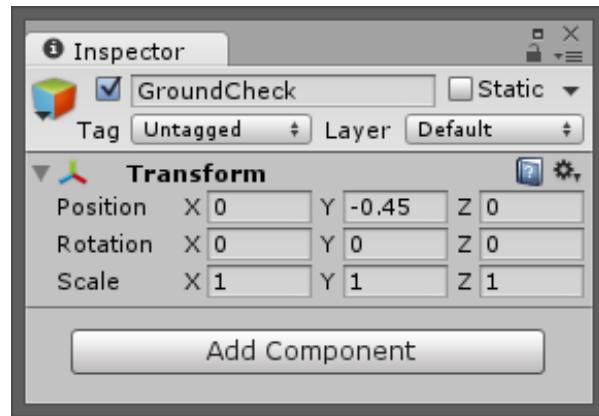
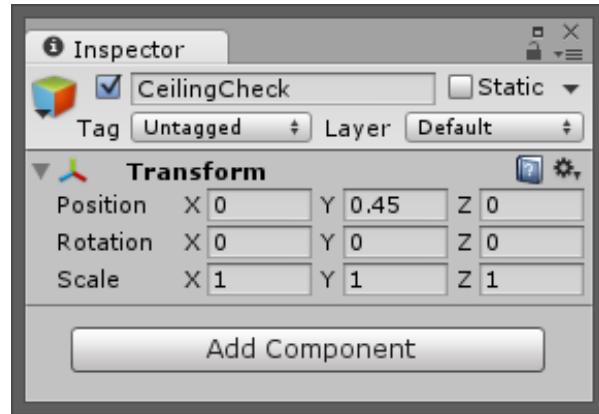


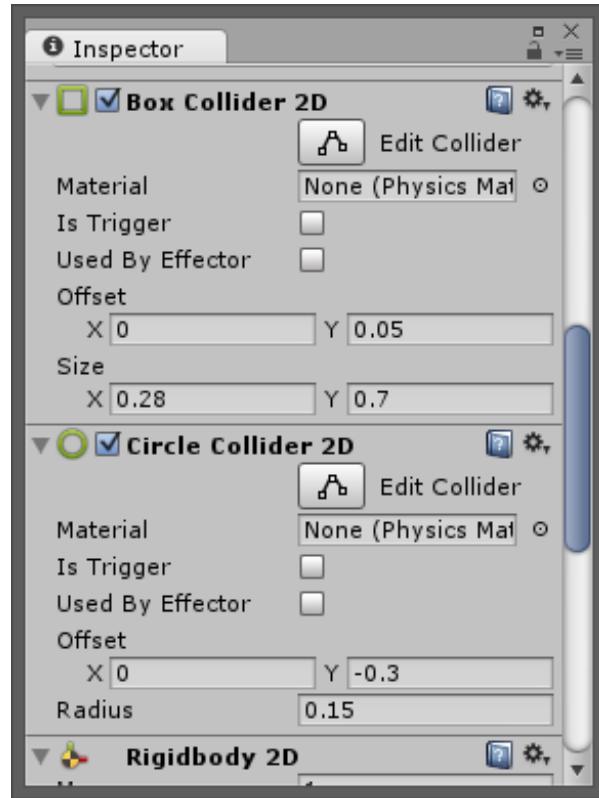


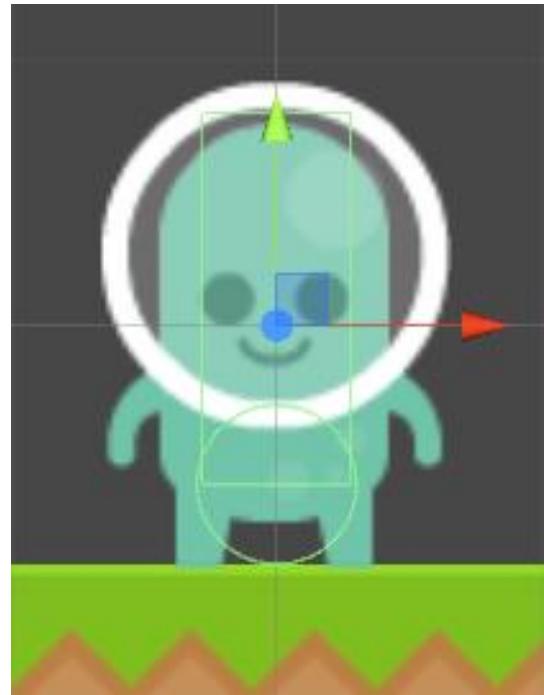




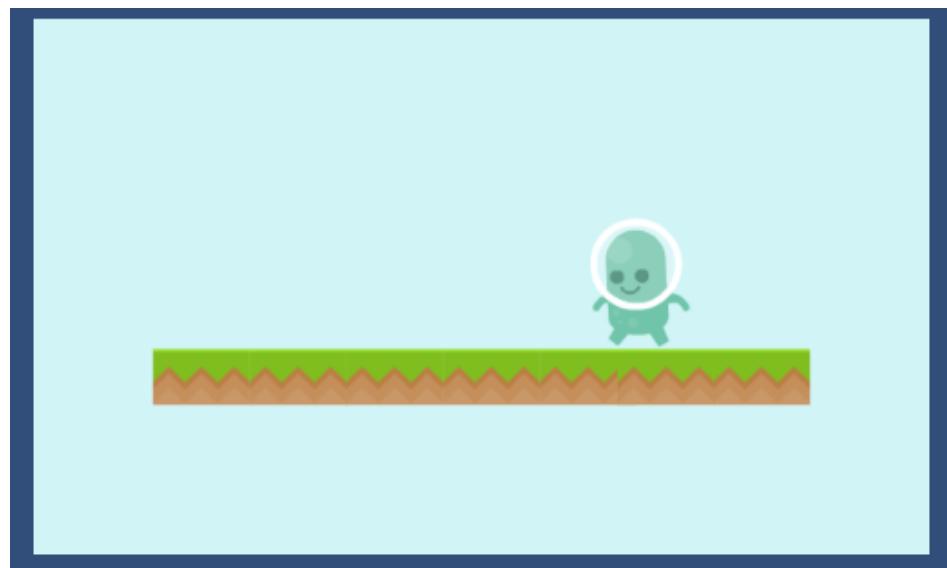
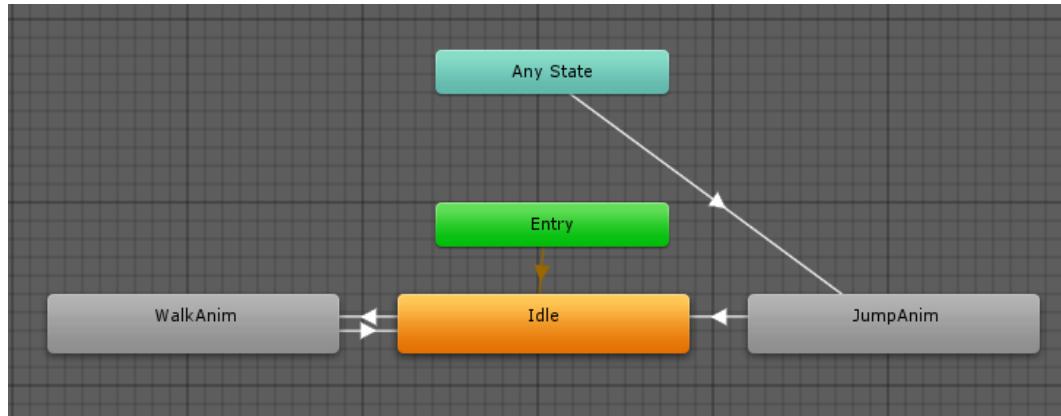
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CeilingCheck  
GroundCheck

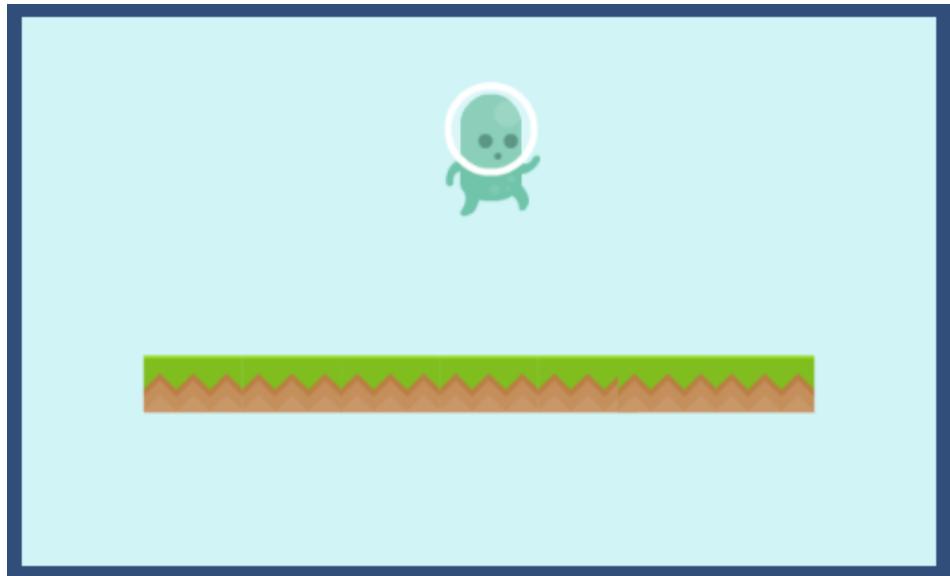




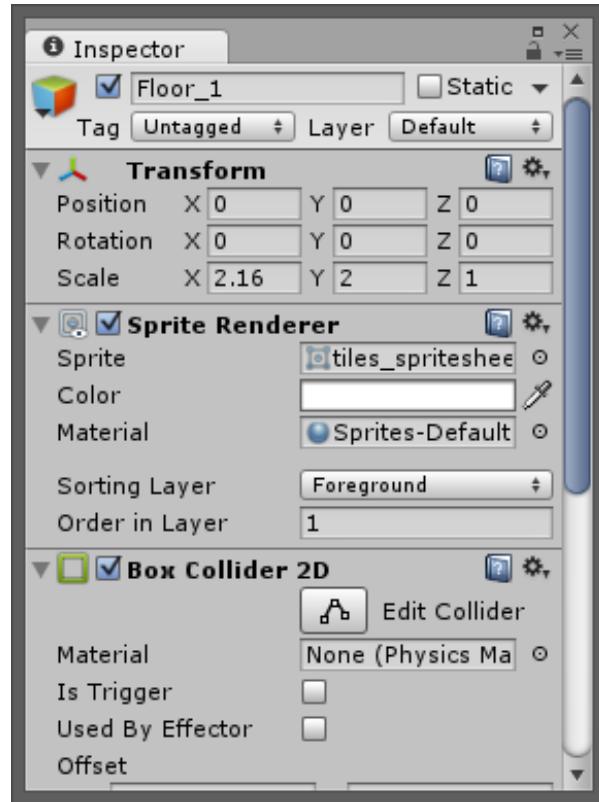


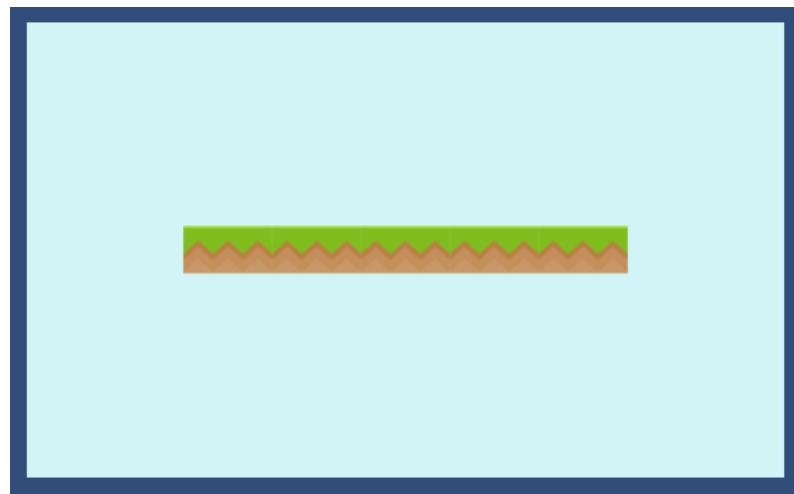
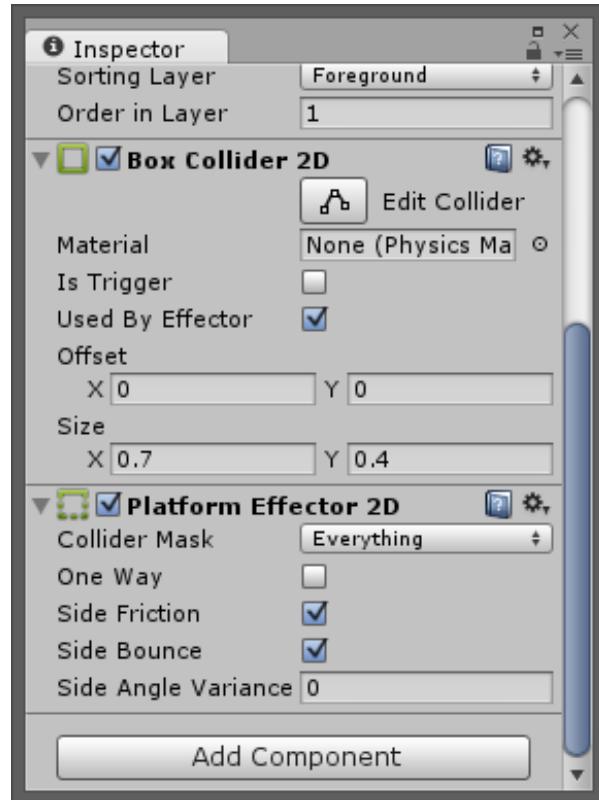
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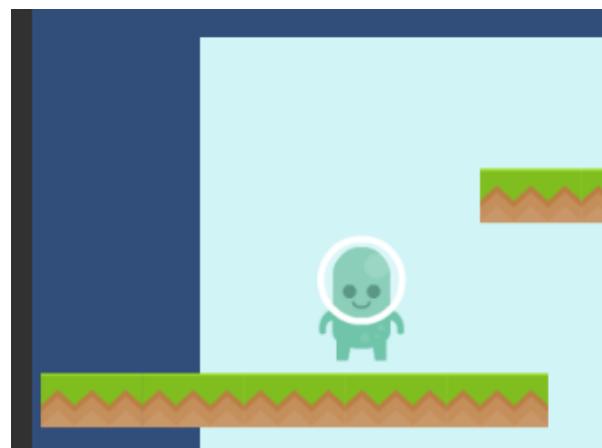
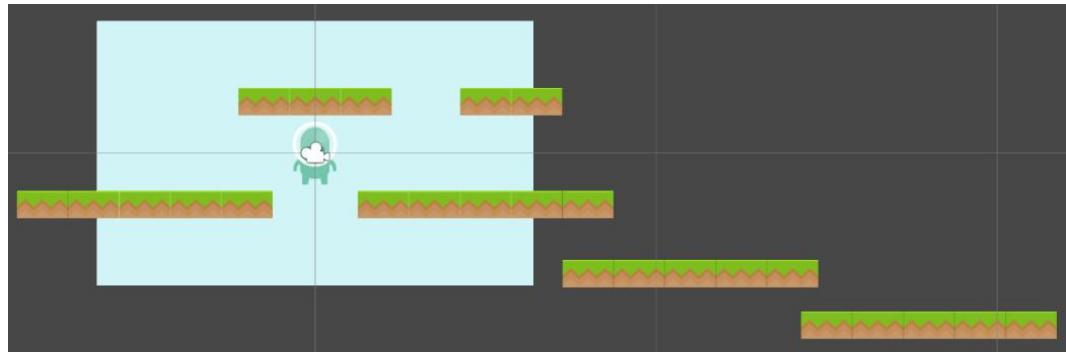
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    Floor\_1

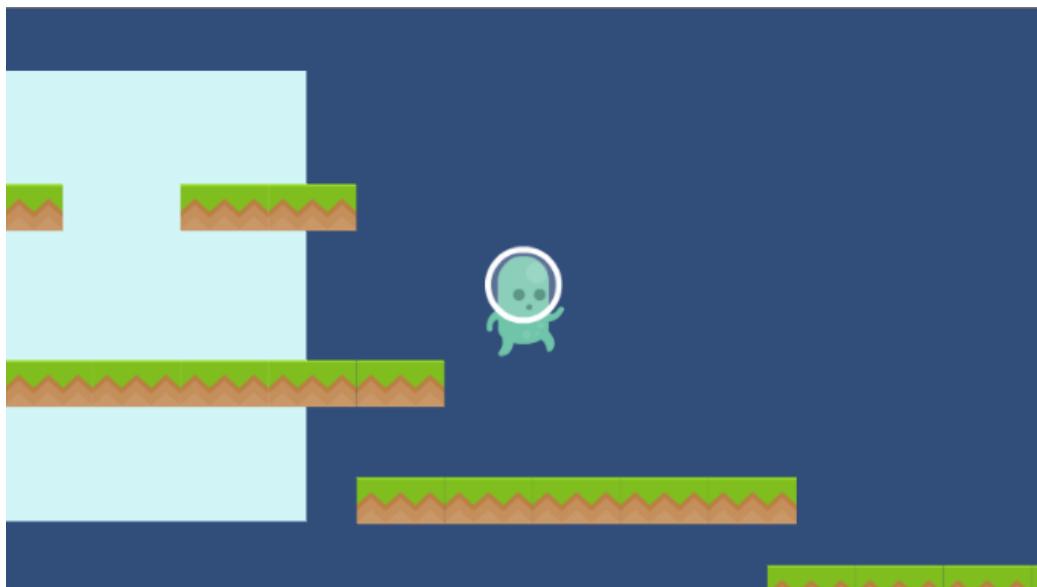


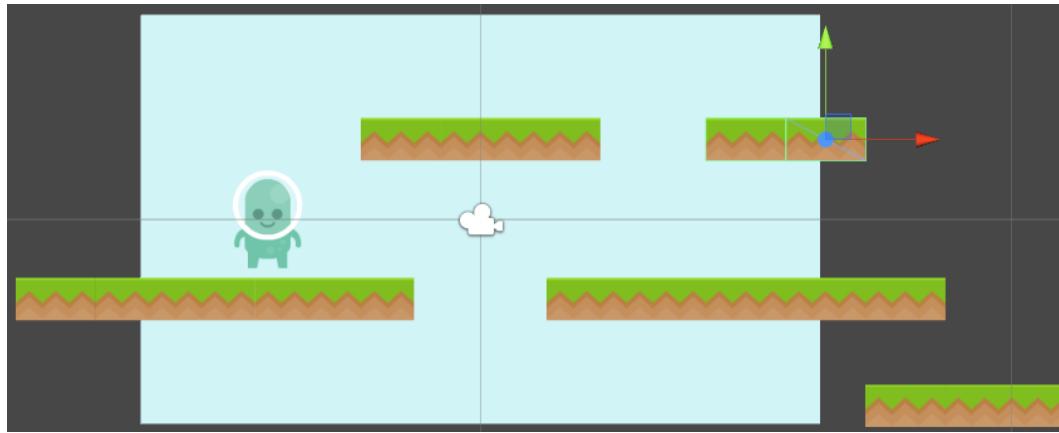


▼ Floor  
  ▼ Floors\_1  
    Floor\_1  
    Floor\_2  
    Floor\_3  
    Floor\_4  
    Floor\_5









► Player

▼ Floor

- Floors\_1
- Floors\_2
- Floors\_3
- ▼ Floors\_4
  - Floor\_1
  - Floor\_2
- Floors\_5
- Floors\_6

Inspector

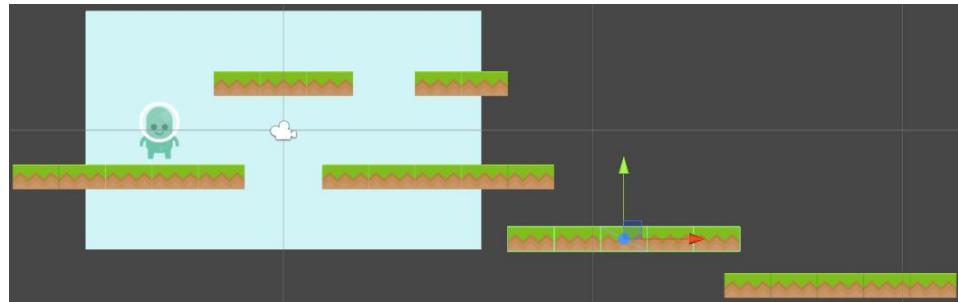
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Order in Layer: 1

Box Collider 2D

- Material: Slippery
- Is Trigger
- Used By Effector
- Offset: X 0 Y 0
- Size: X 0.7 Y 0.4

Platform Effector 2D

- Collider Mask: Everything
- One Way
- Side Friction
- Side Bounce
- Side Angle Variance: 0



Player

Floor

Floors\_1

Floors\_2

Floors\_3

Floors\_4

Floors\_5

Floor\_1

Floor\_2

Floor\_3

Floor\_4

Floor\_5

Floors\_6

Inspector

Material: Sprites-Default

Sorting Layer: Foreground

Order in Layer: 1

Box Collider 2D

Material: Slippery

Is Trigger:

Used By Effector:

Offset: X 0 Y 0

Size: X 0.7 Y 0.4

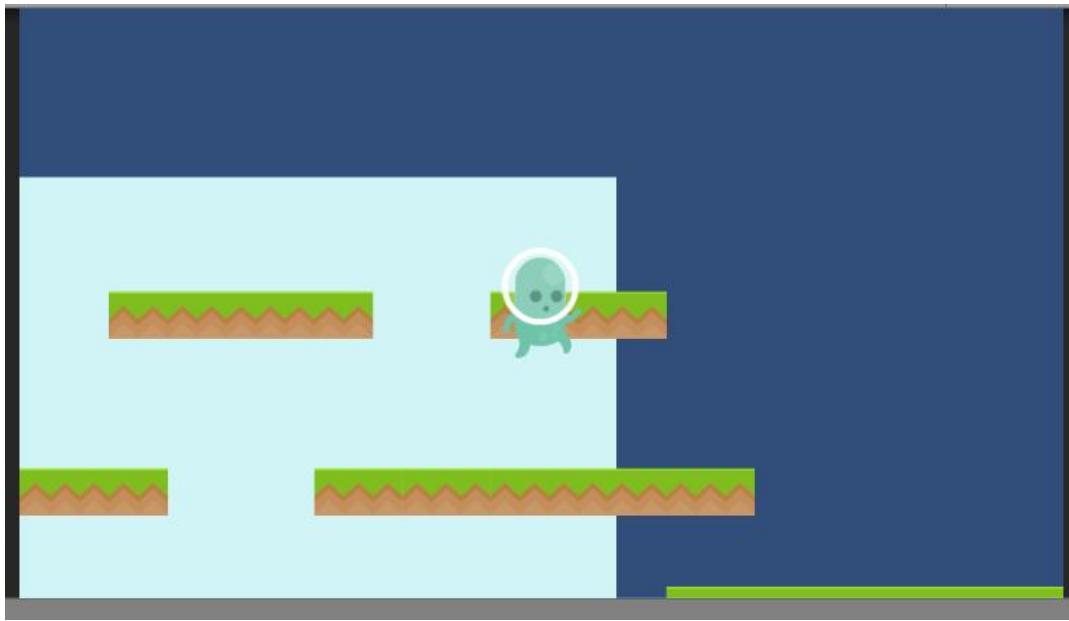
Surface Effector 2D

Collider Mask: Everything

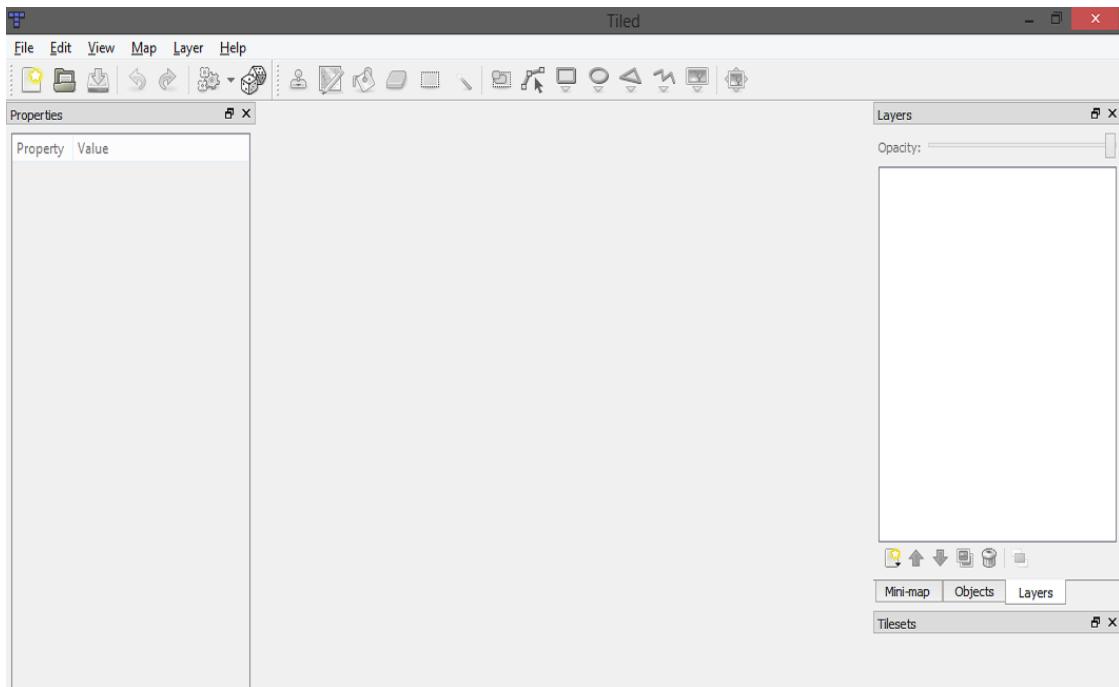
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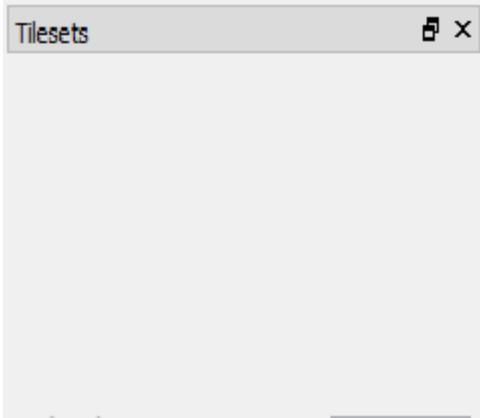
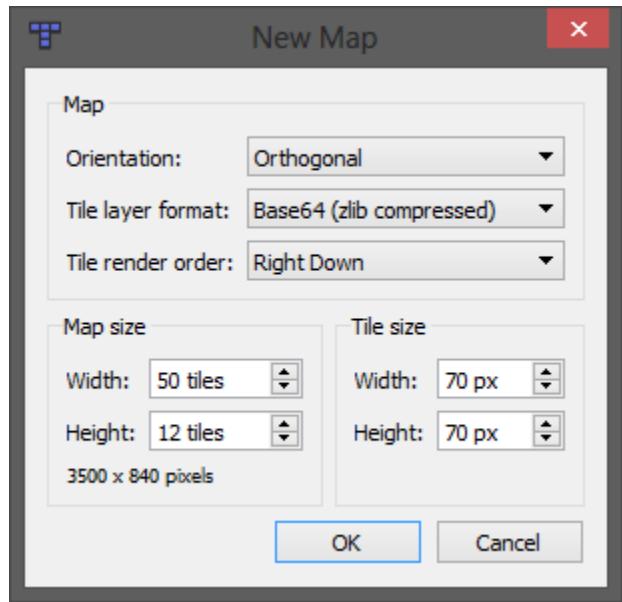
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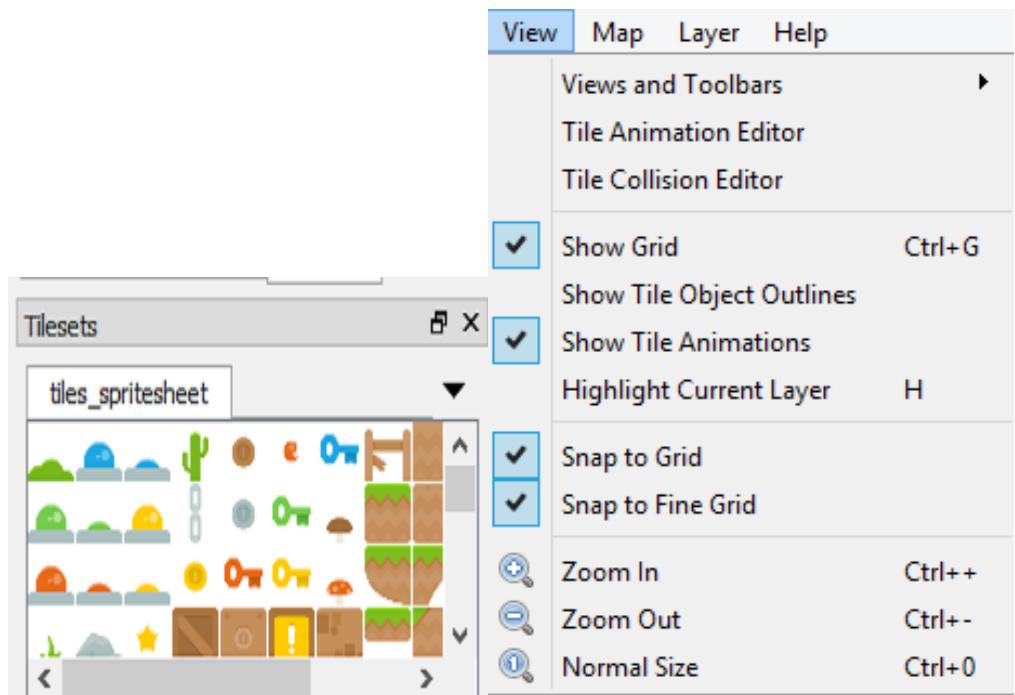
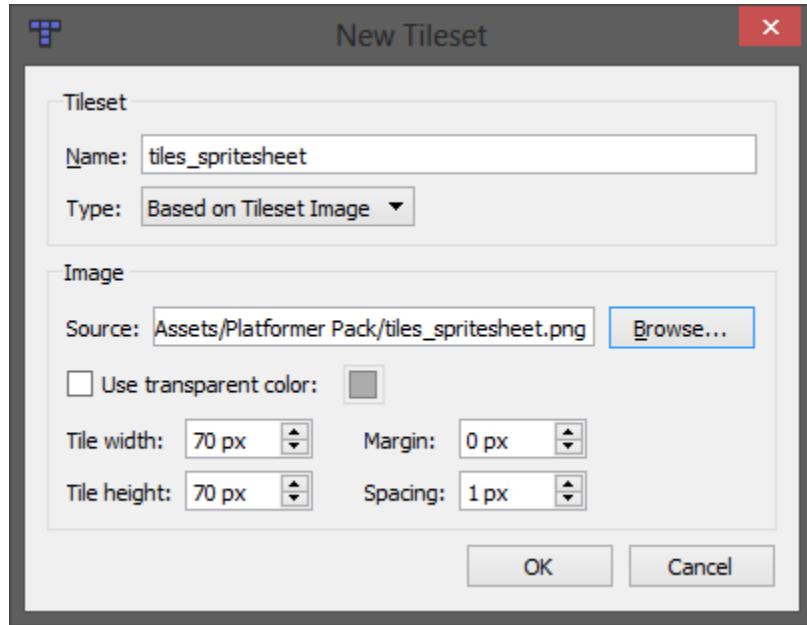
Add Component

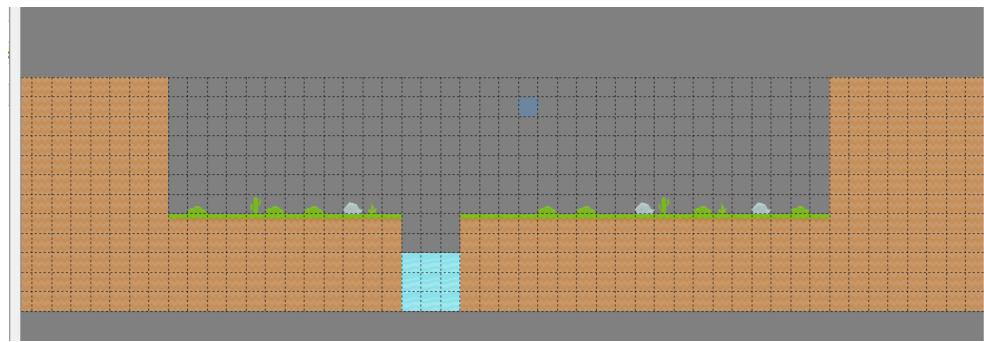
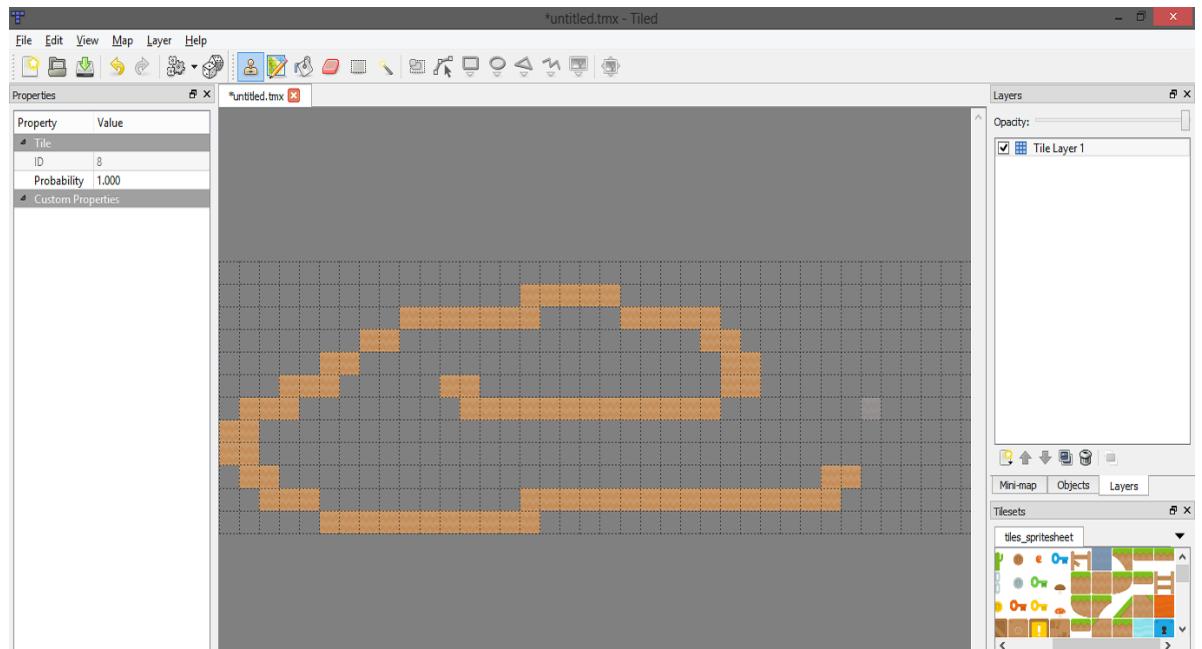


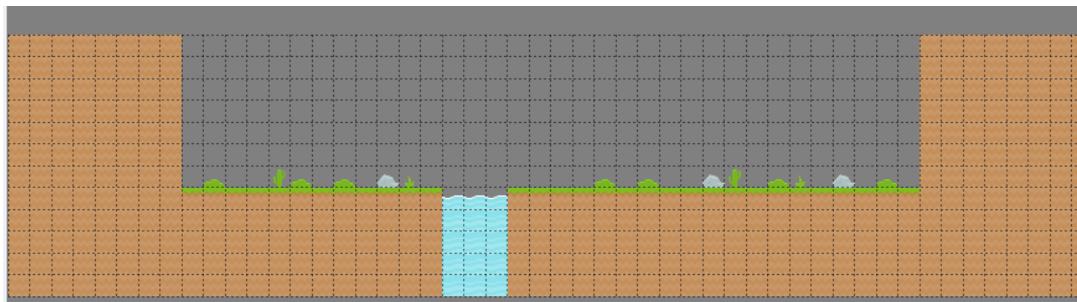
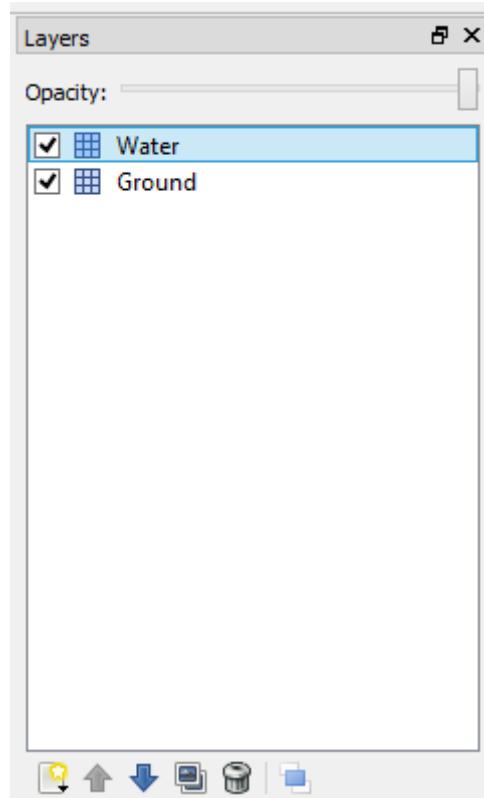
## Chapter 4: Level Design

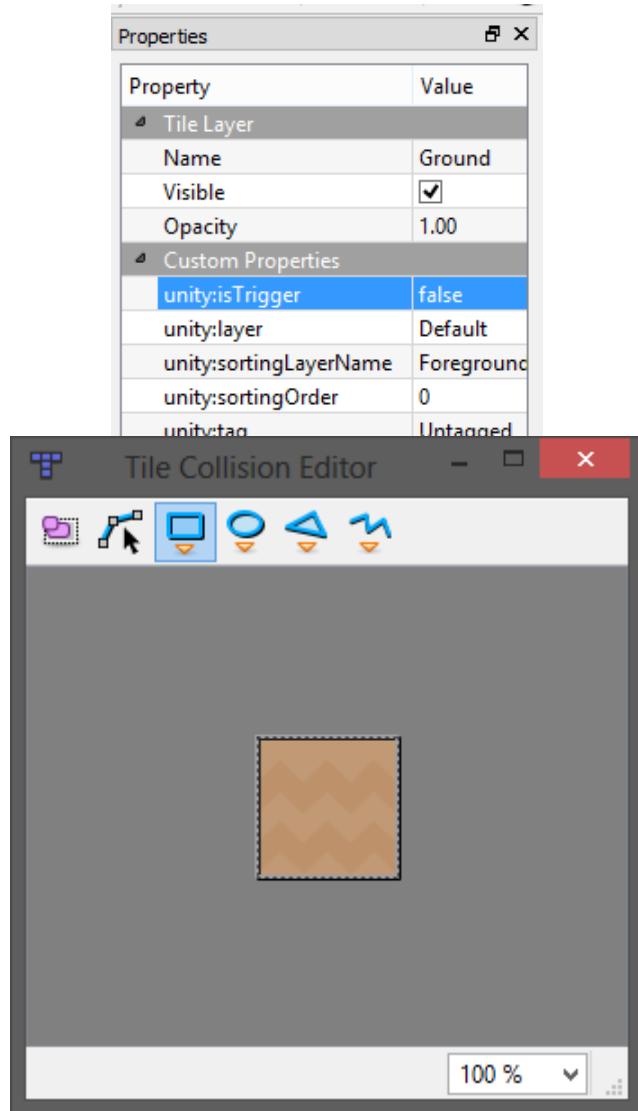


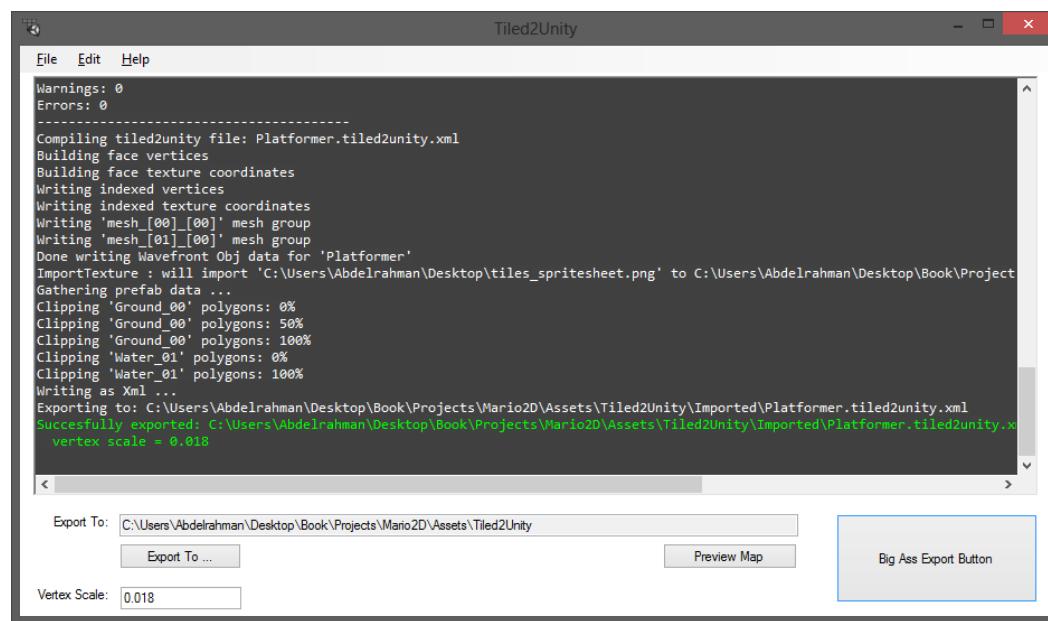
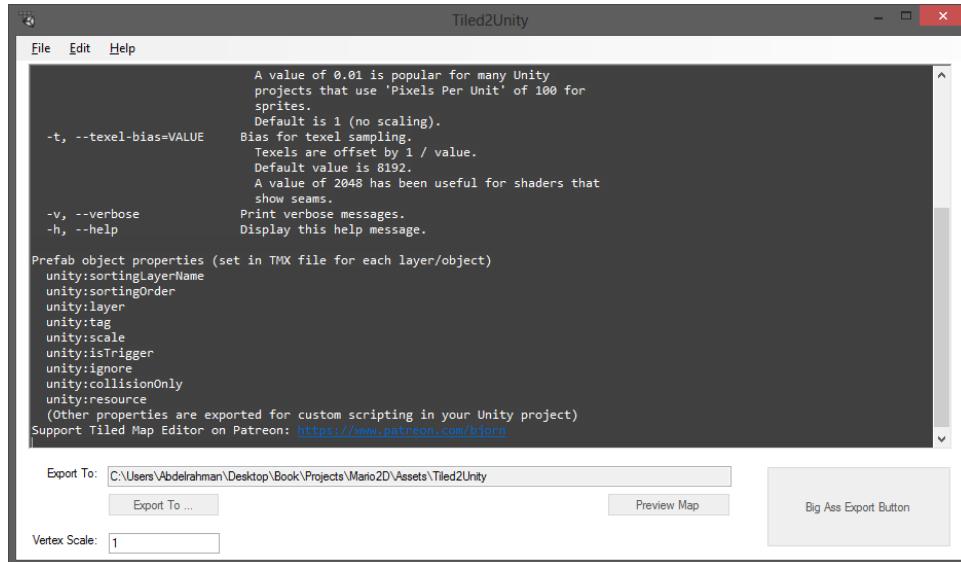


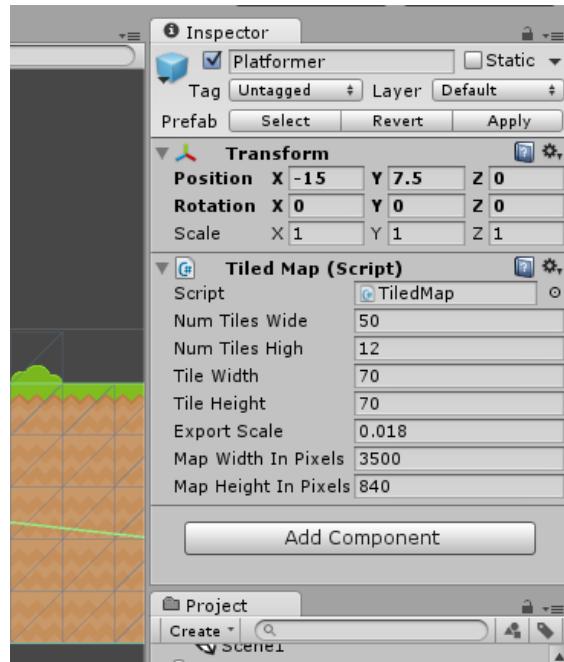
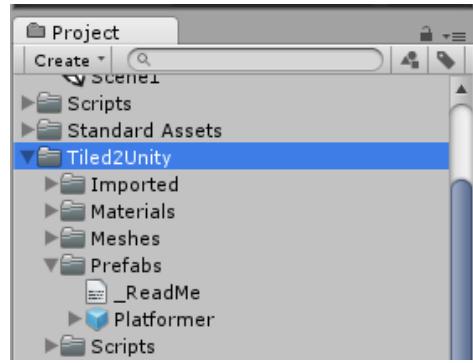


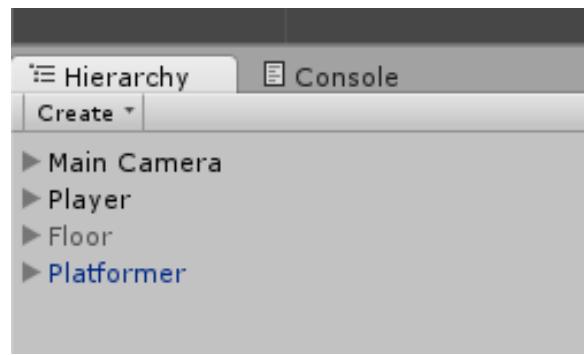
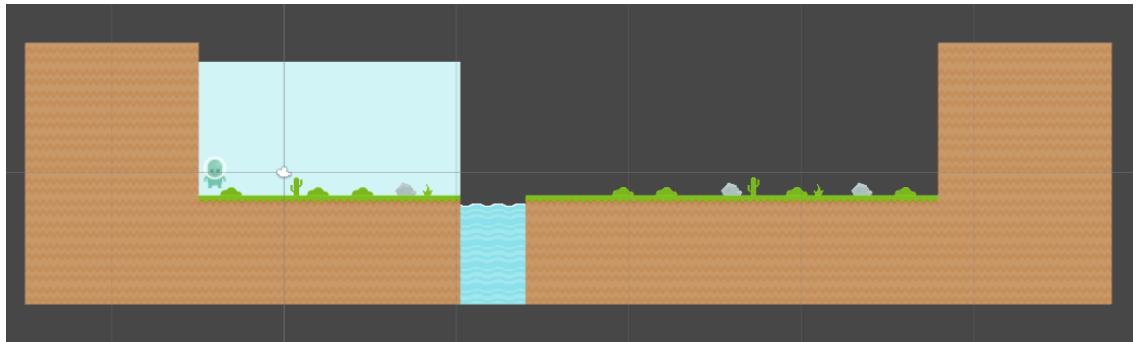


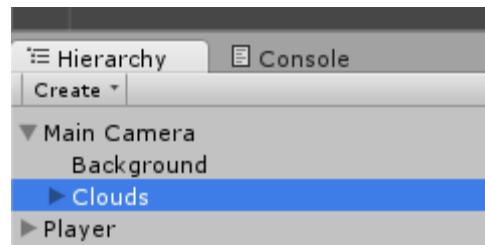
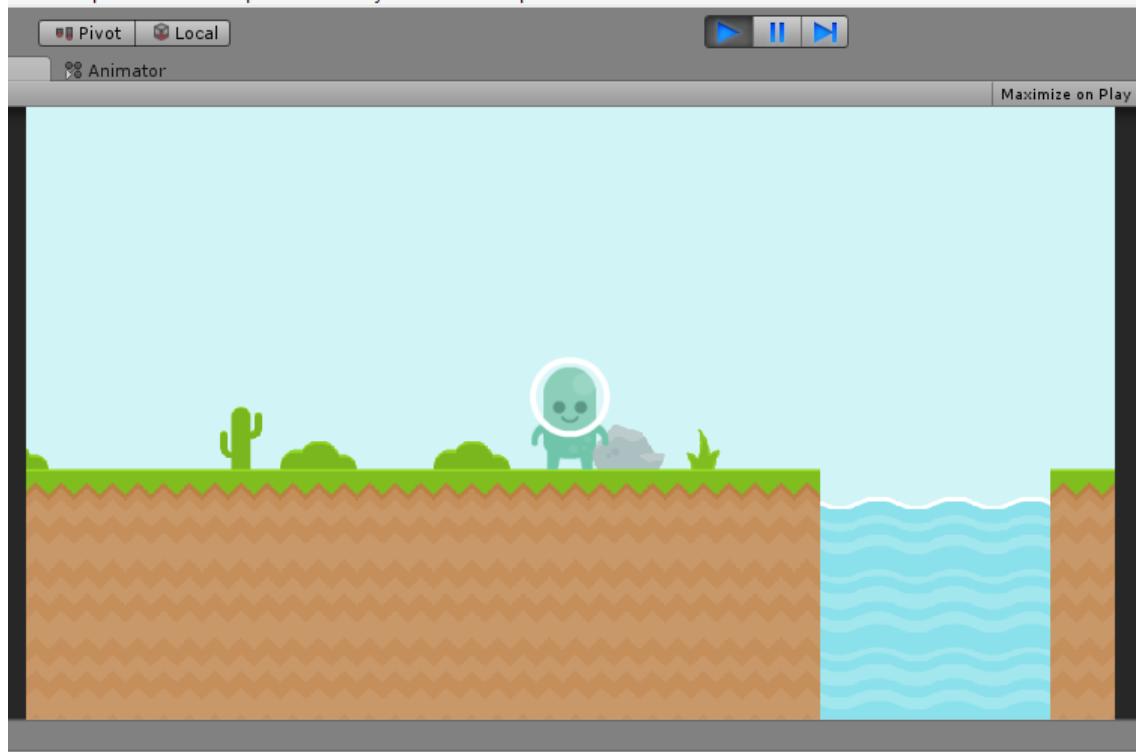


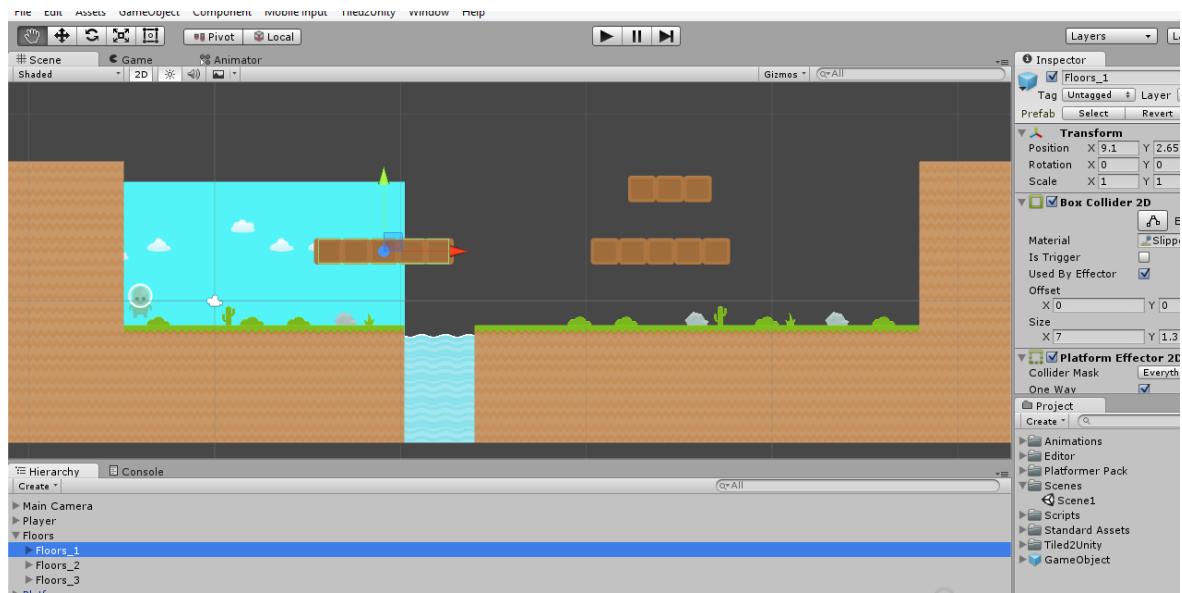
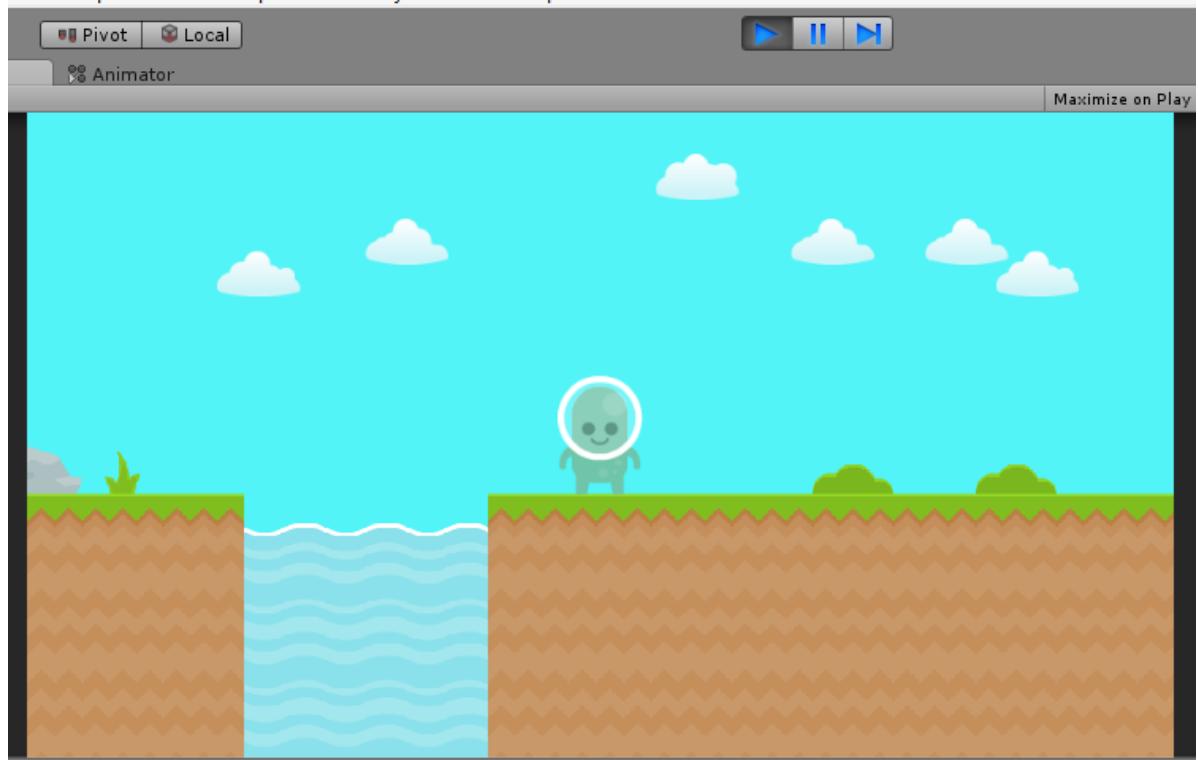


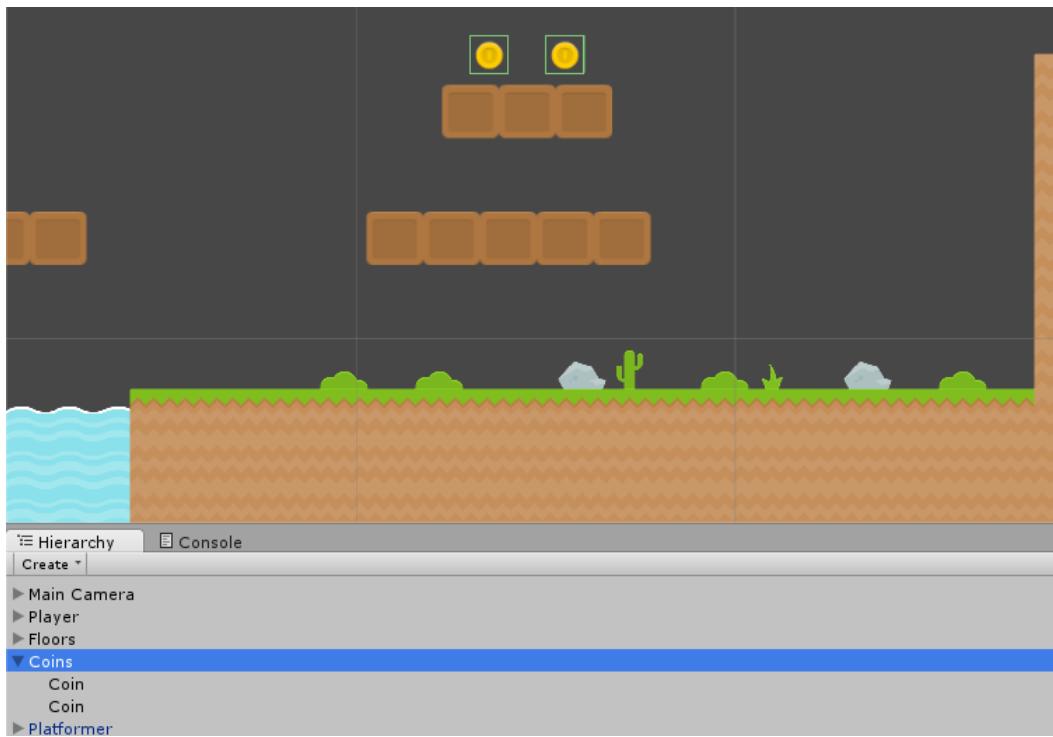


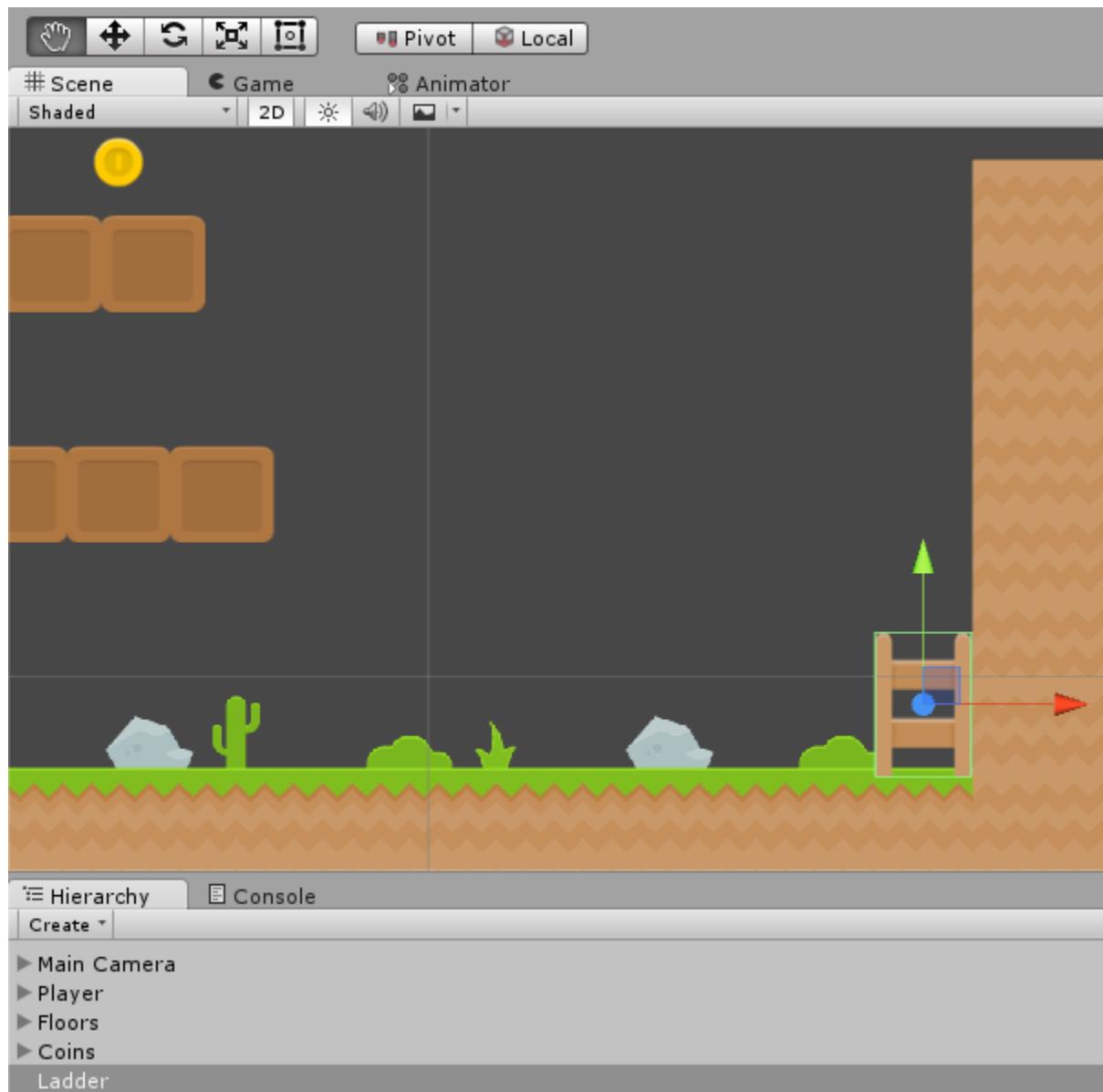


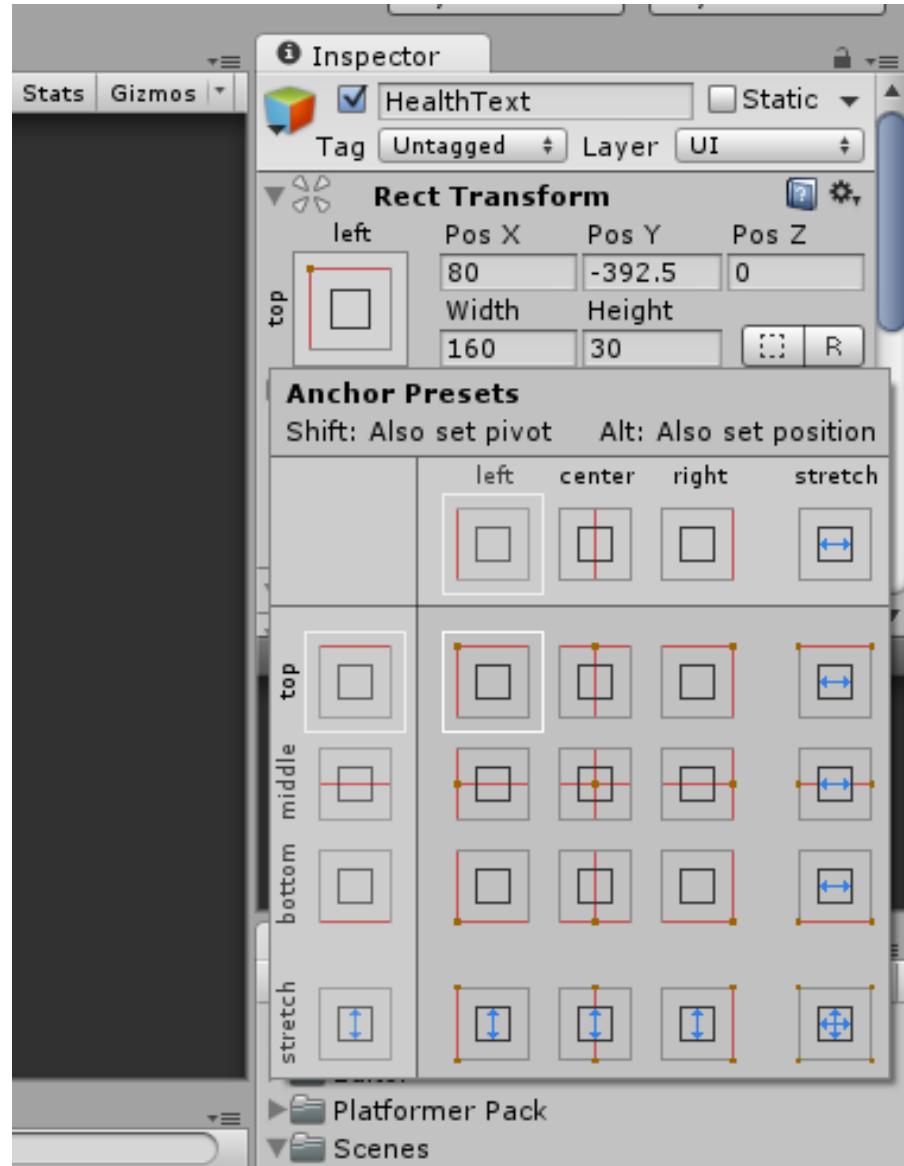


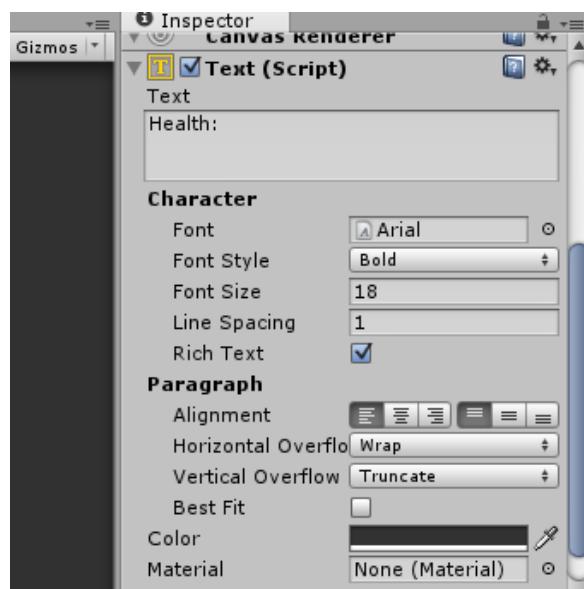
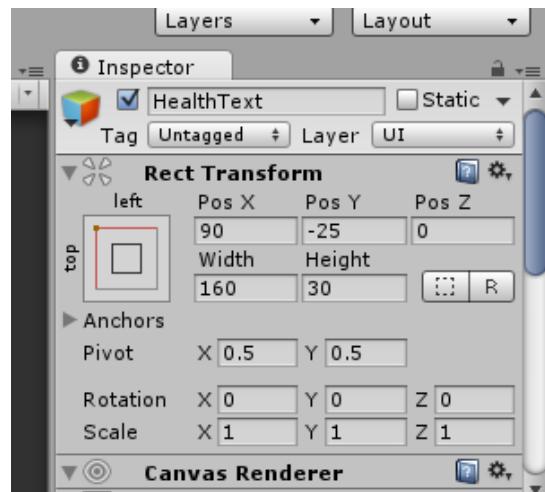


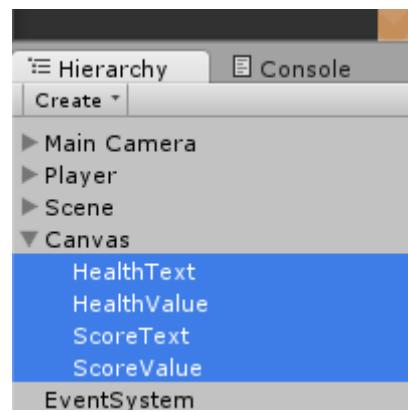
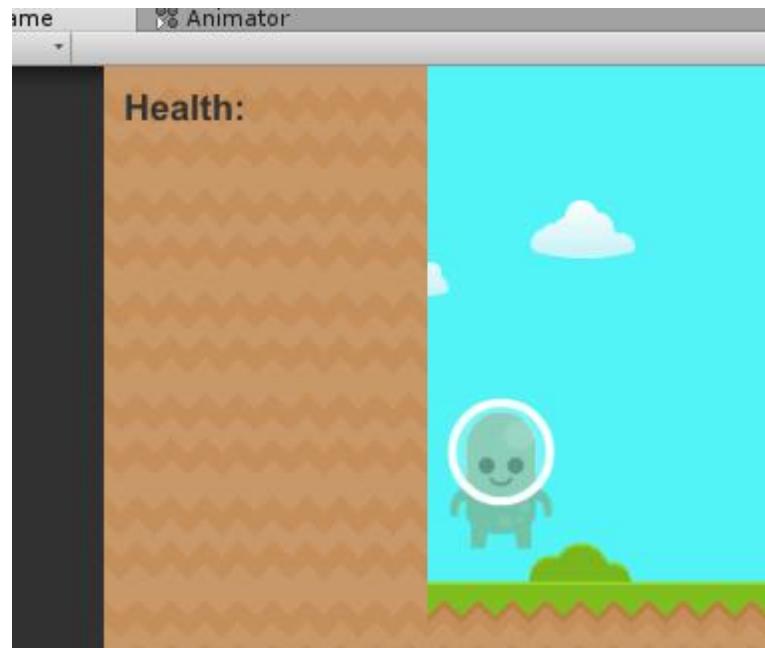


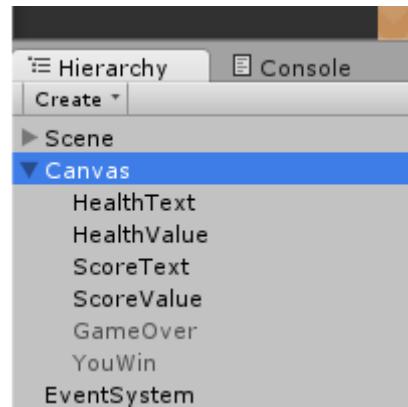


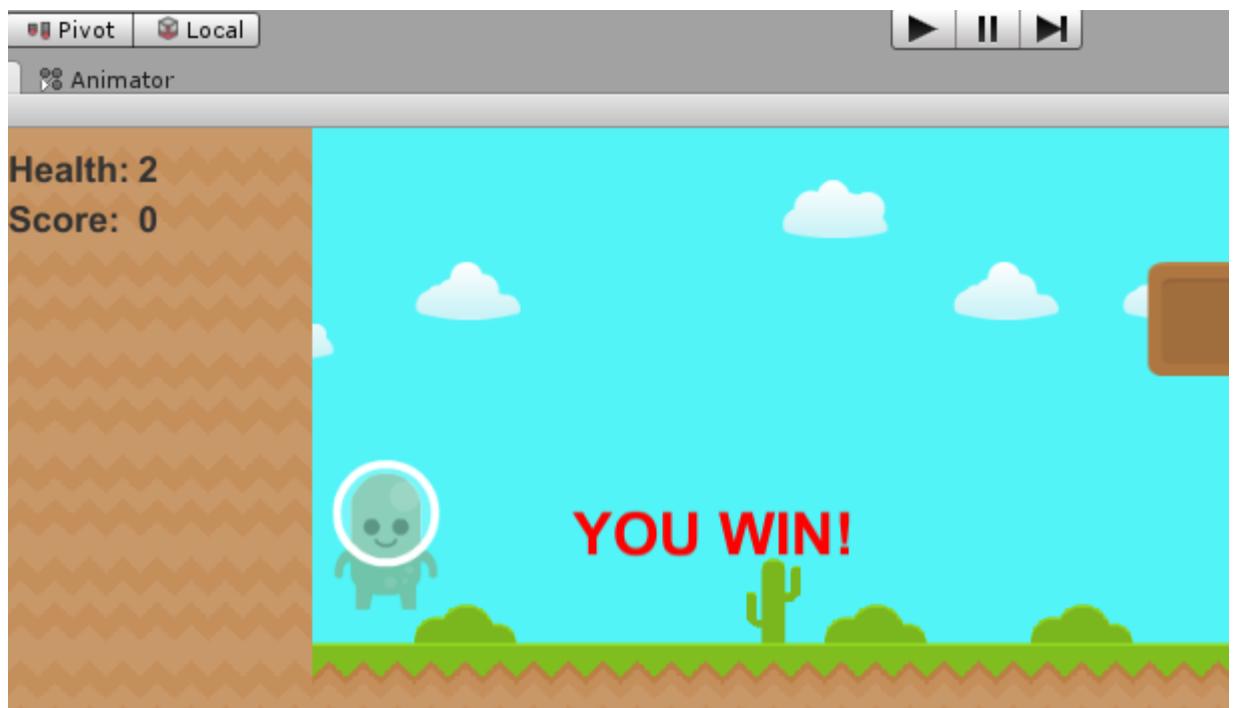
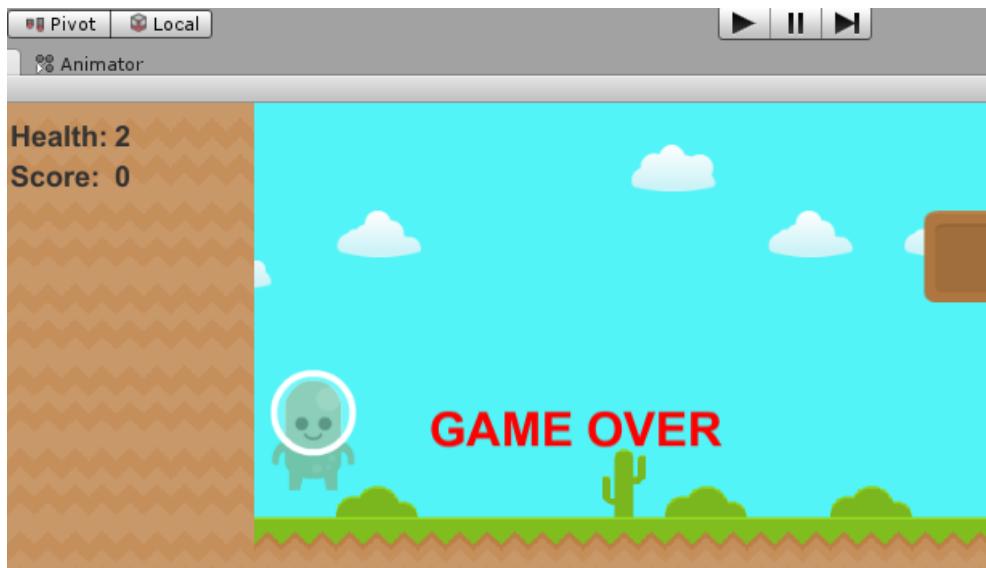


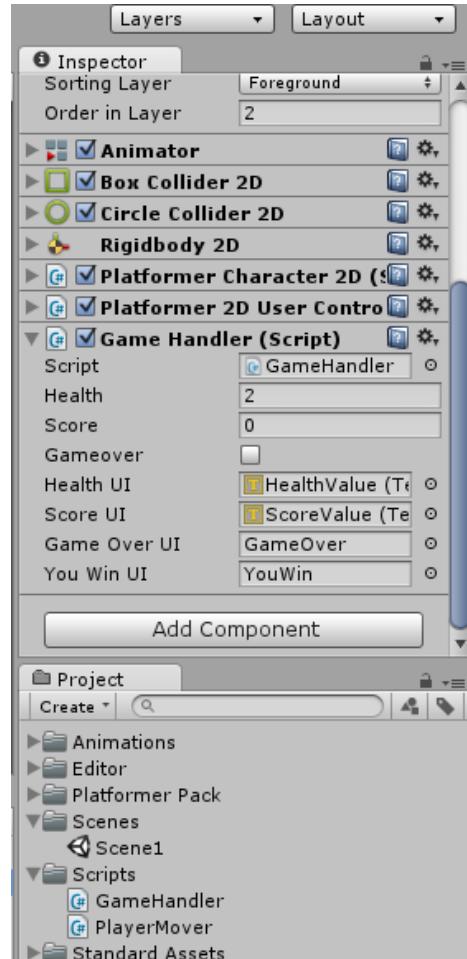


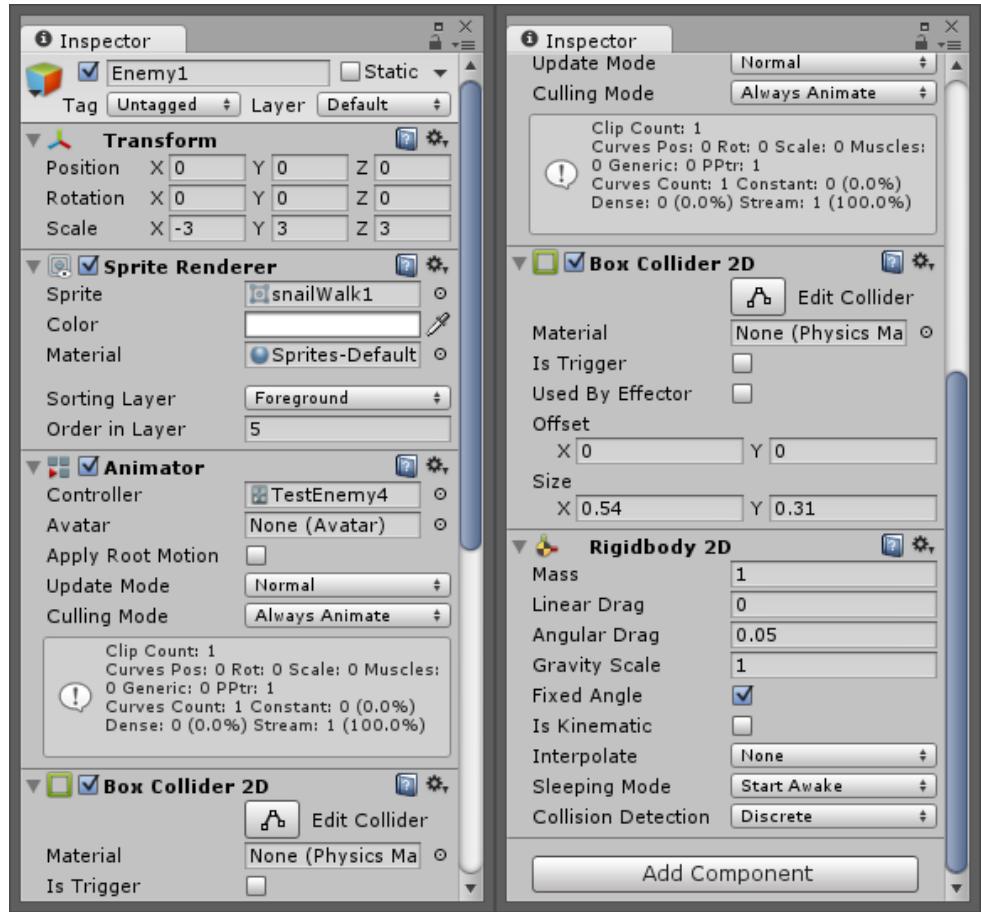


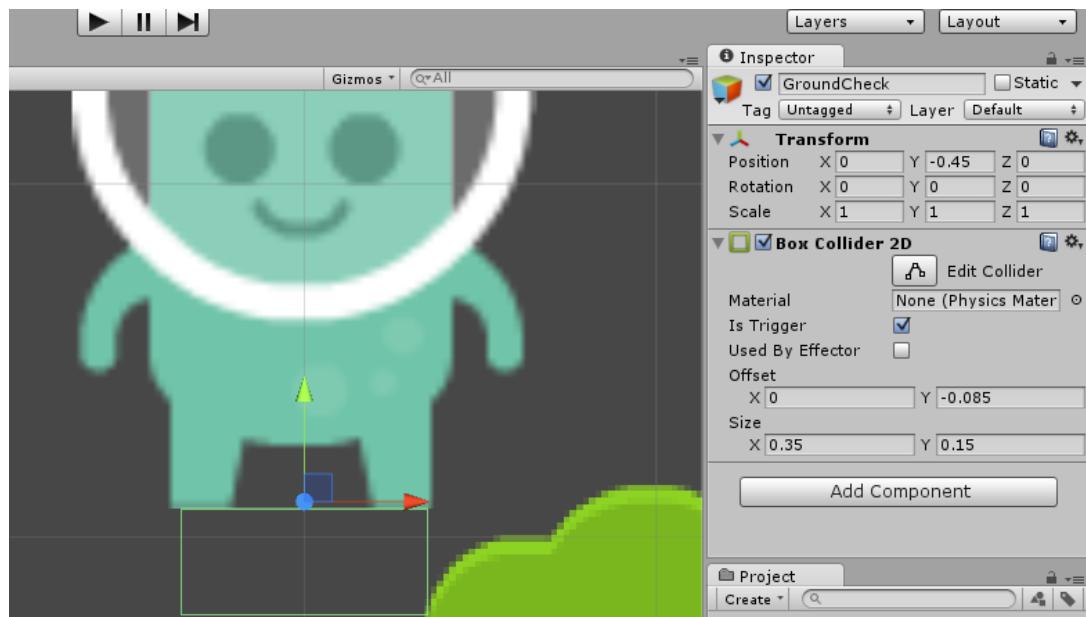


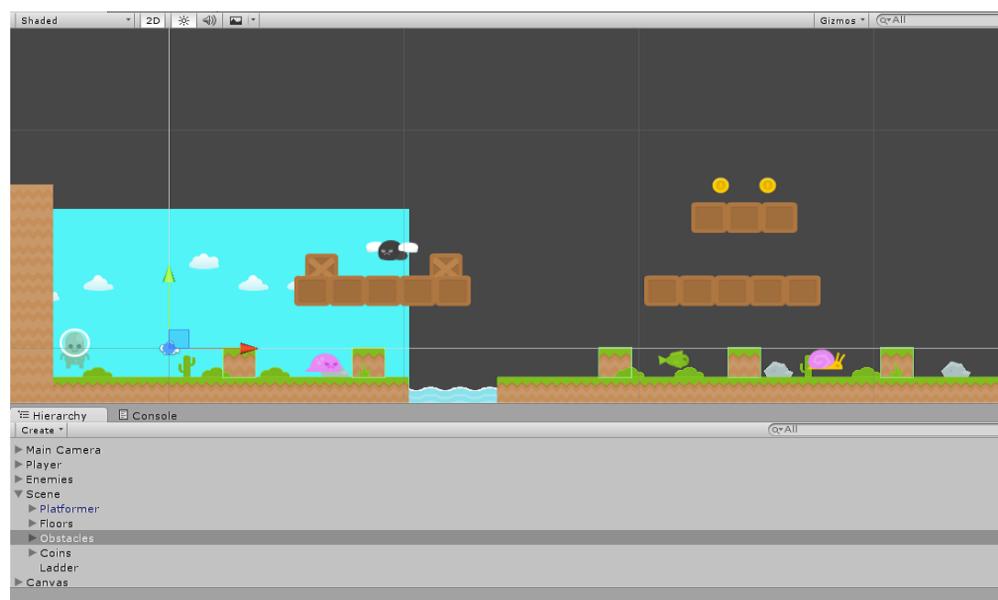
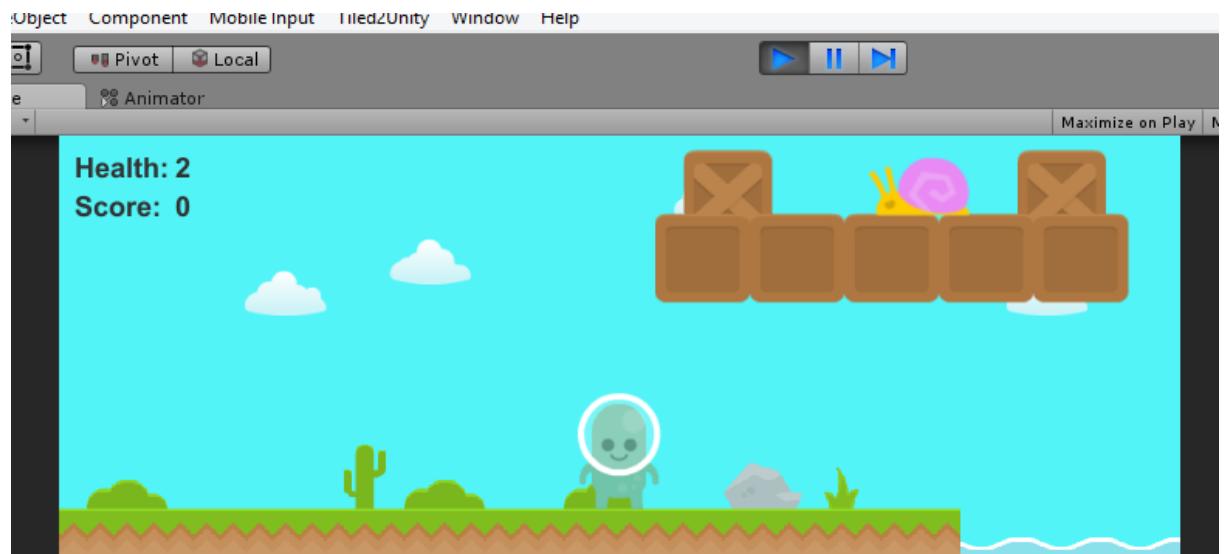




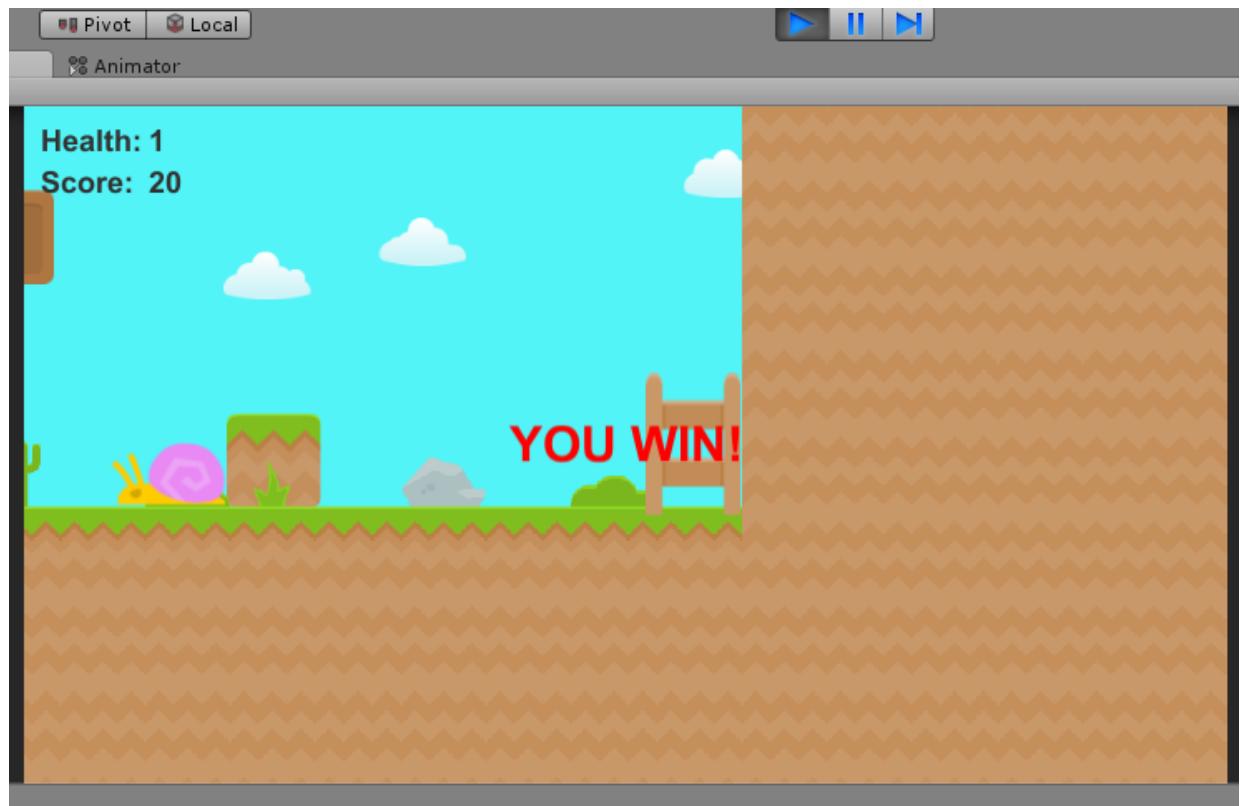




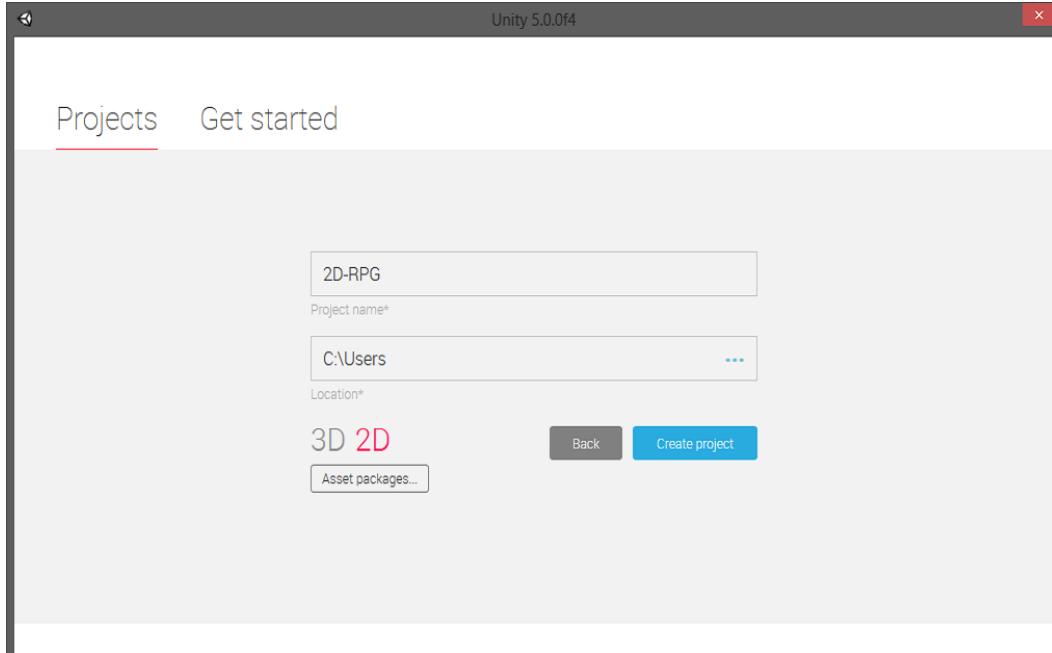


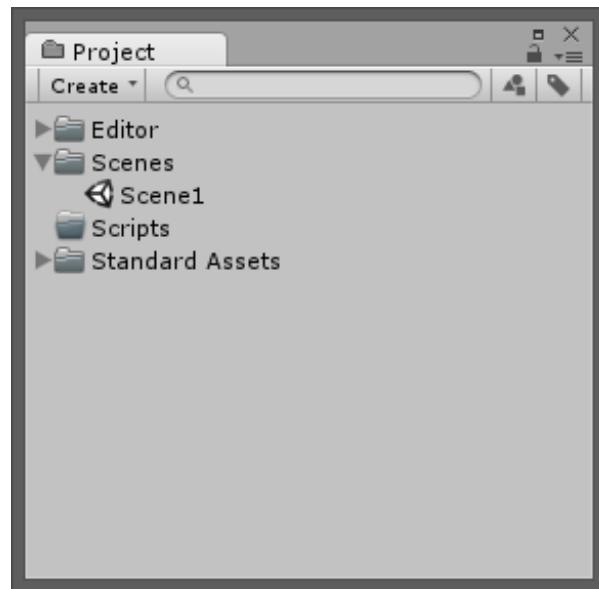
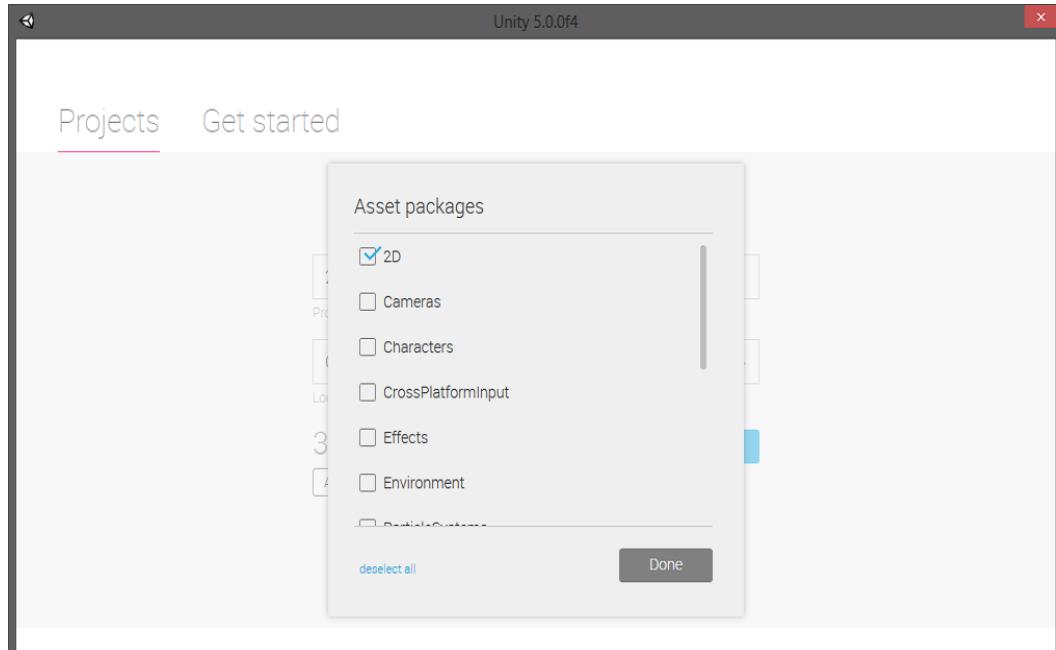


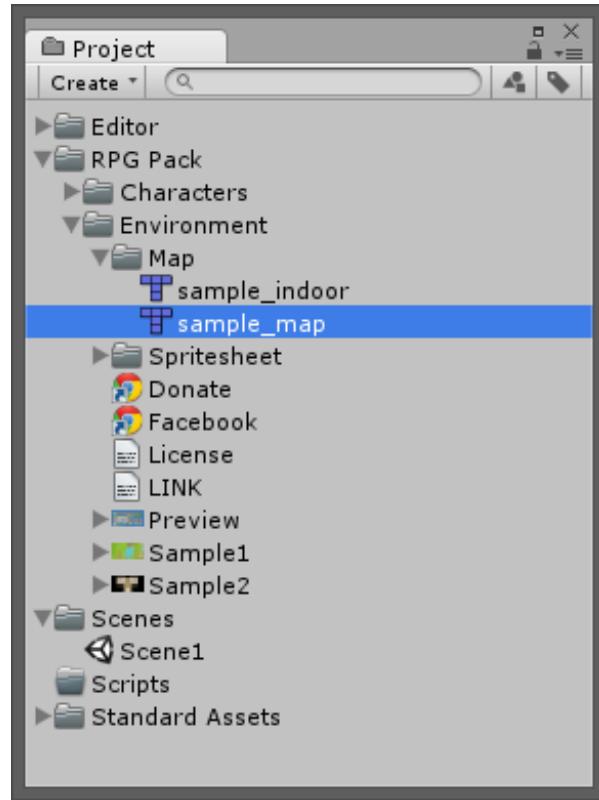


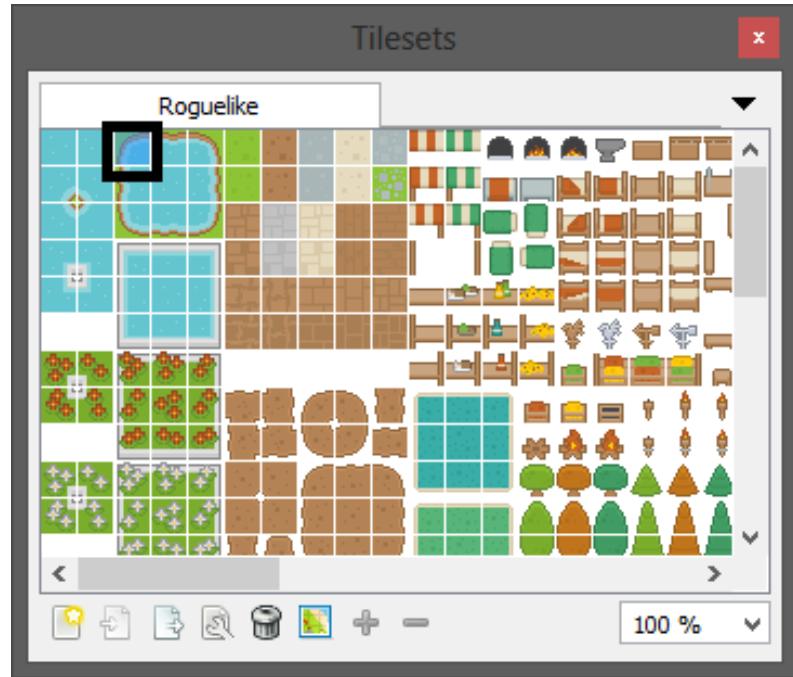


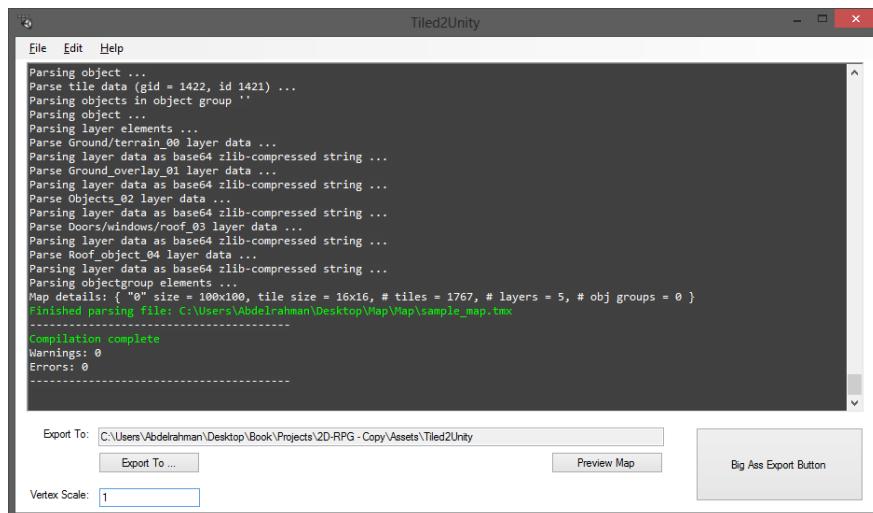
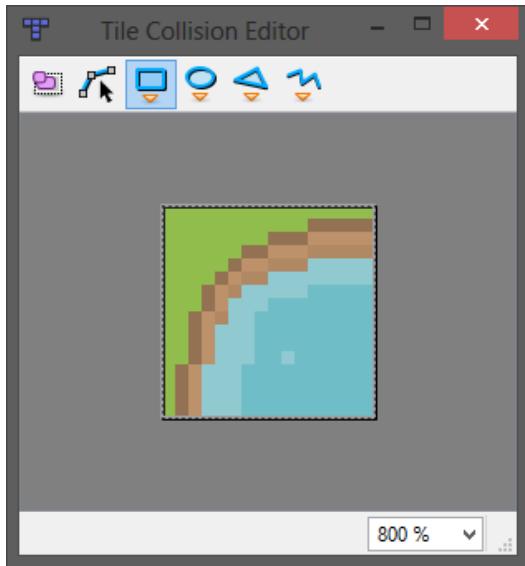
## Chapter 5: Creating Our Own RPG

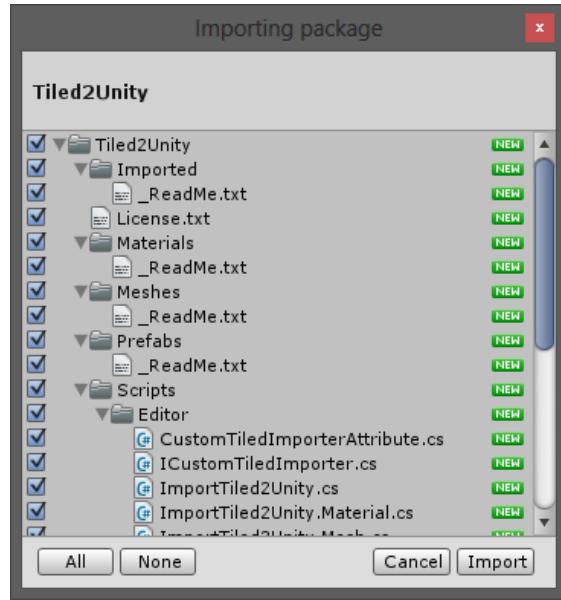


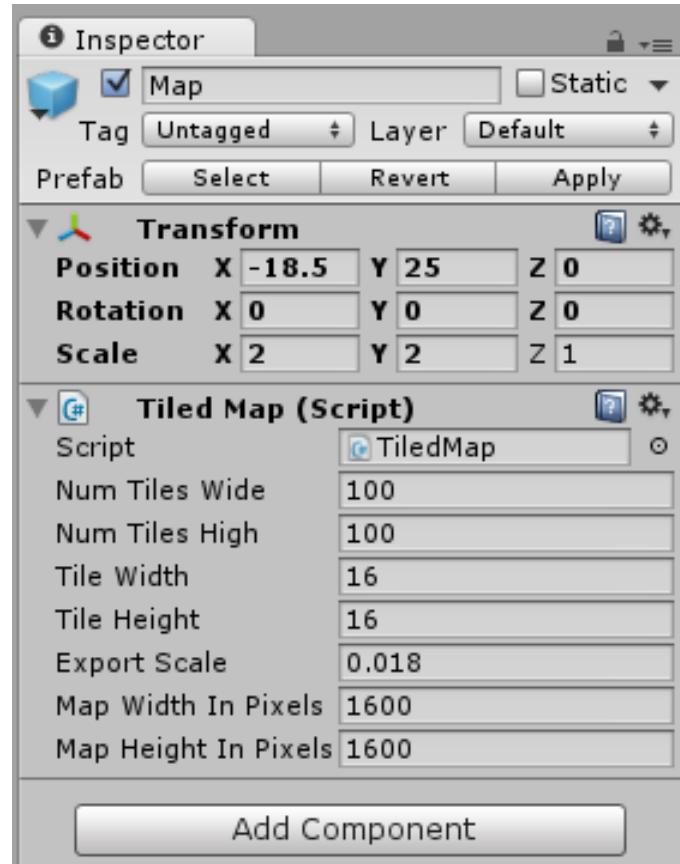




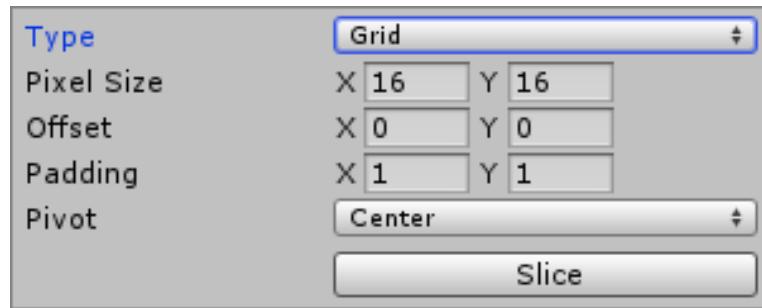
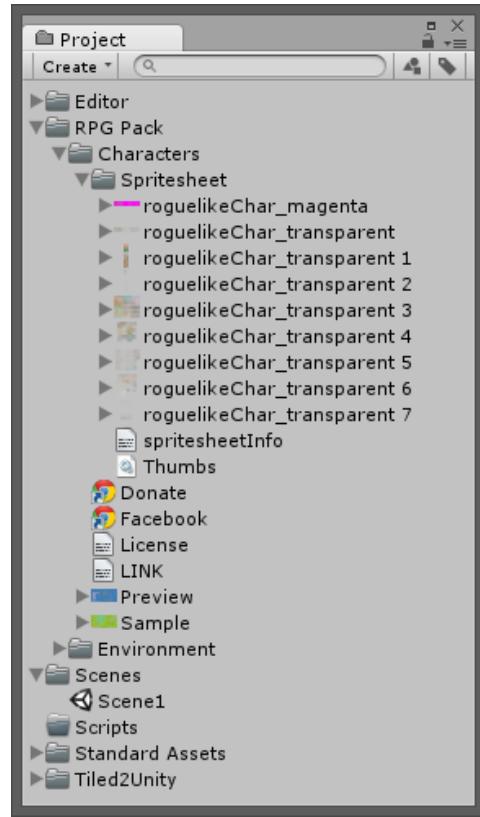


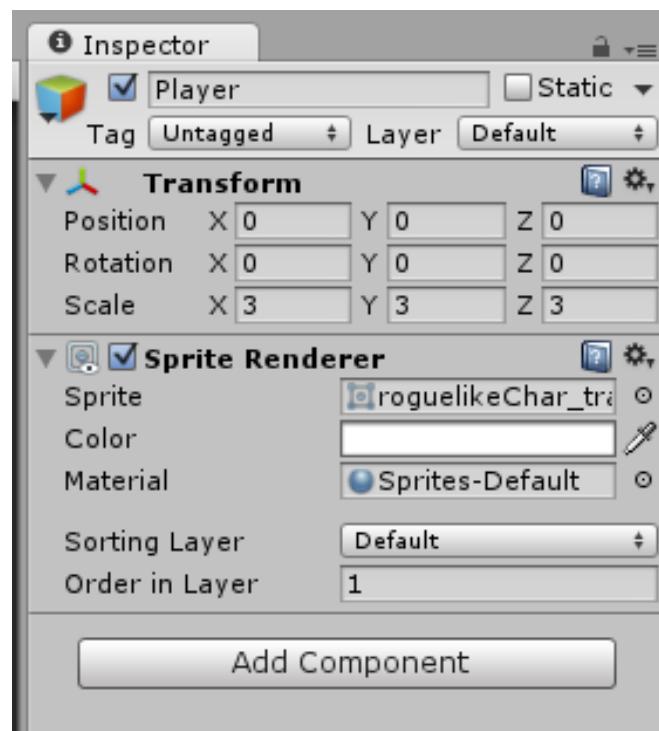
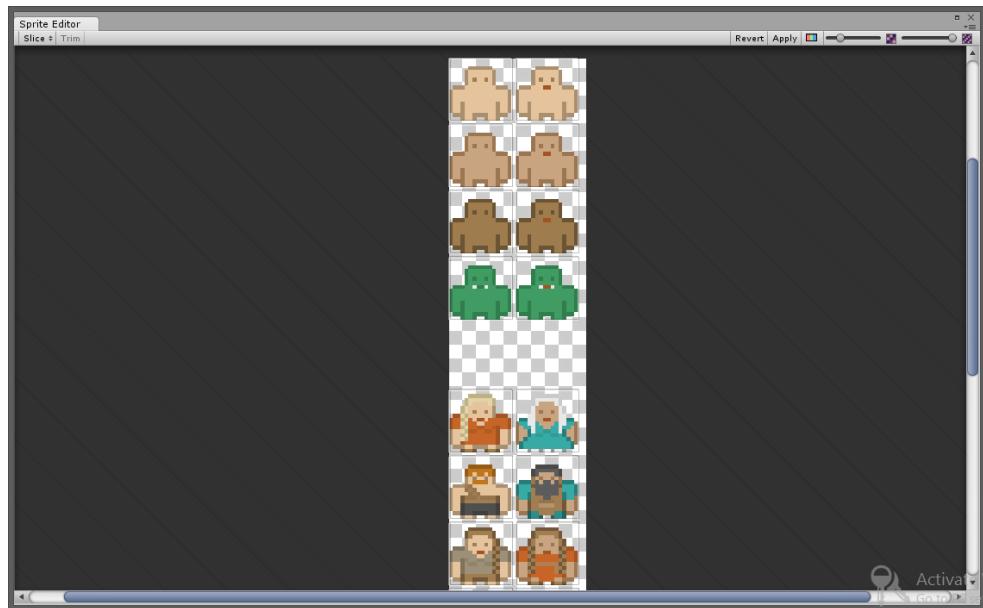


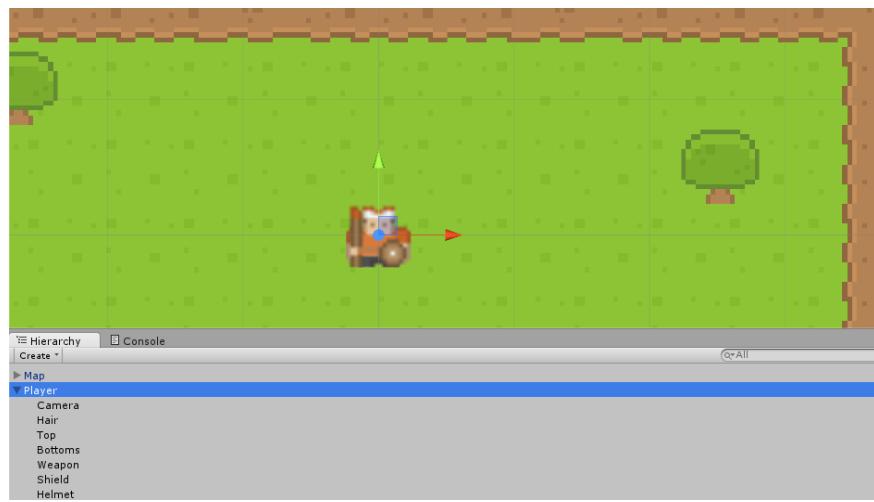
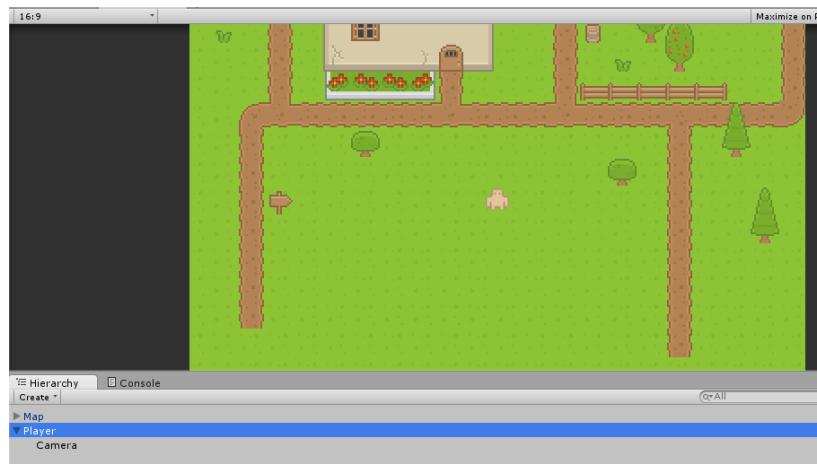


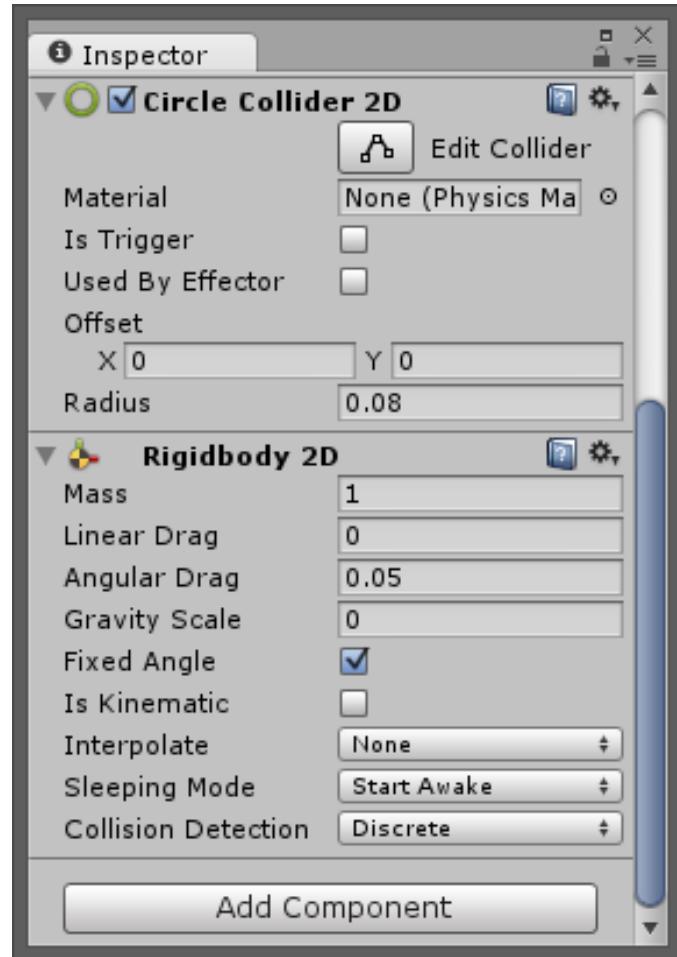


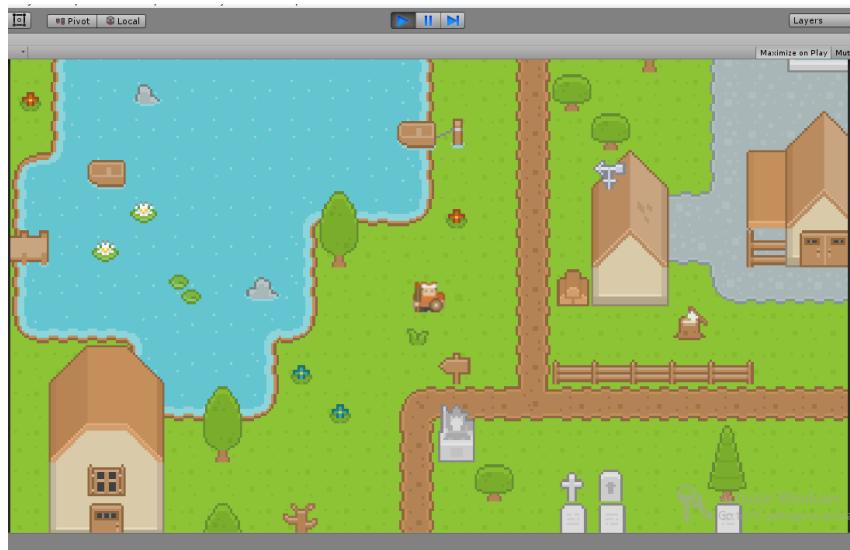


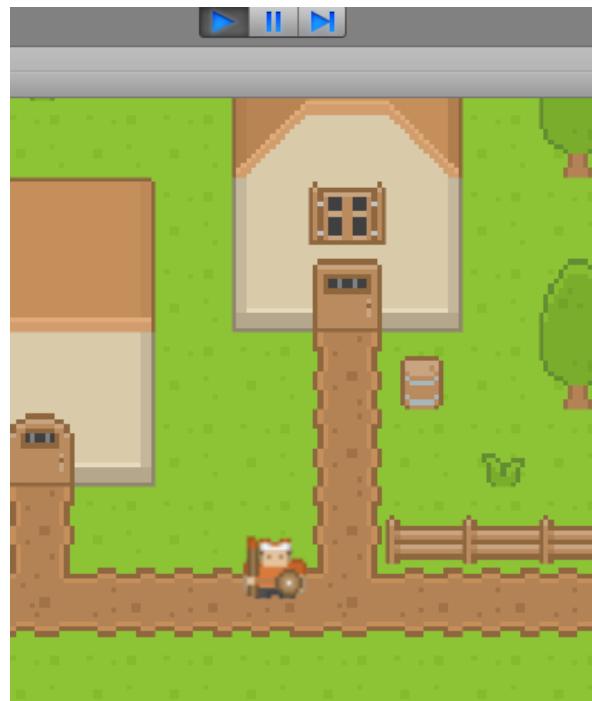
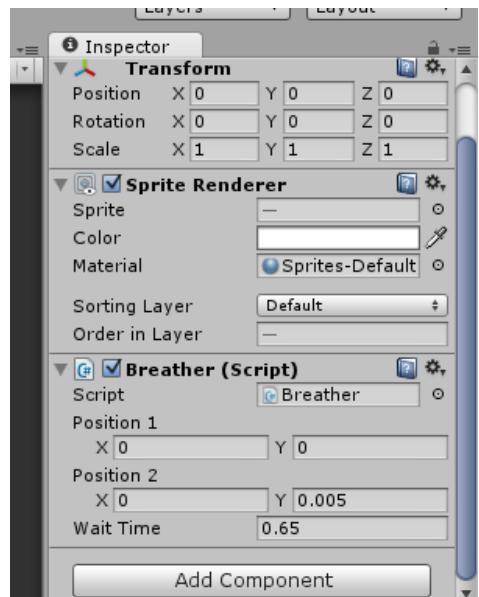






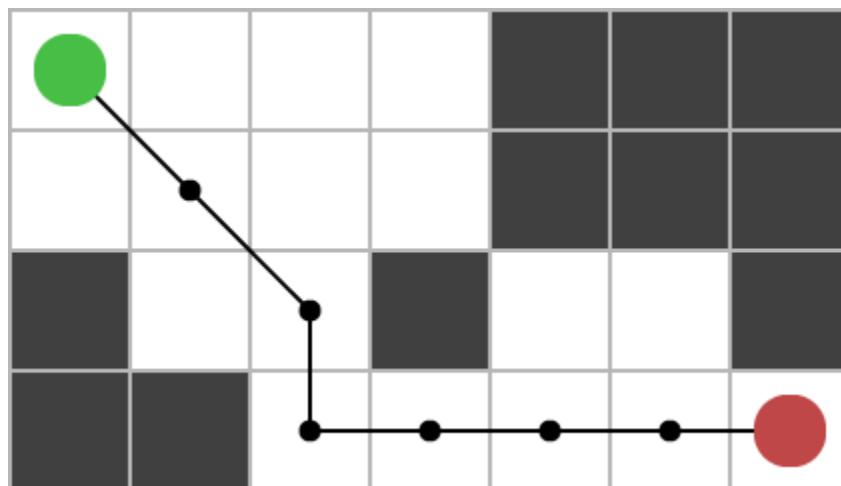








## Chapter 6: AI and Pathfinding



[arongranberg.com/astar/download](http://arongranberg.com/astar/download)

The A\* Pathfinding Project is compatible with Unity 5!

### Free Version

Free version of the project. Slightly more limited than the pro version, but still very powerful. Go ahead and try it out!

Includes several example scenes showing how to use the system.

[Download \(version: 3.7.4, last updated: 13 Sep 2015 \(last month\)\)](#)

### Beta Version (Free)

Lots of cool new features and fixes in this version, check out the [changelog](#)

[Download \(version: 3.7.1, downloads: 3148, last updated: 01 Aug 2015\)](#)

### Pro Version

Pro version with more features:  
automatic navmesh calculations  
[free vs pro comparison page](#)

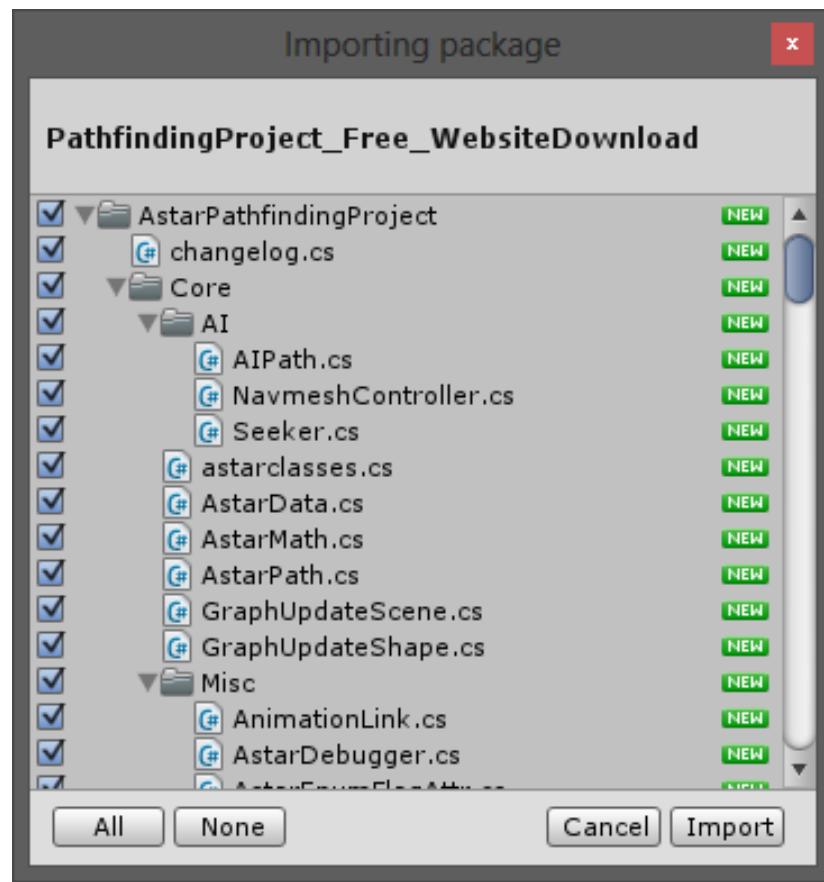
[Requires Pro \(version: 3.7.4\)](#)

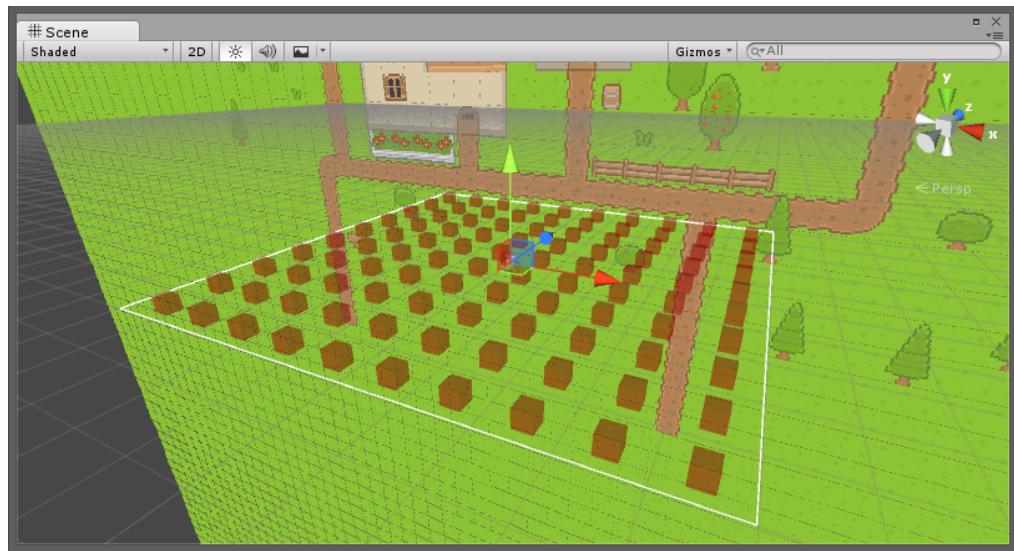
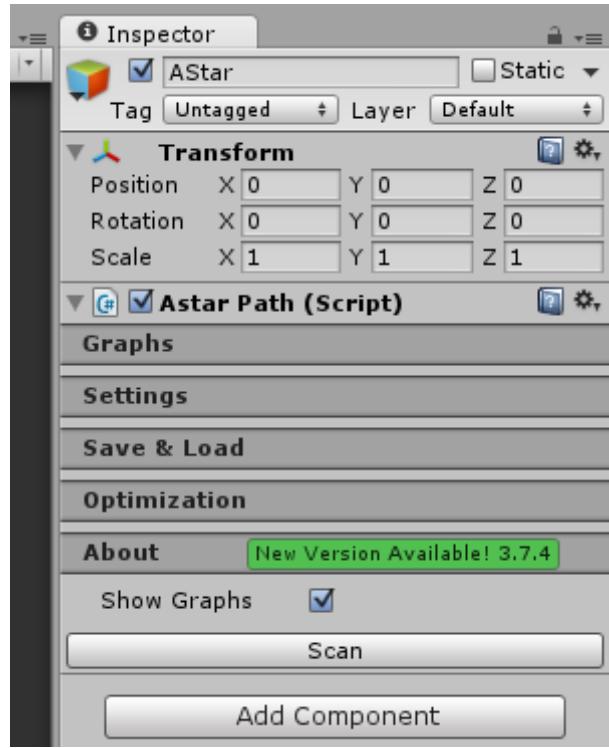
### Beta Version (Paid)

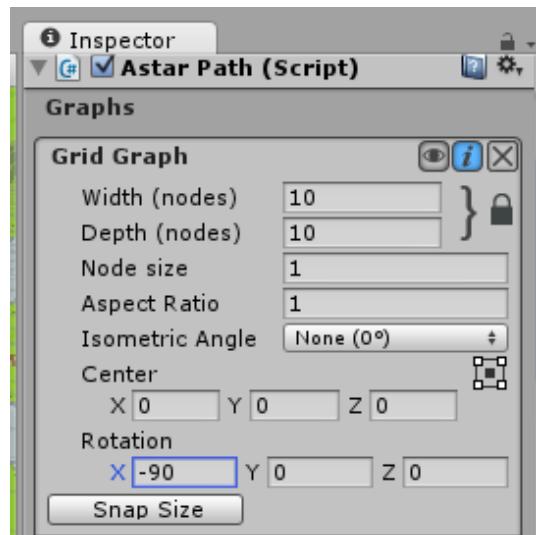
Lots of cool new features and fixes in this version, check out the [changelog](#)

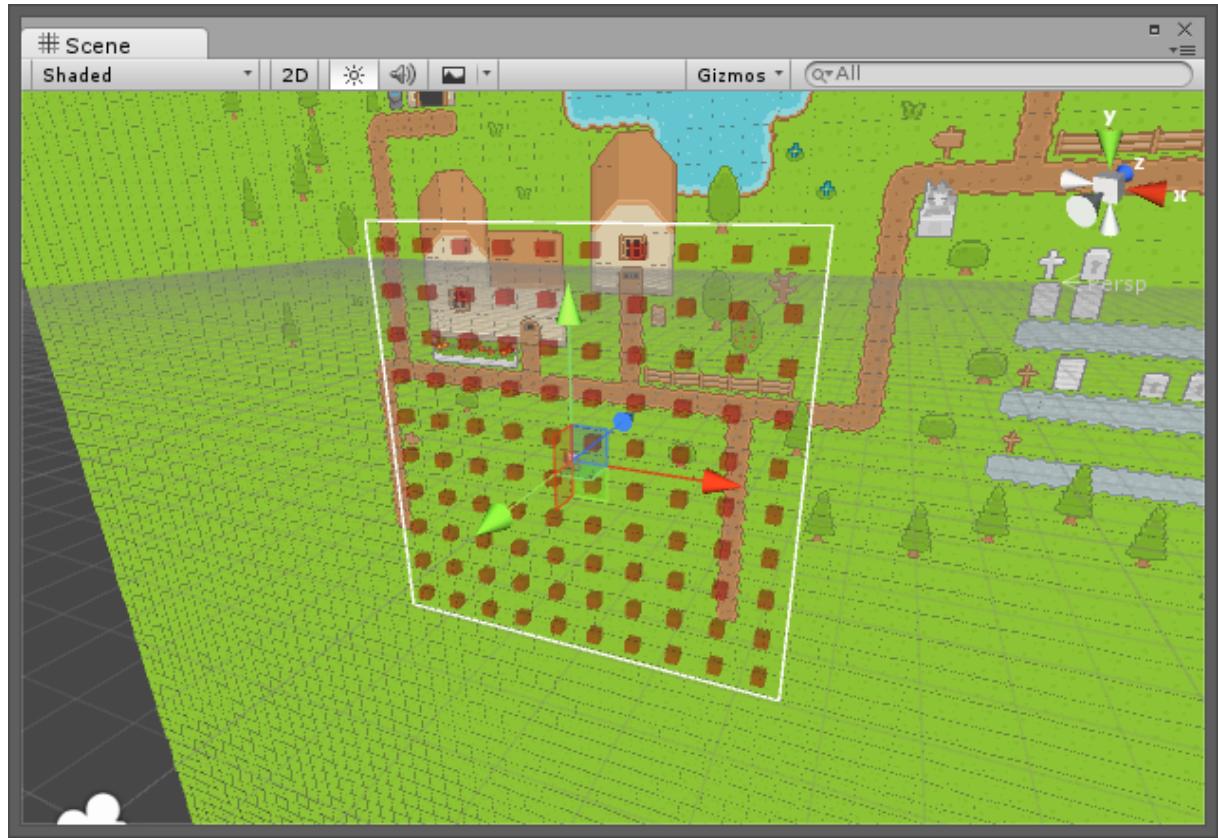
[Requires Pro \(version: 3.7.1\)](#)

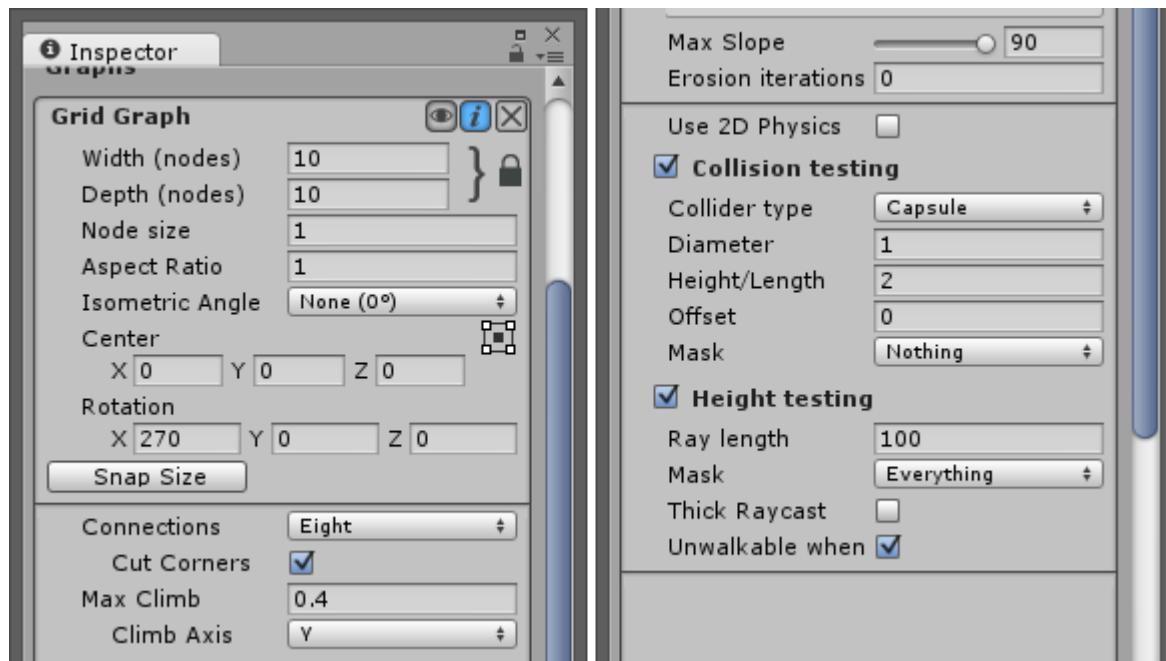
The A\* Pathfinding Project works with Unity 4.6 and up. If you need an older version of the project that is compatible with

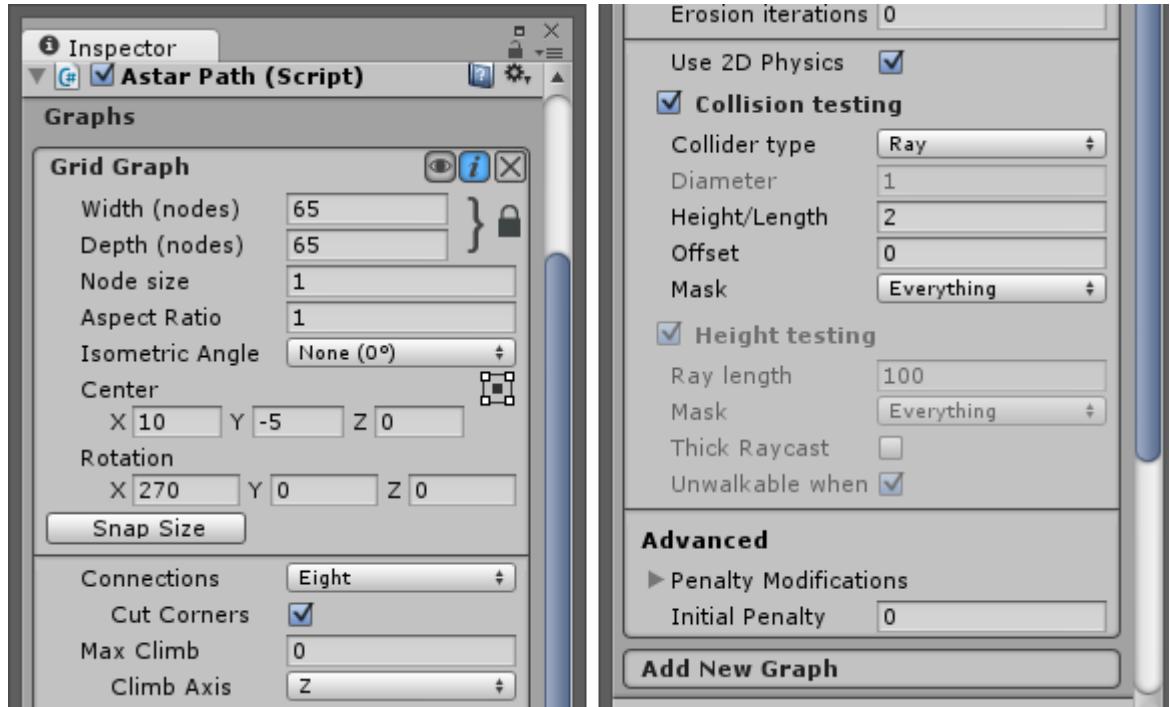


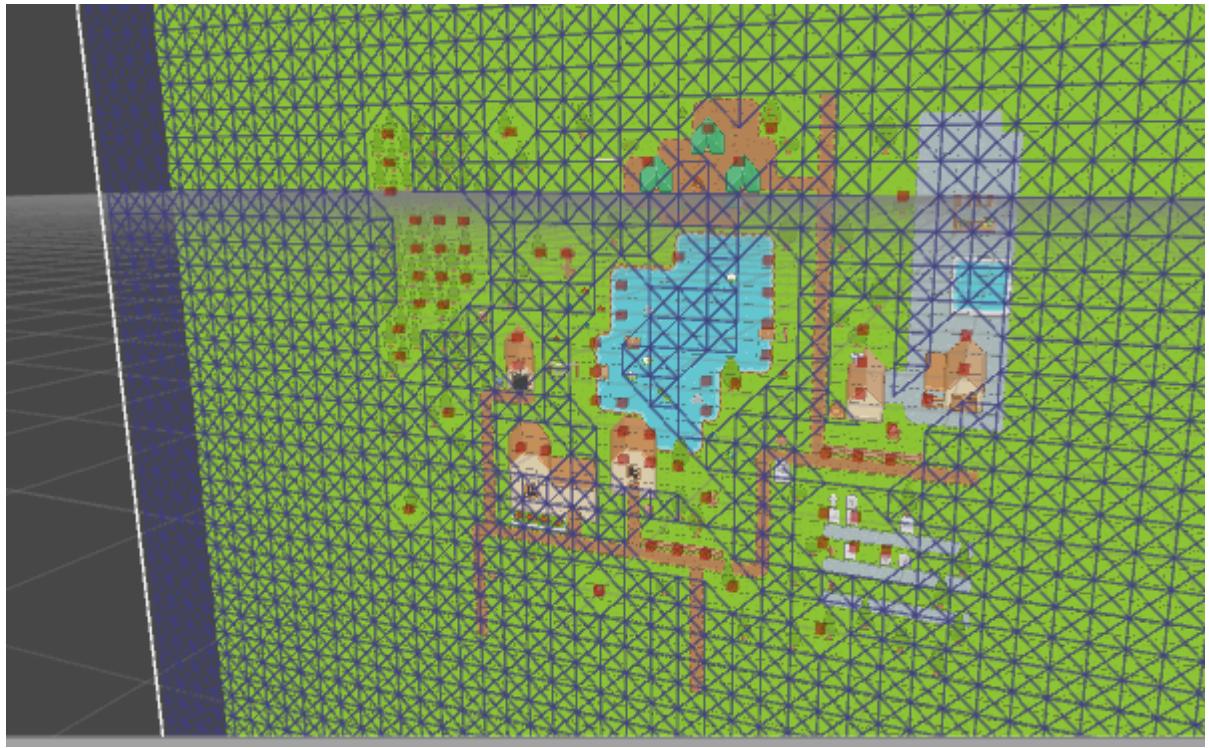














**Inspector**

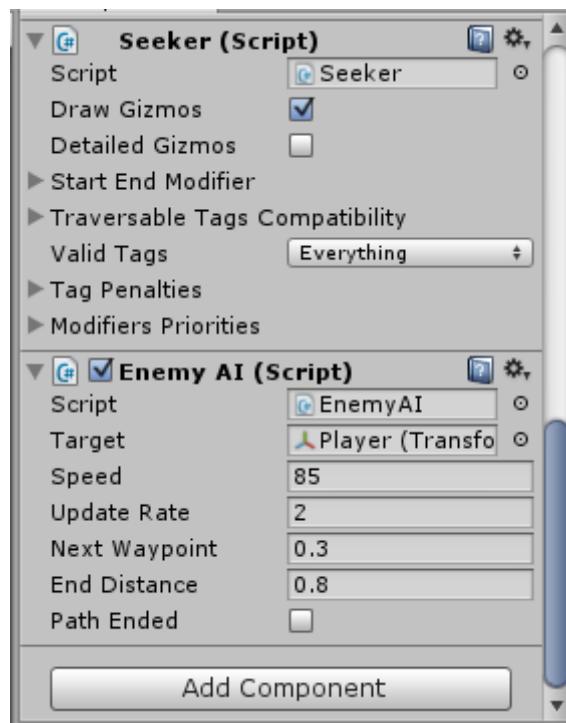
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Tag Untagged    Layer Default

**Transform**  
Position X -0.4 Y 2.25 Z 0  
Rotation X 0 Y 0 Z 0  
Scale X 3 Y 3 Z 3

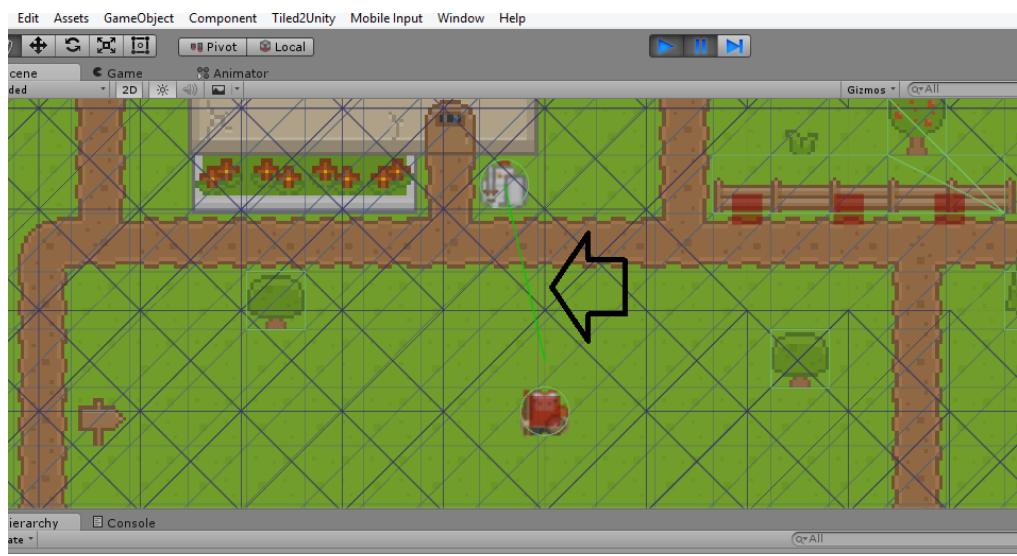
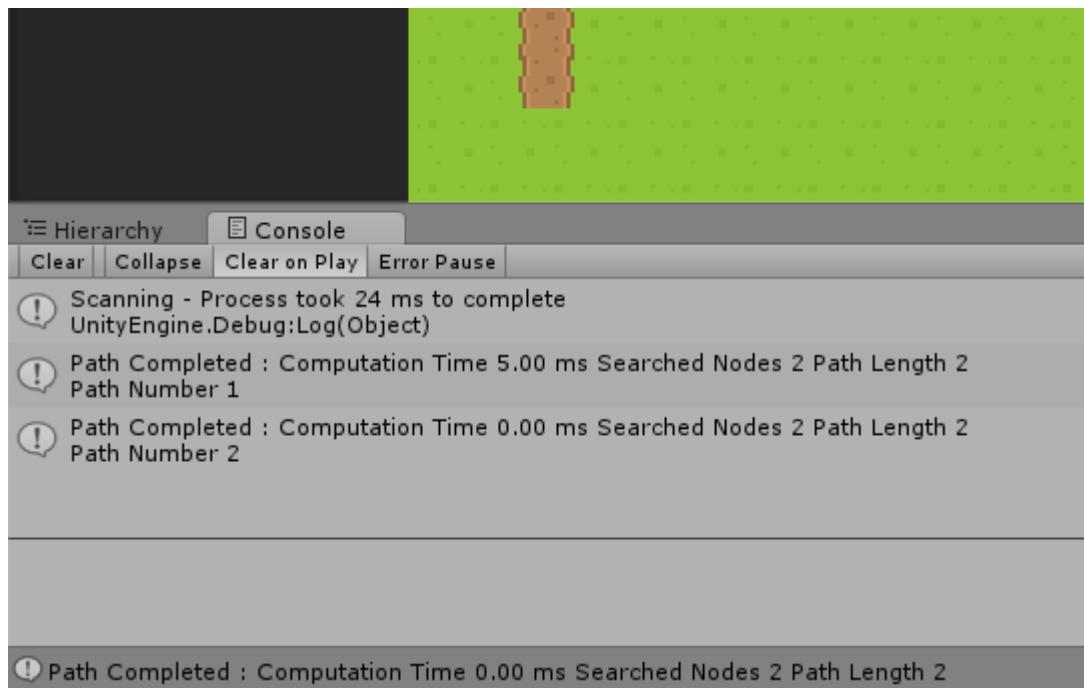
**Sprite Renderer**  
Sprite roguelikeChar\_...  
Color   
Material Sprites-Default  
Sorting Layer Default  
Order in Layer 10

**Circle Collider 2D**

**Rigidbody 2D**  
Mass 1  
Linear Drag 0  
Angular Drag 0.05  
Gravity Scale 0  
Fixed Angle   
Is Kinematic   
Interpolate None  
Sleeping Mode Start Awake  
Collision Detection Discrete

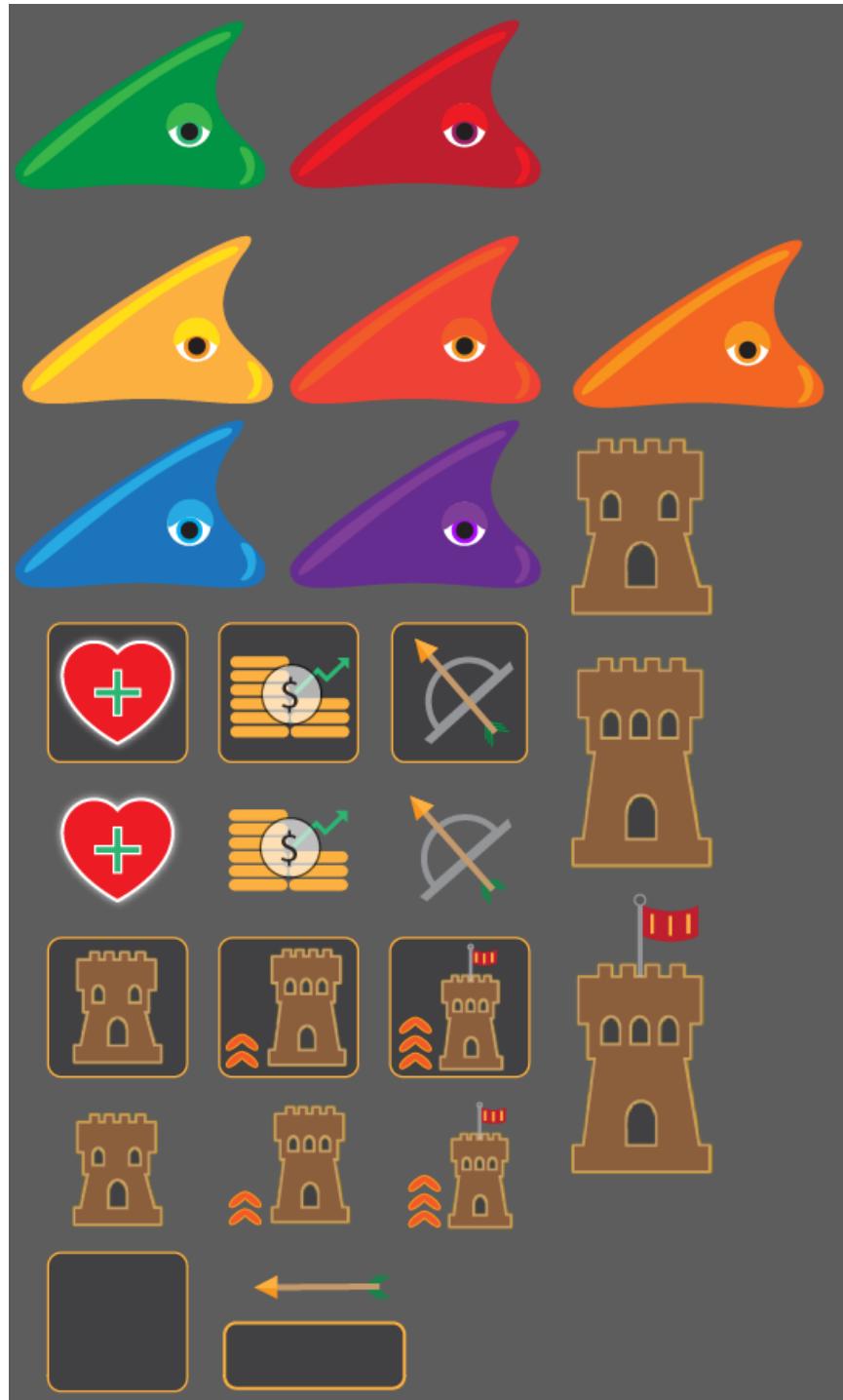


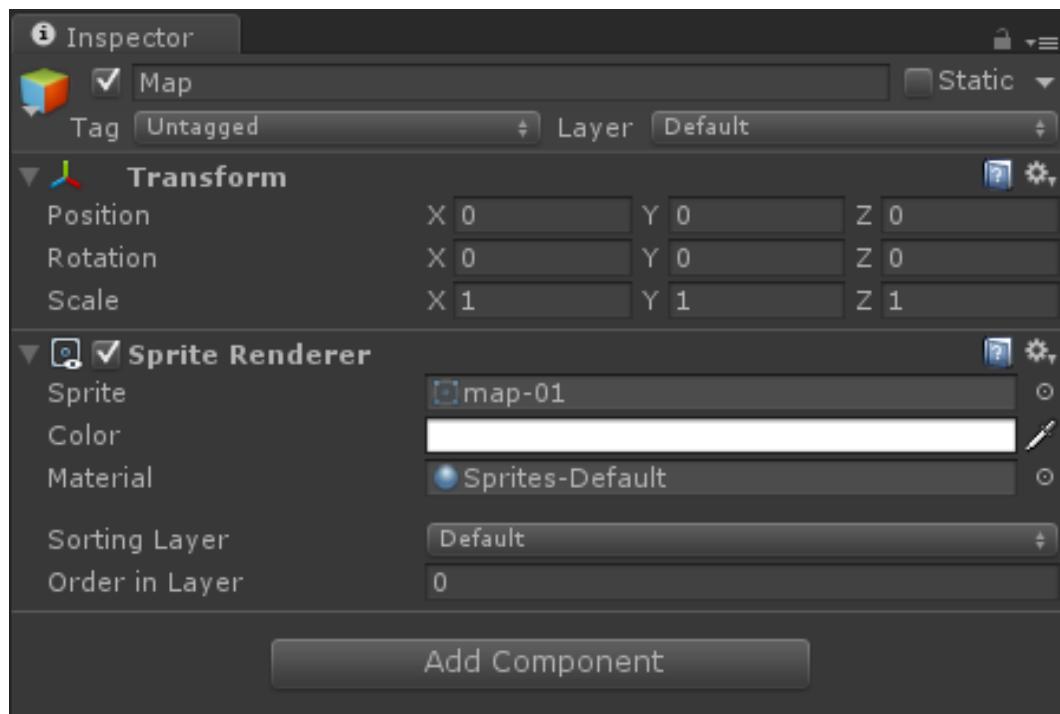


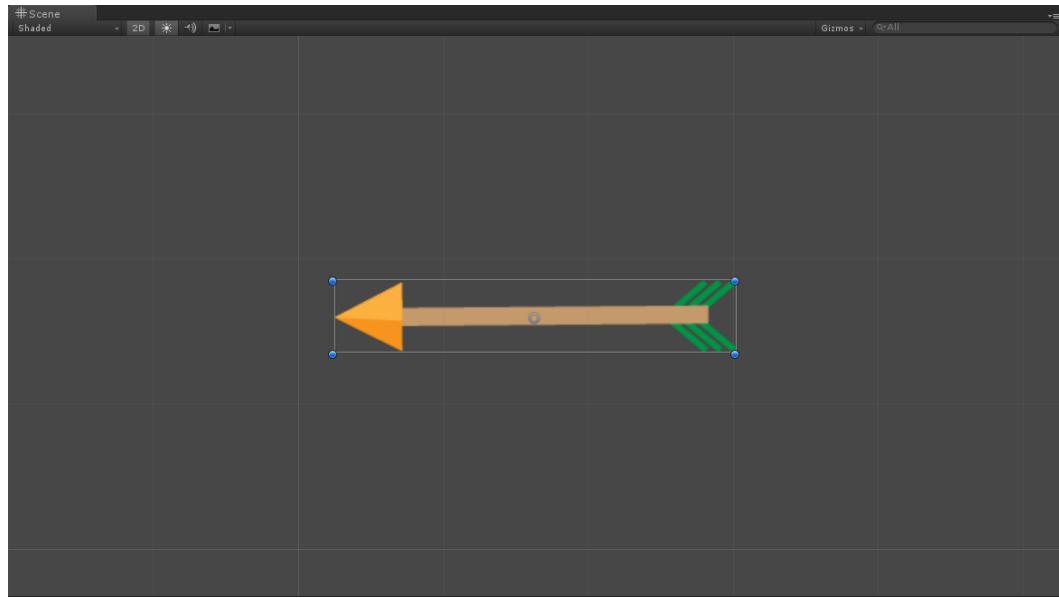
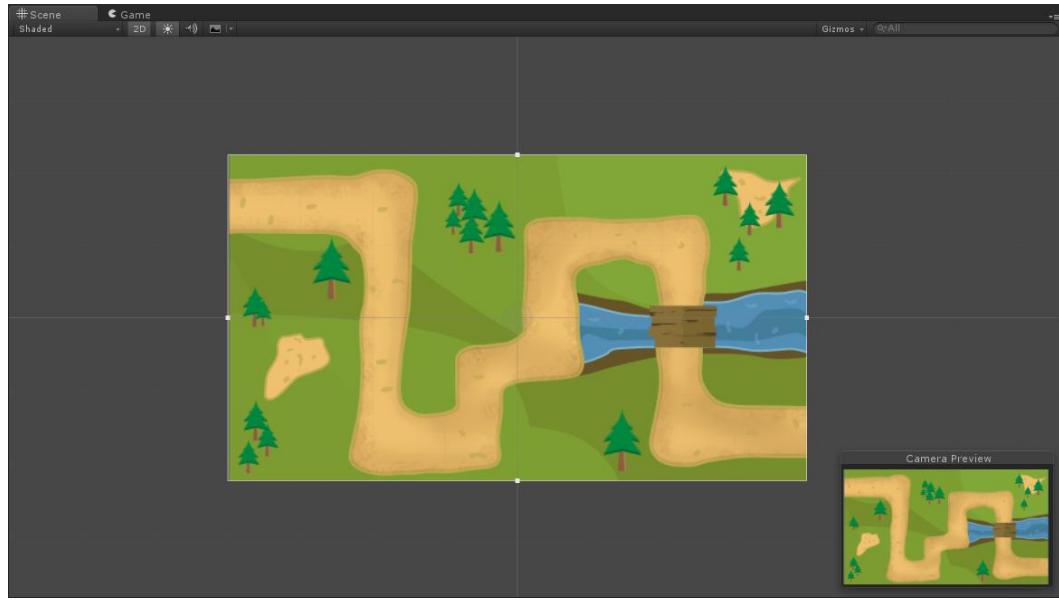


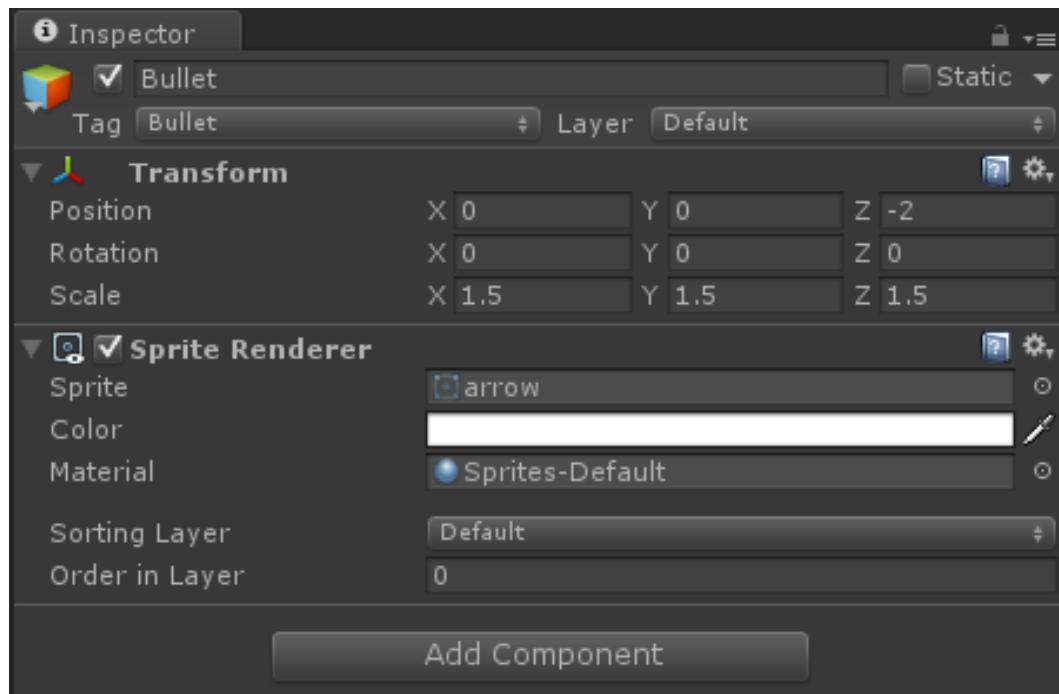
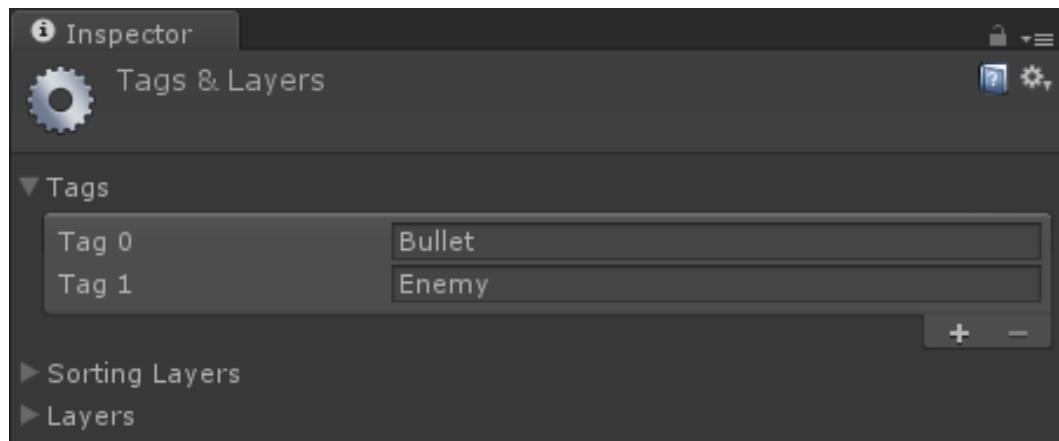


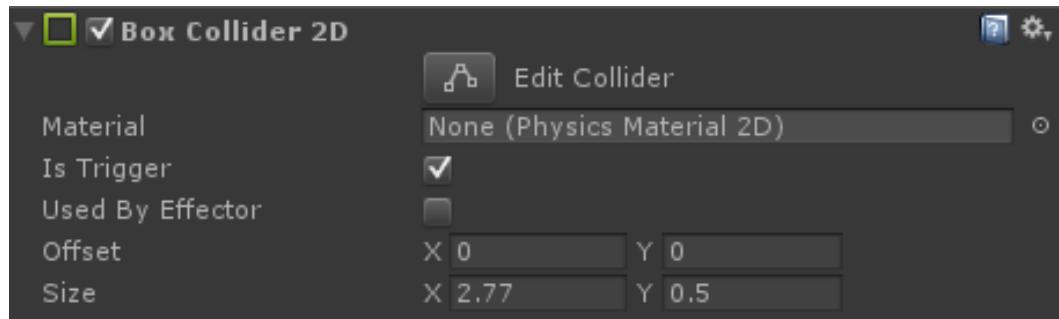
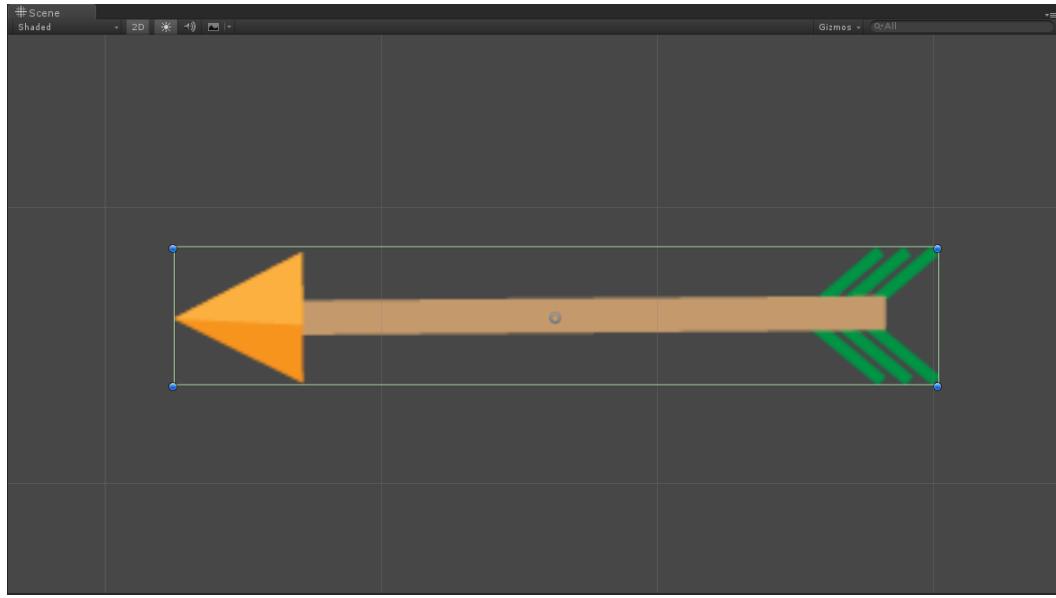
## **Chapter 7: Tower Defense Basics**

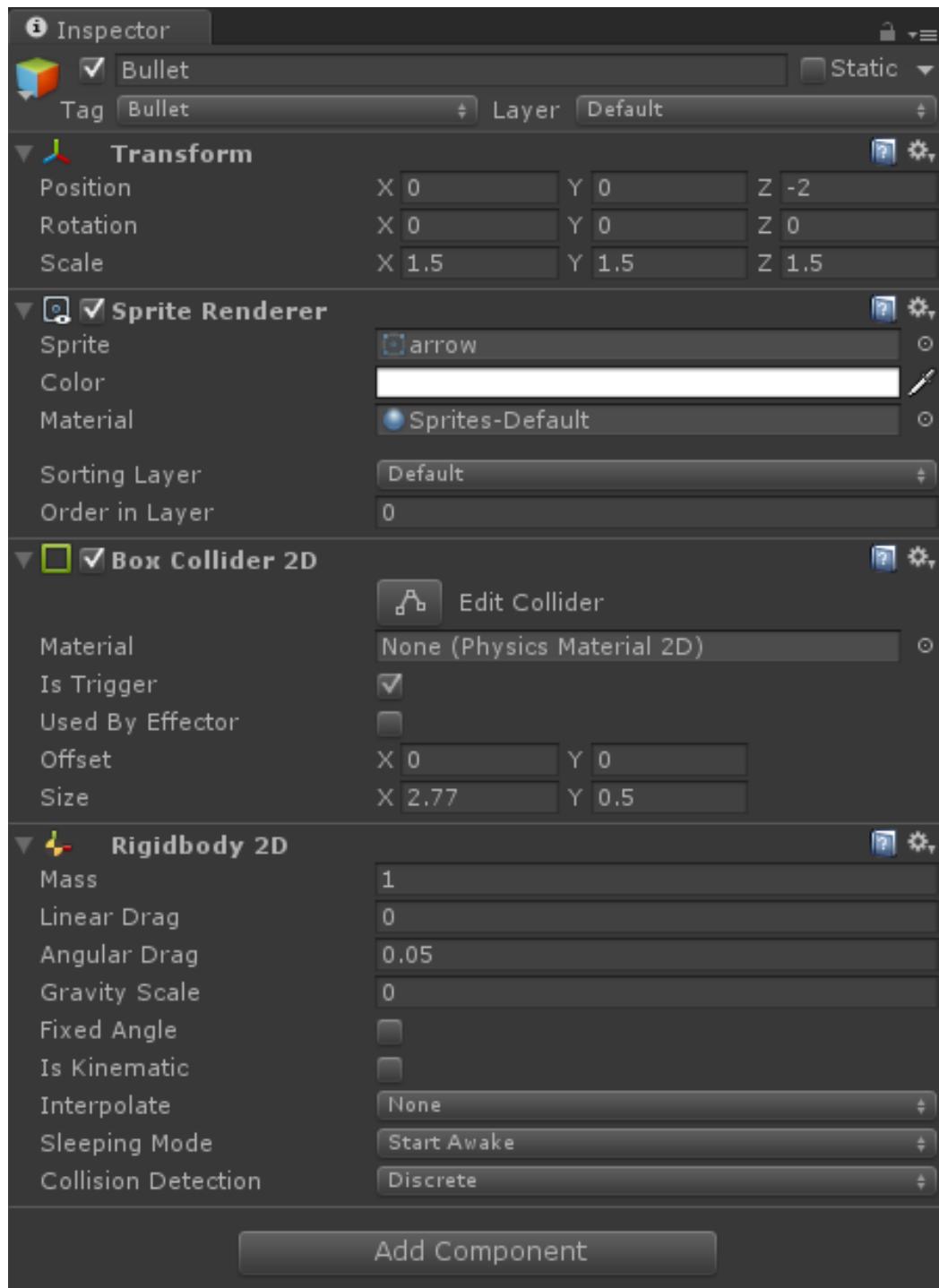


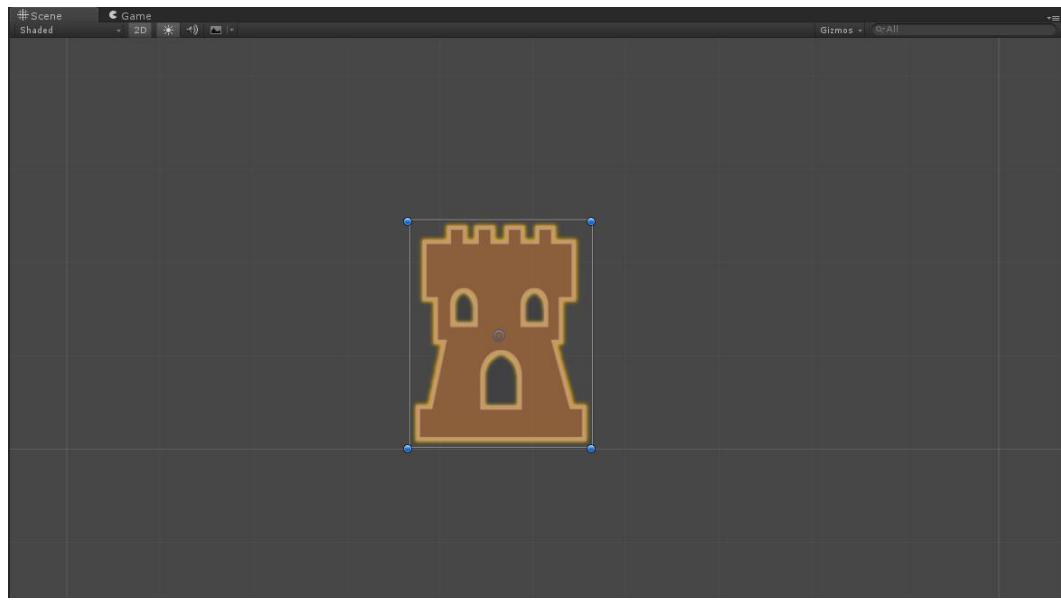


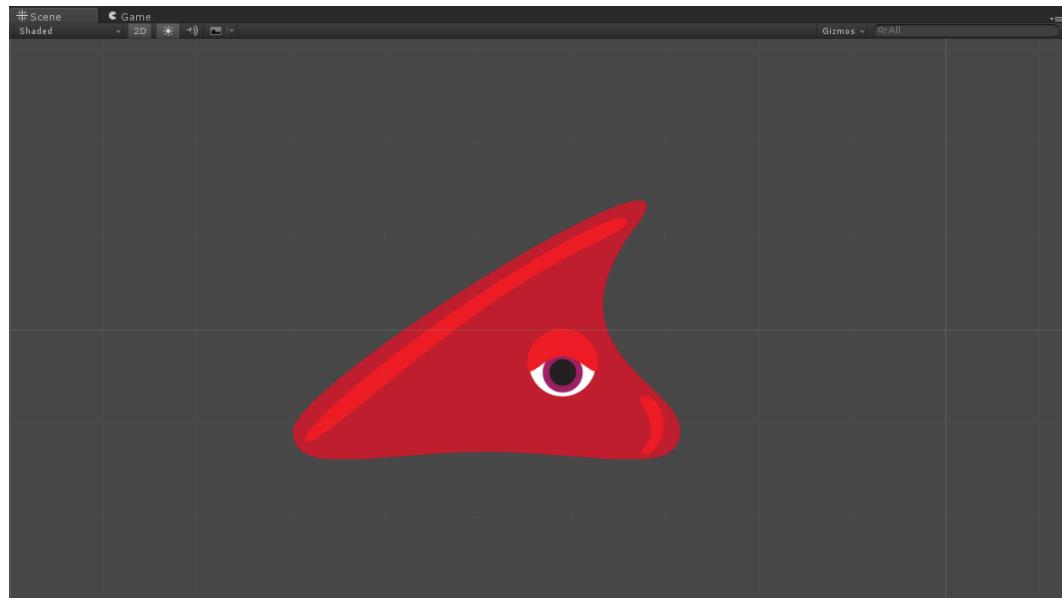
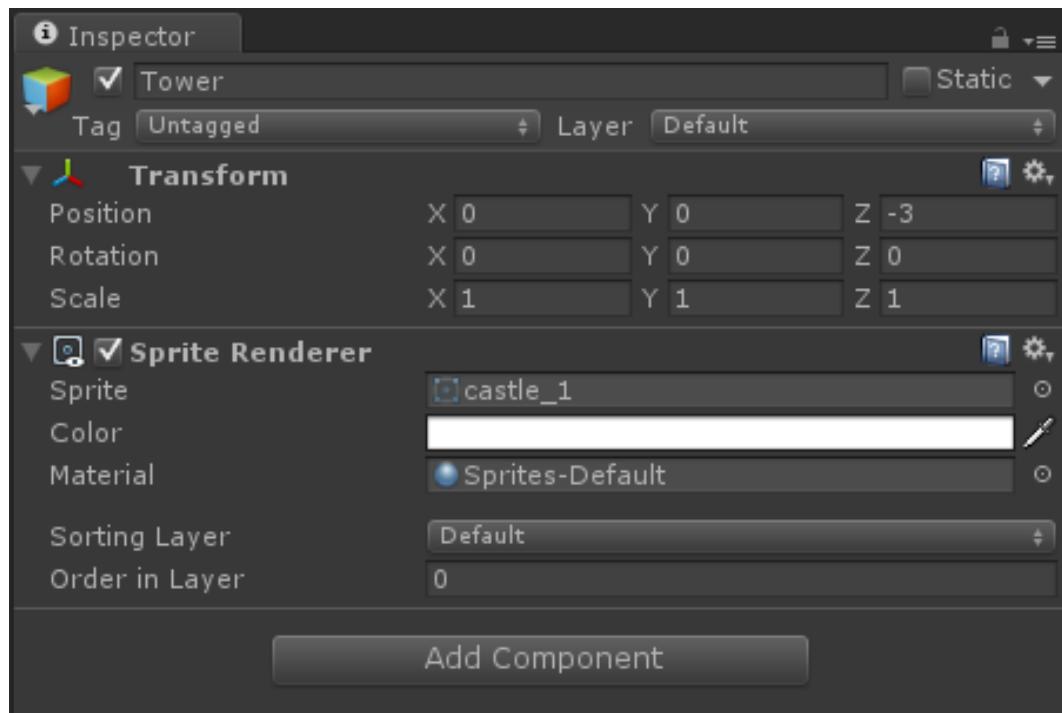


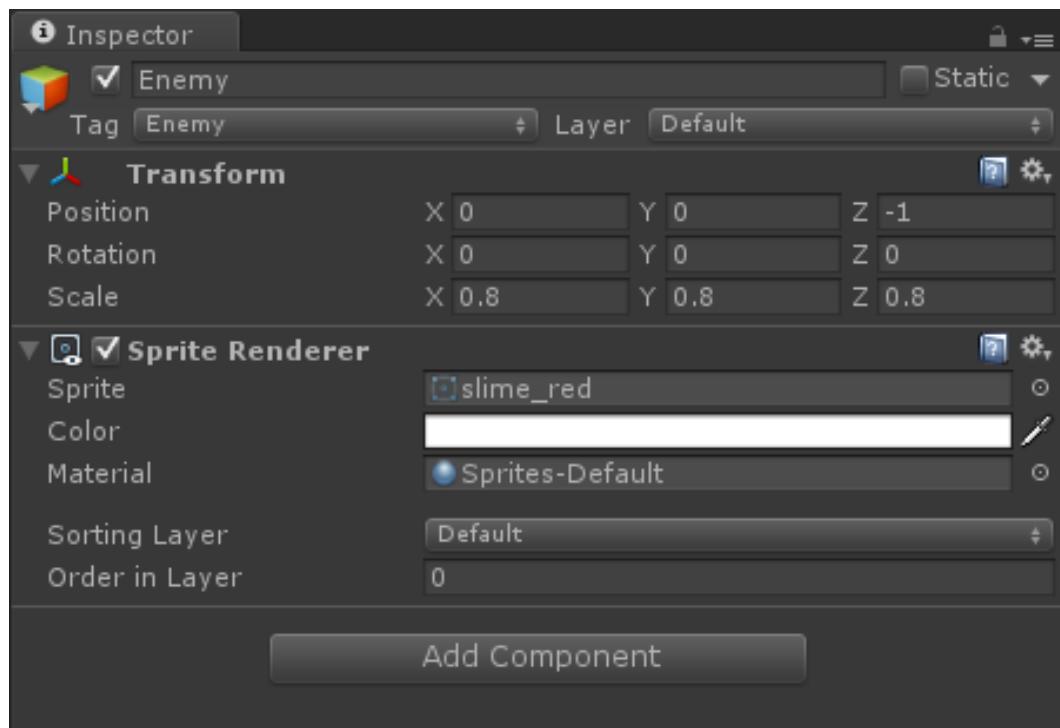


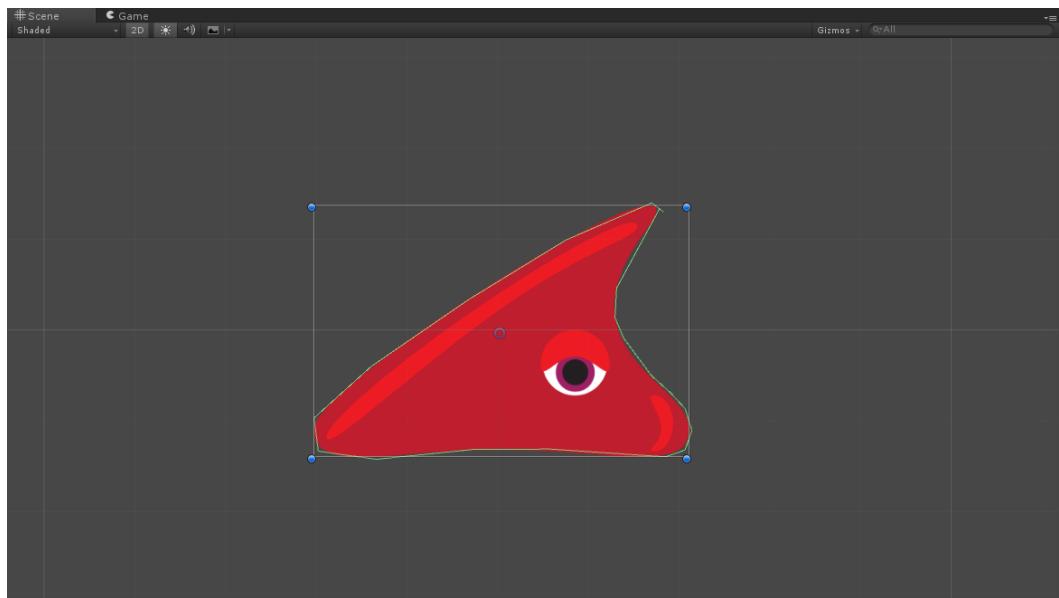
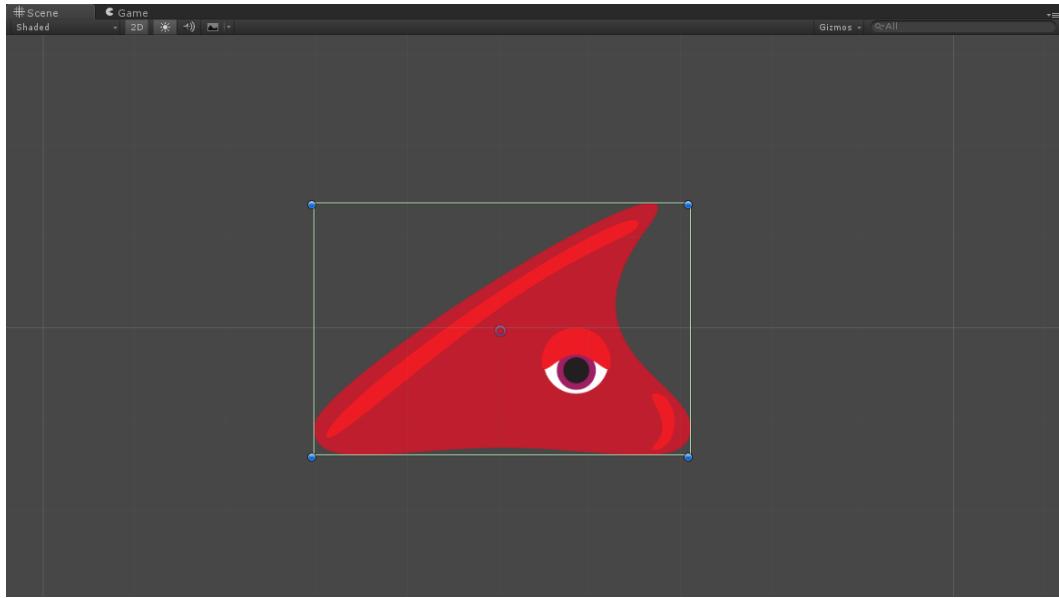






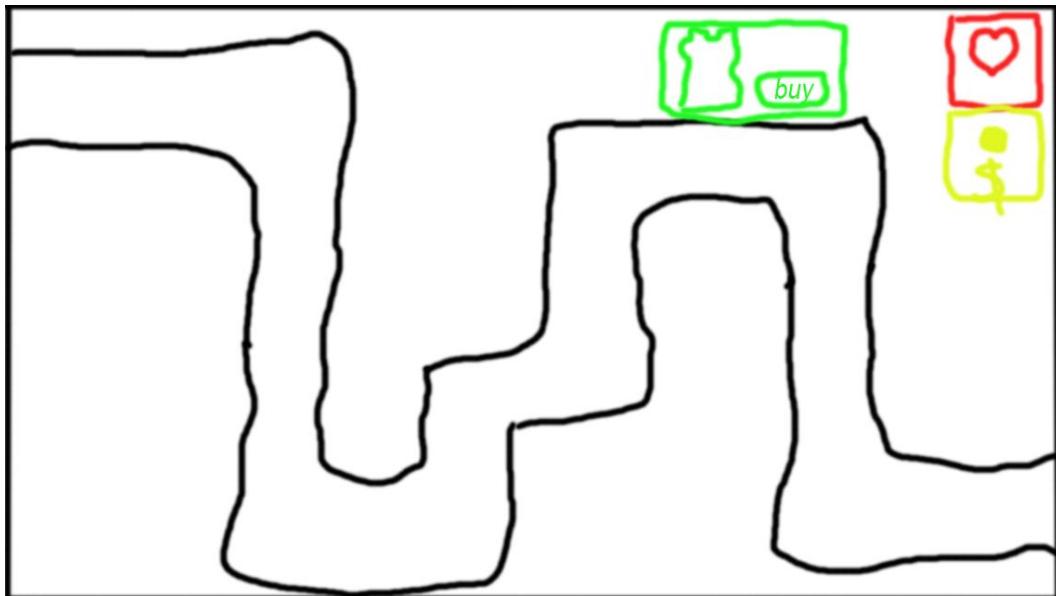
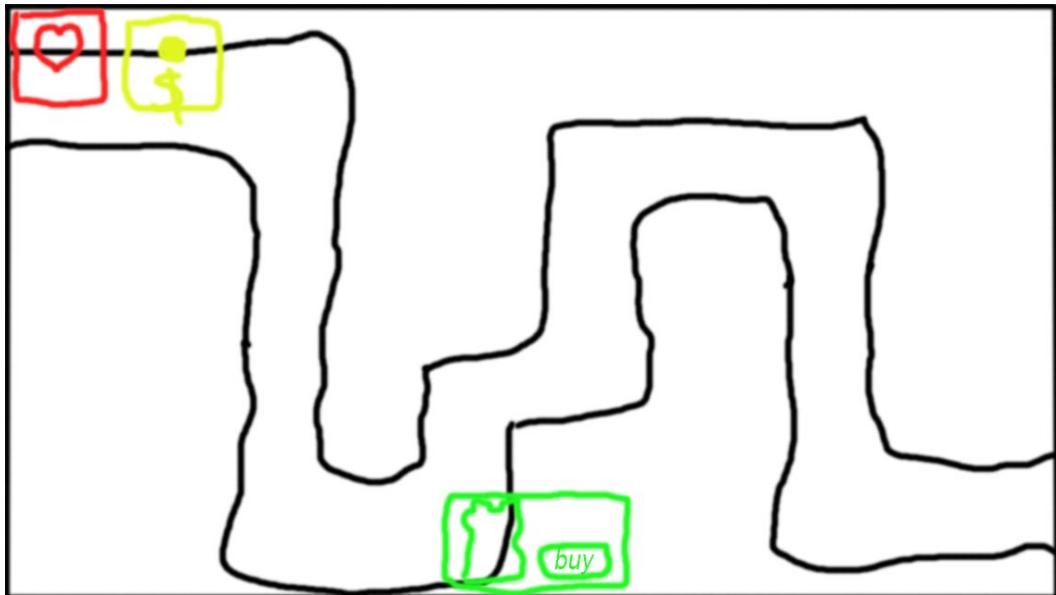




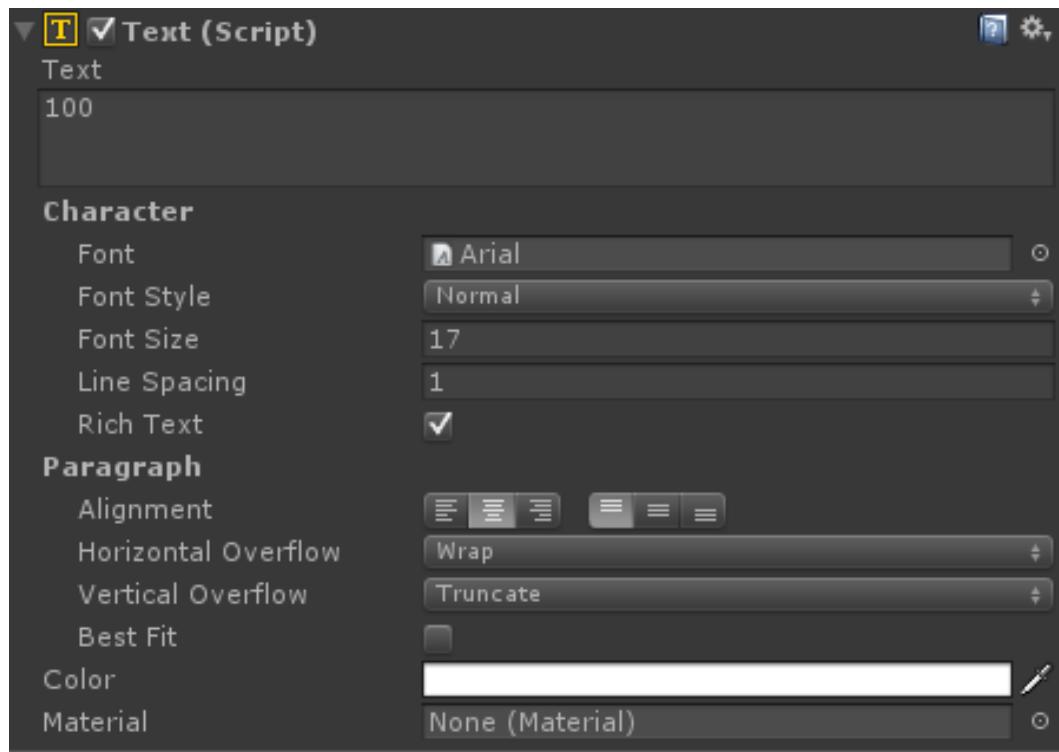


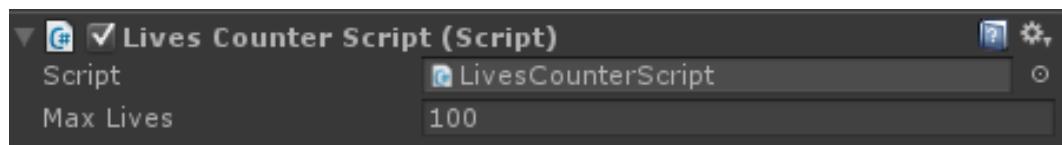


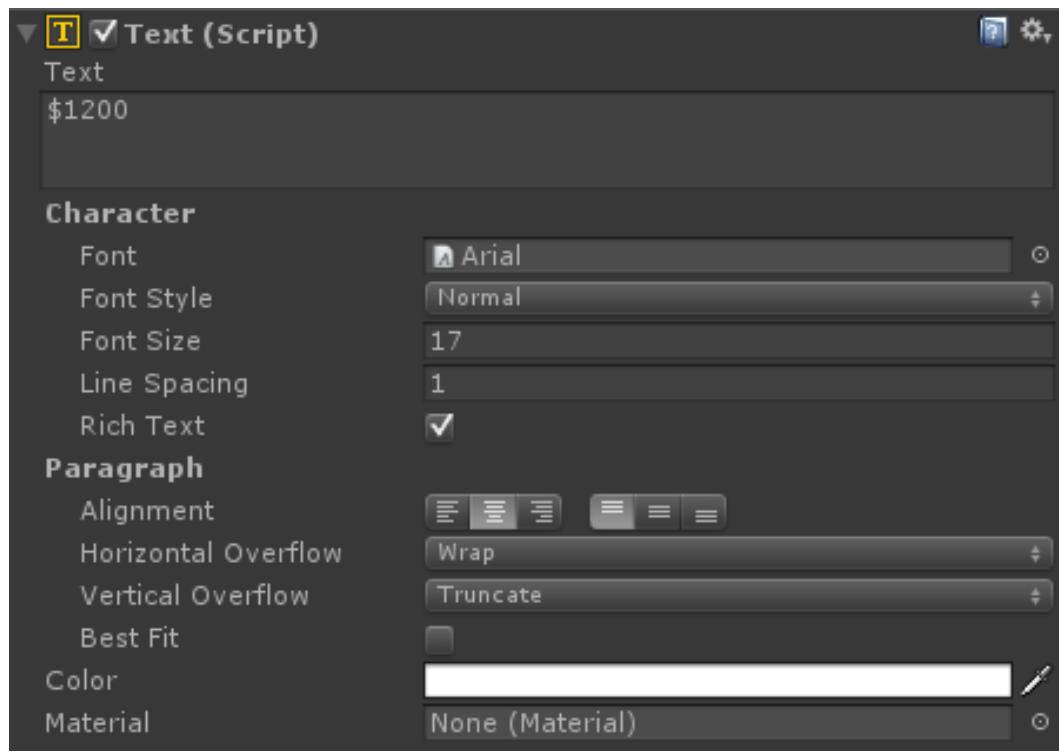
## Chapter 8: User Interface for the Tower Defense game



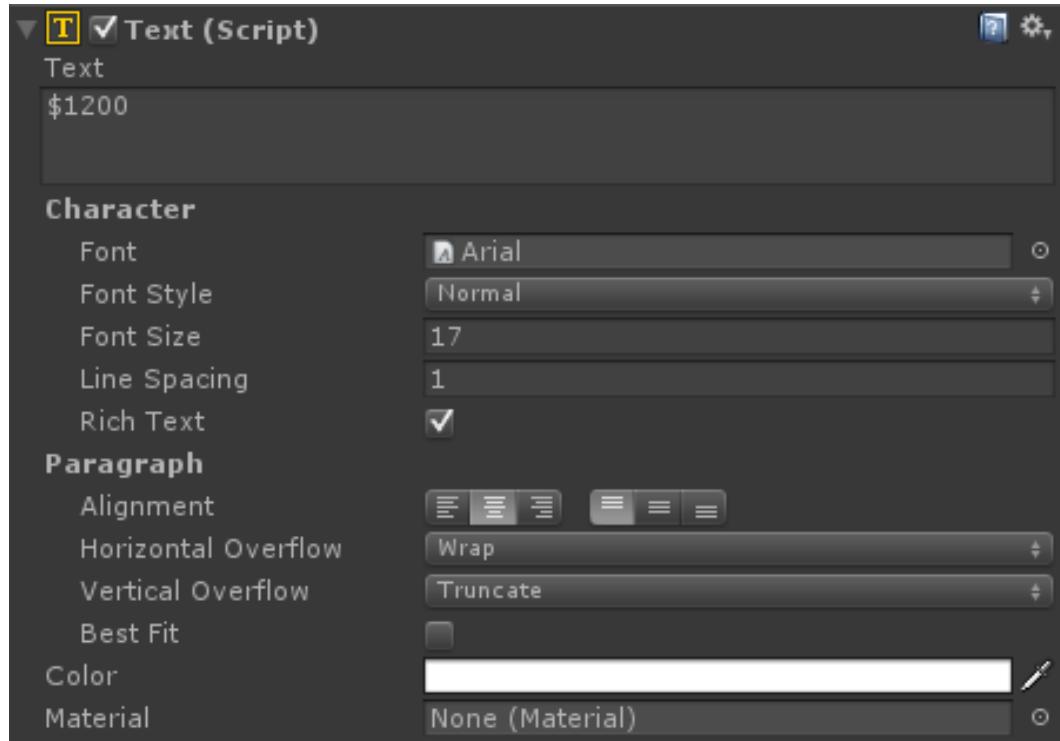


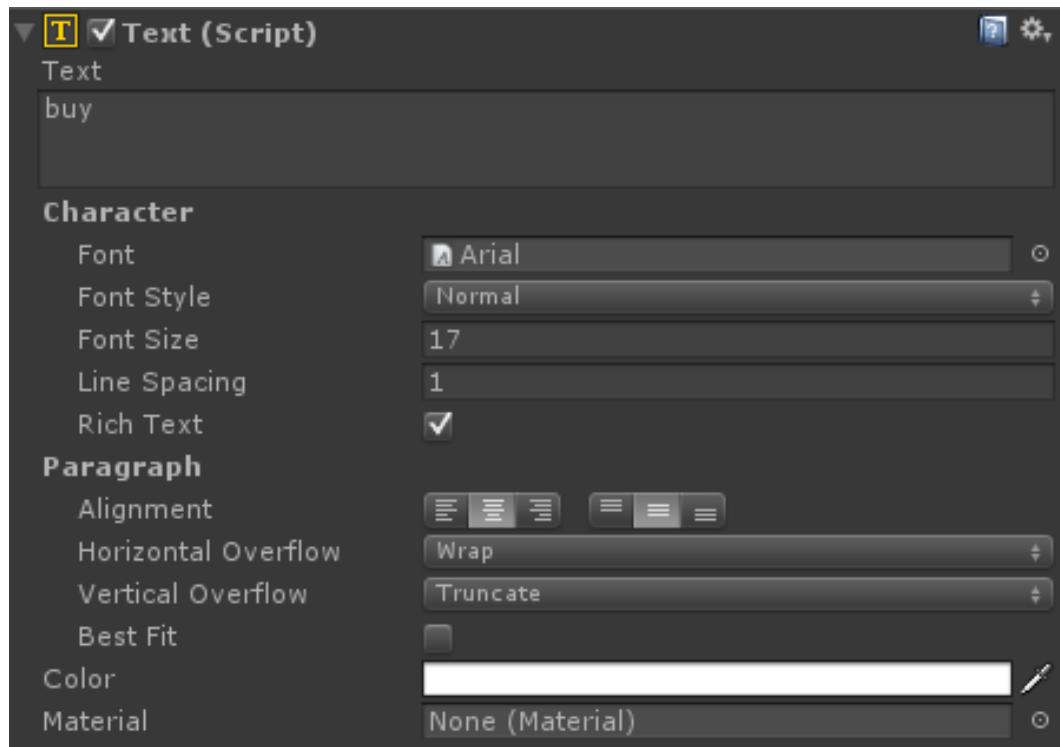


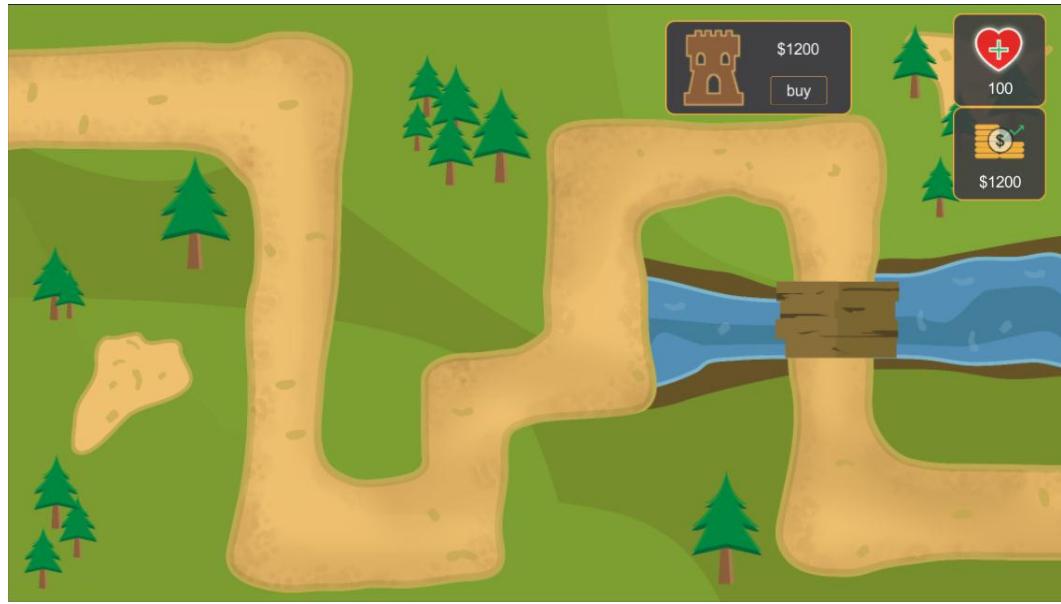


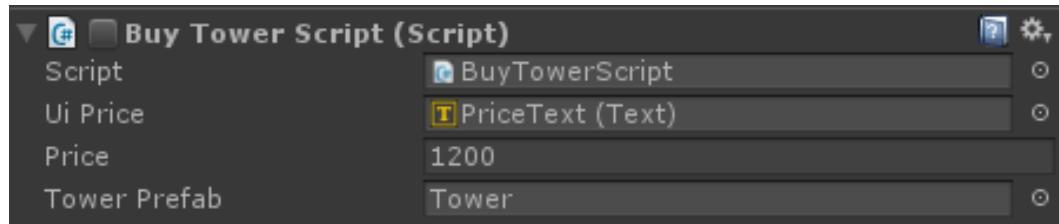
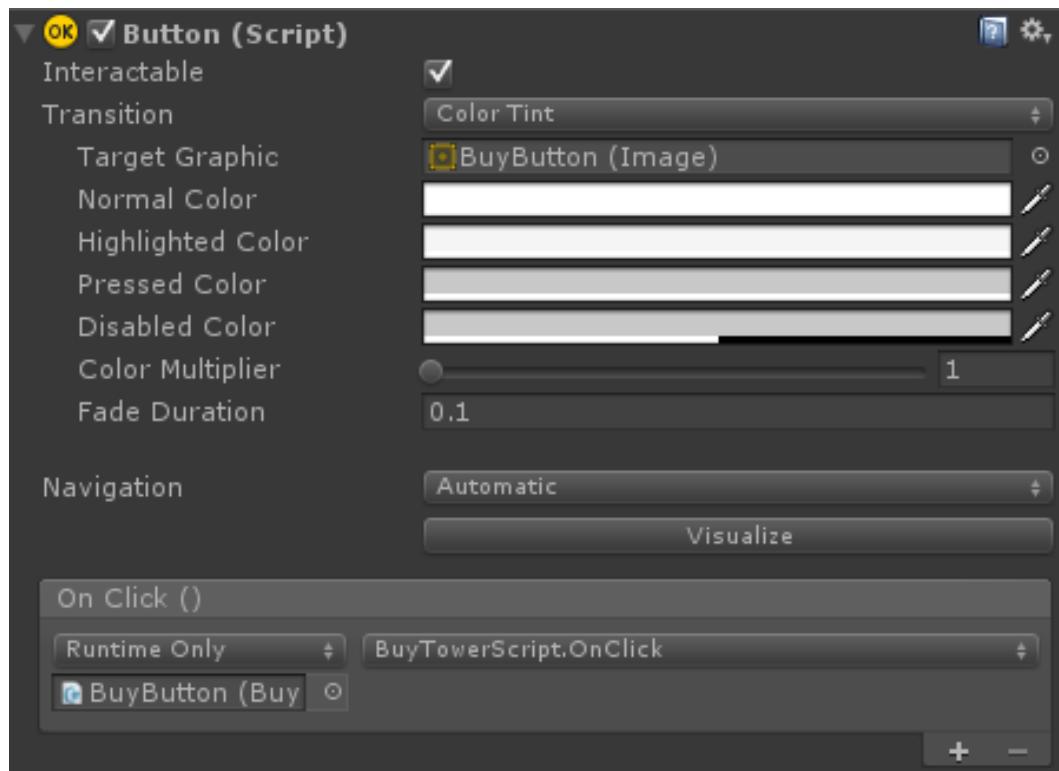








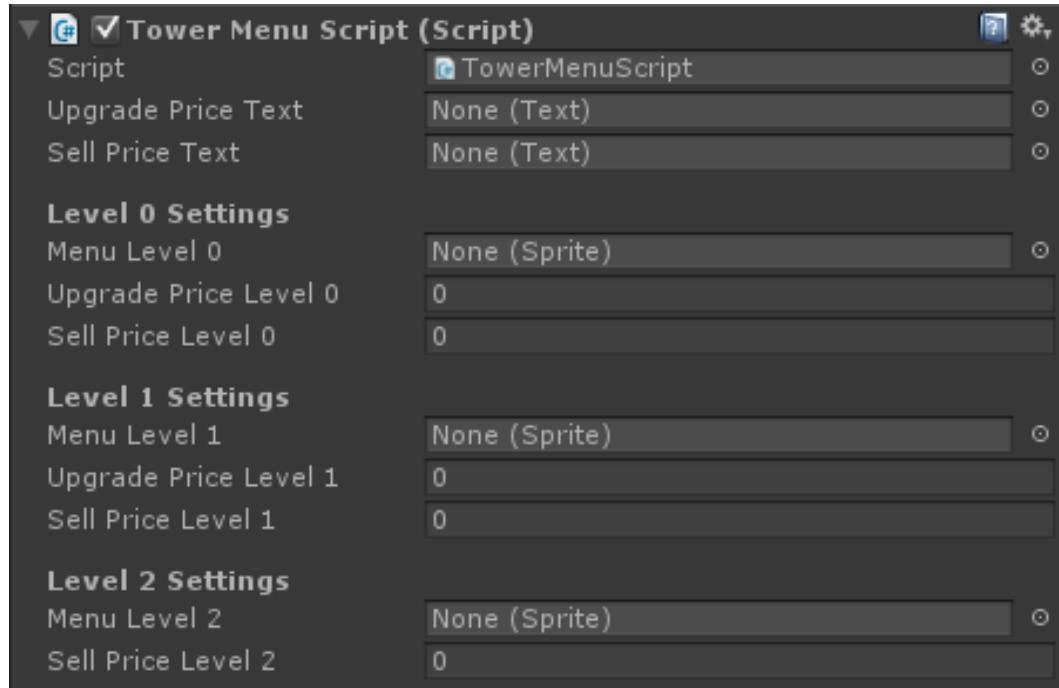


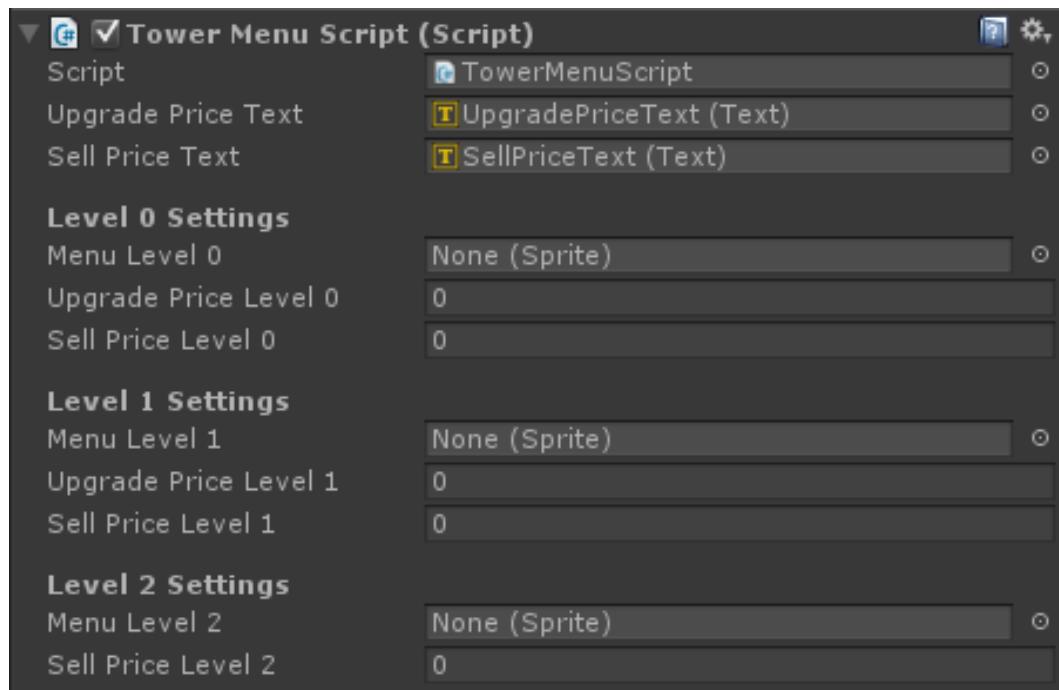


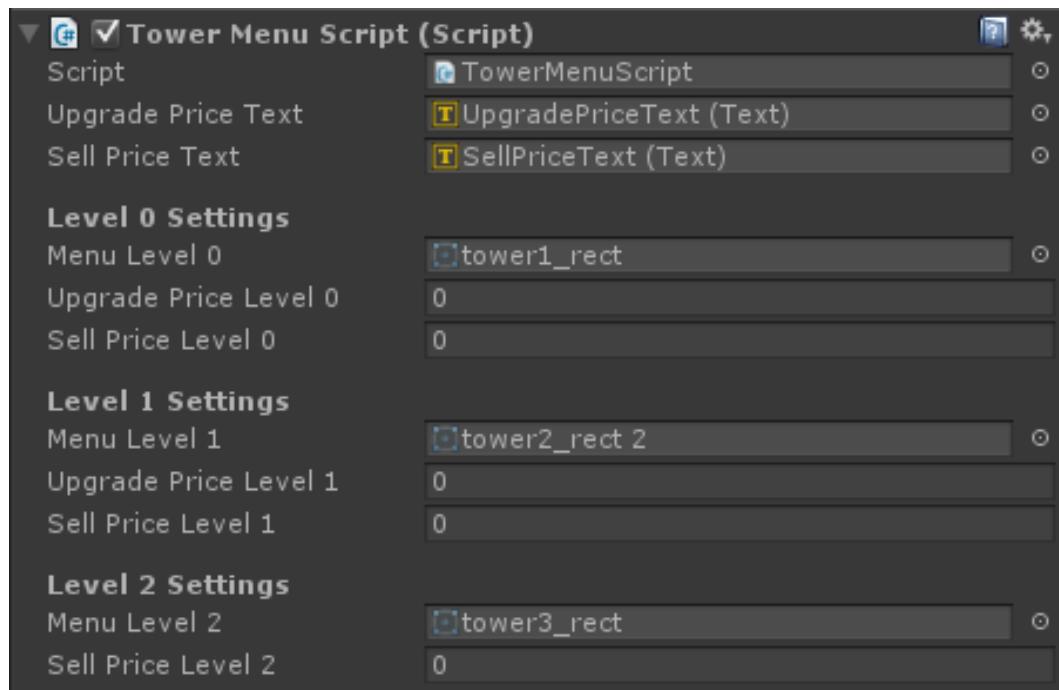


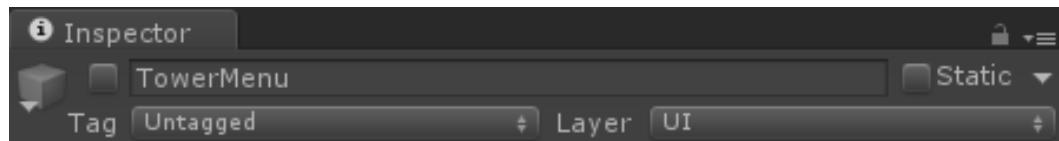
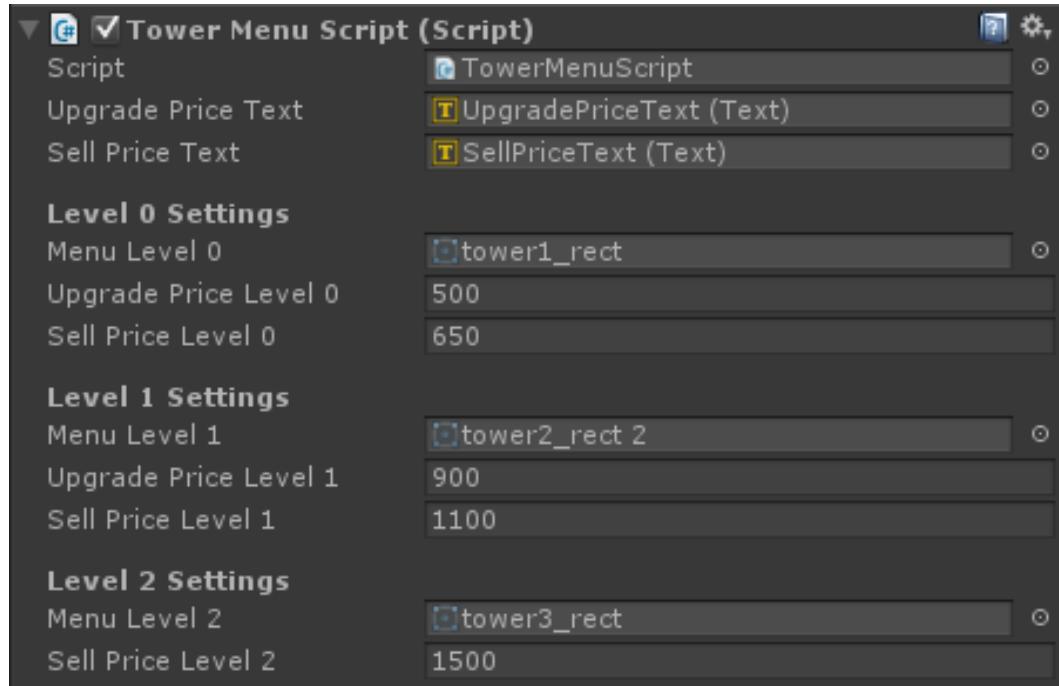


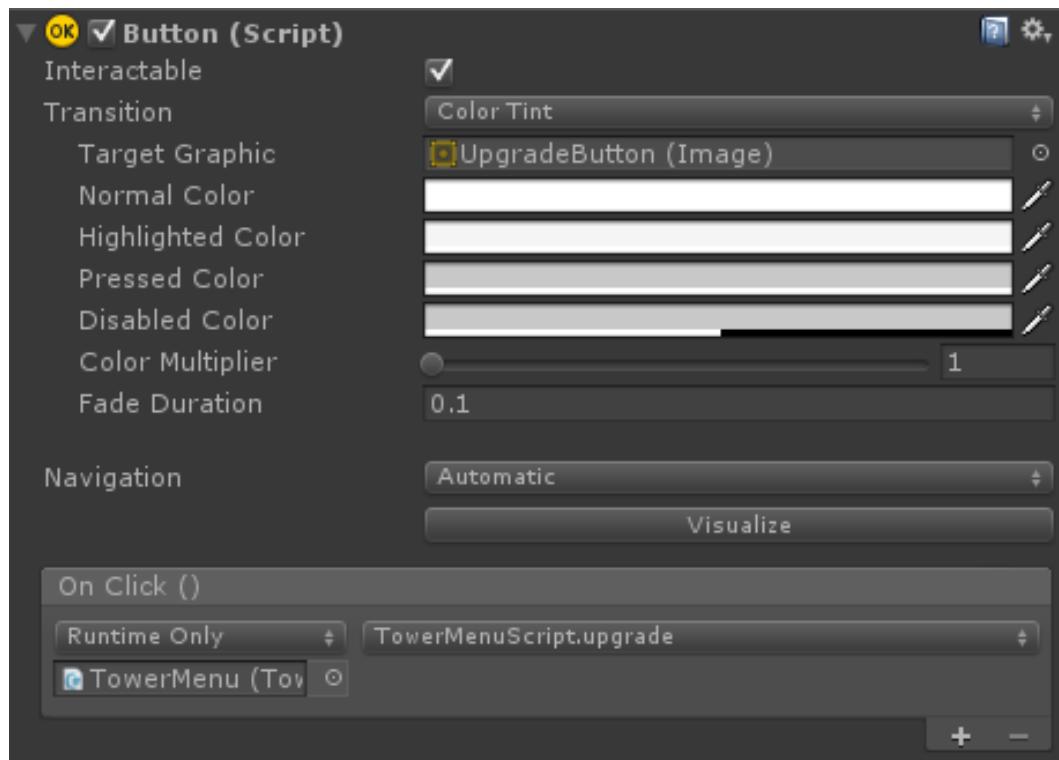
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  ▼ UpgradeButton
    UpgradeButtonText
    UpgradePriceText
  ▼ SellButton
    SellButtonText
    SellPriceText
```

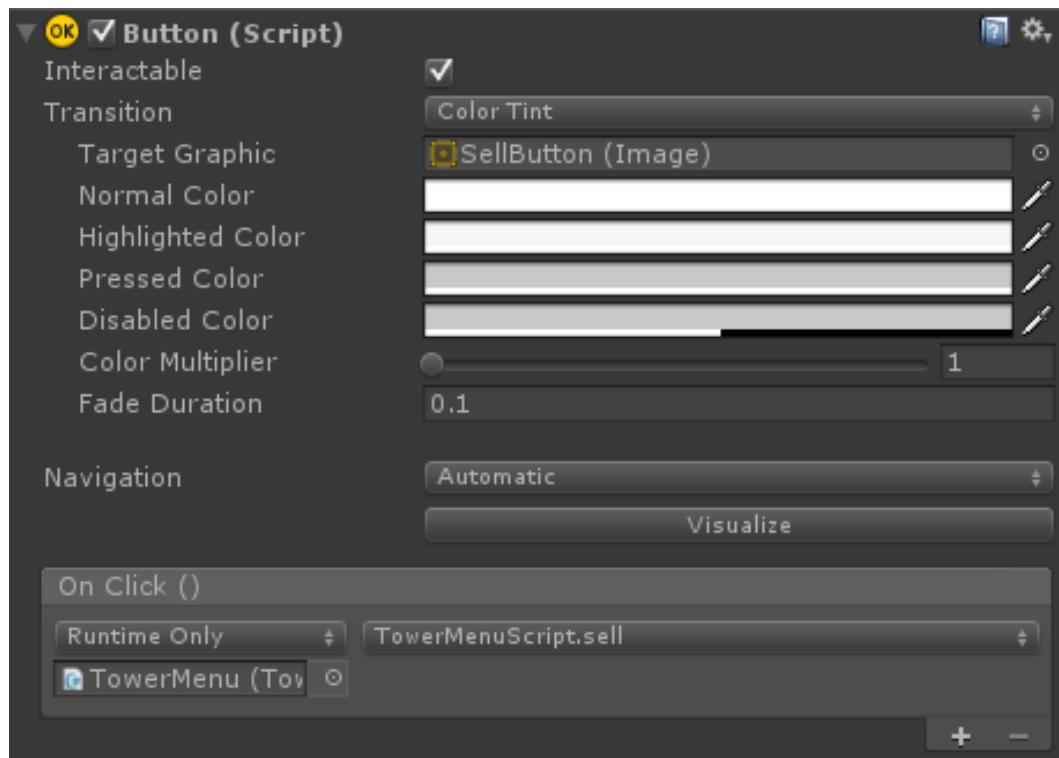




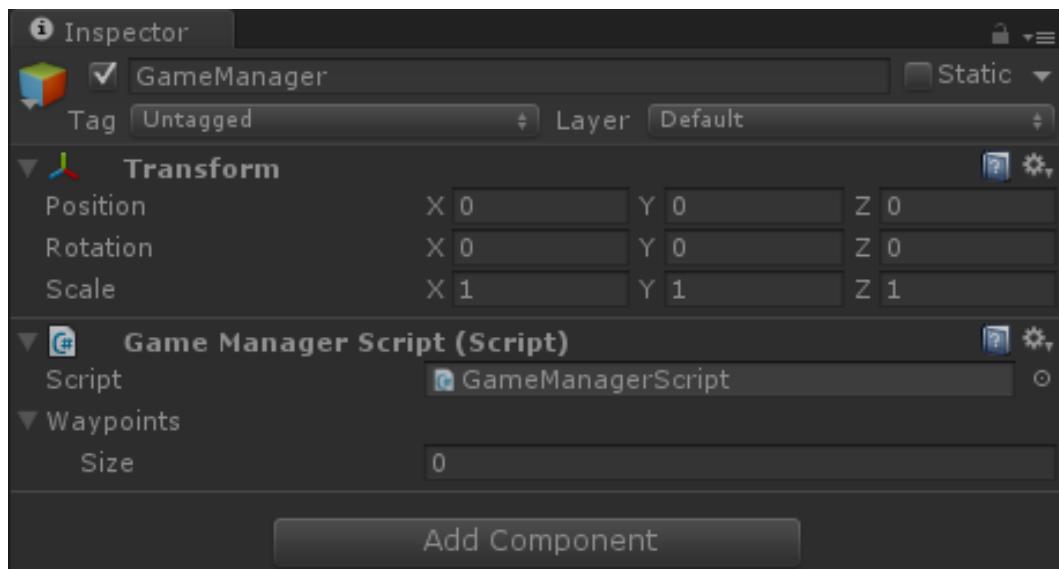
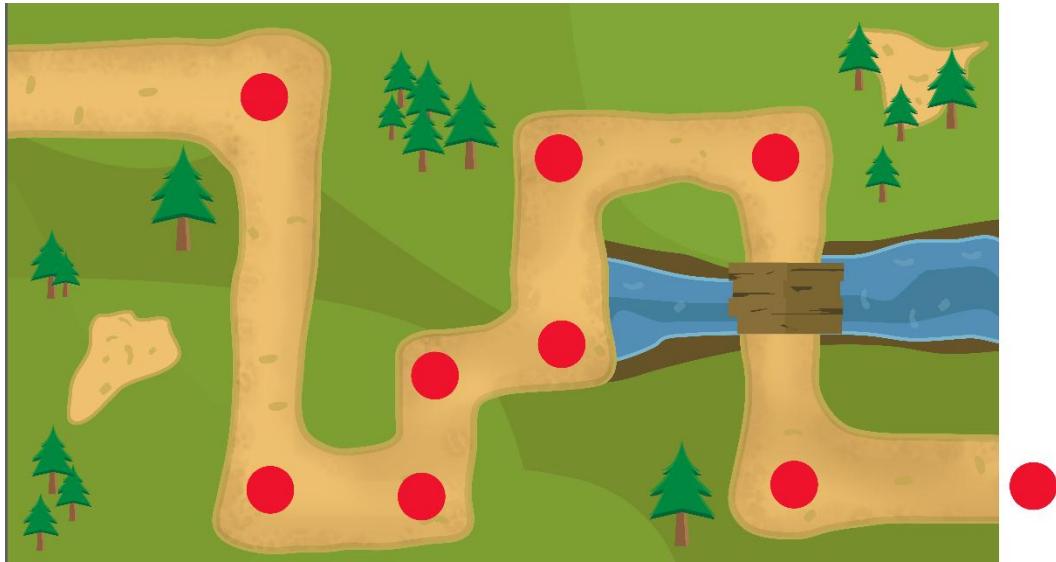


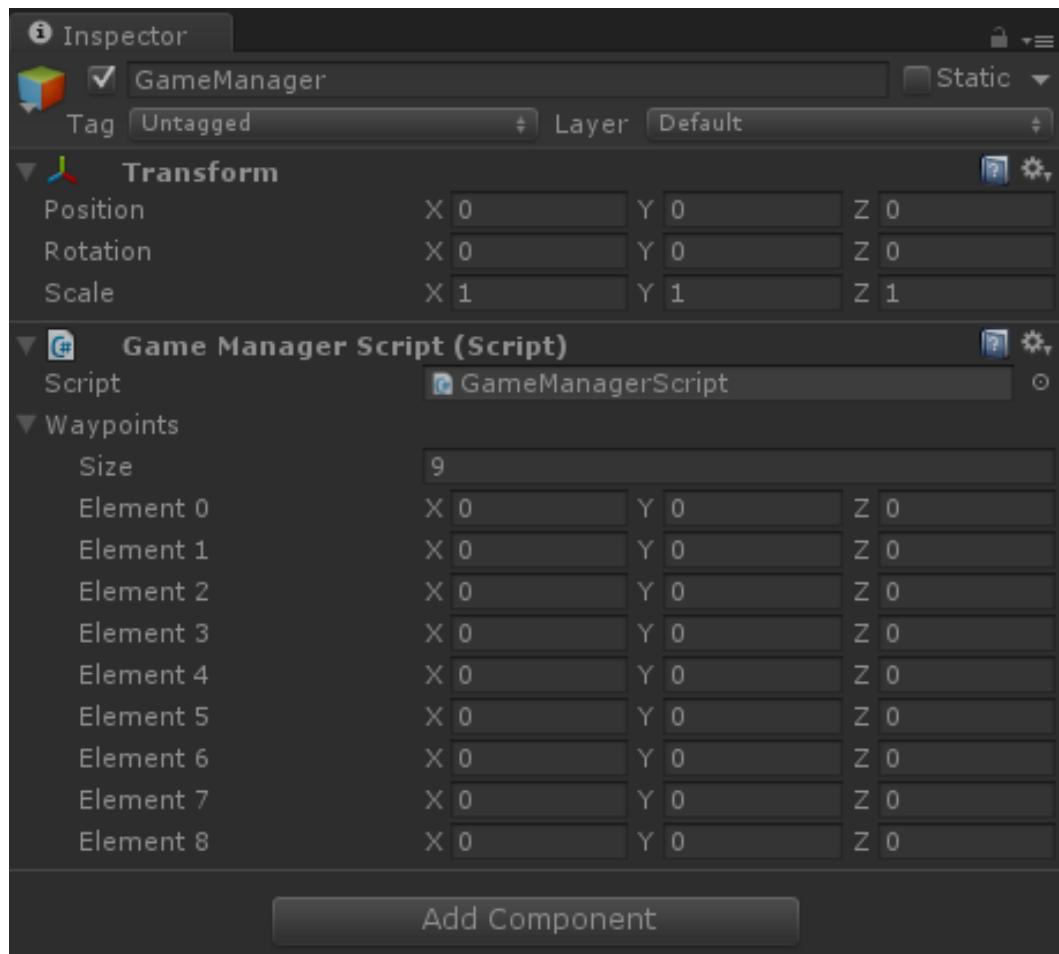


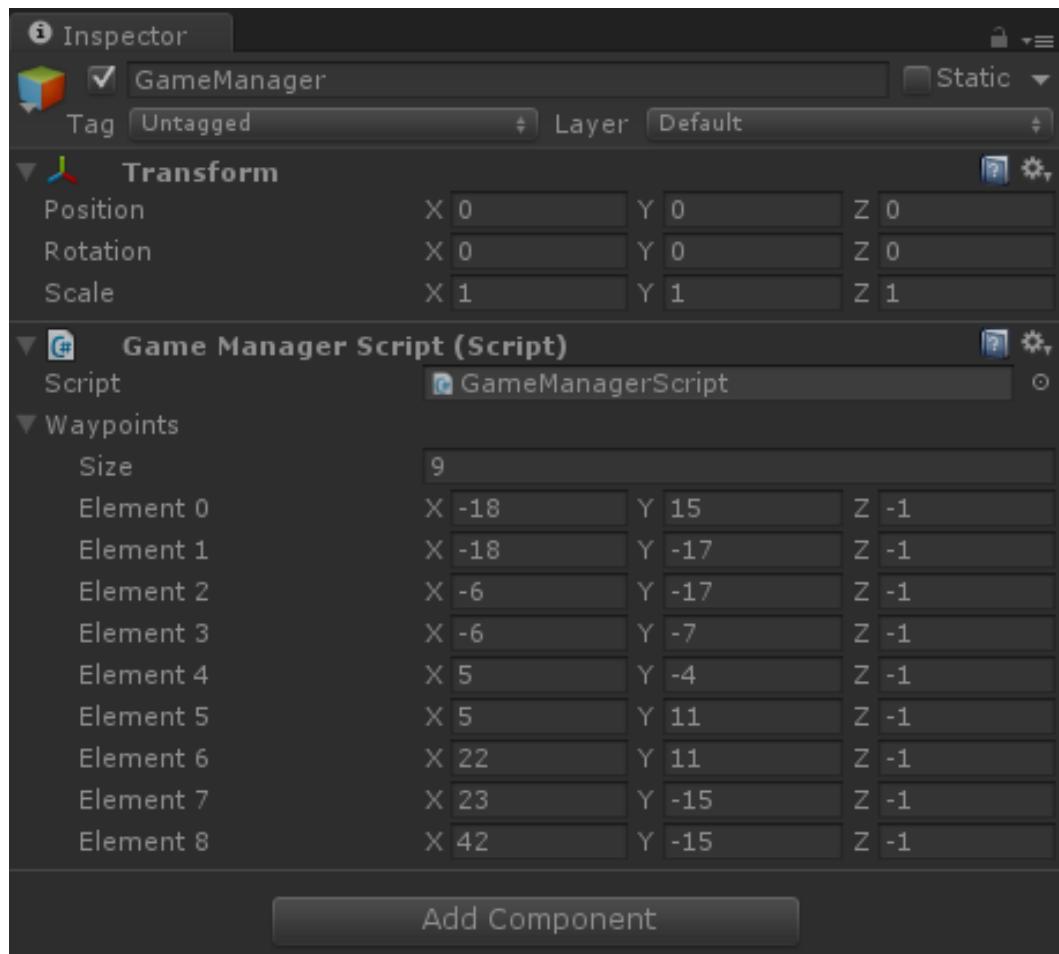


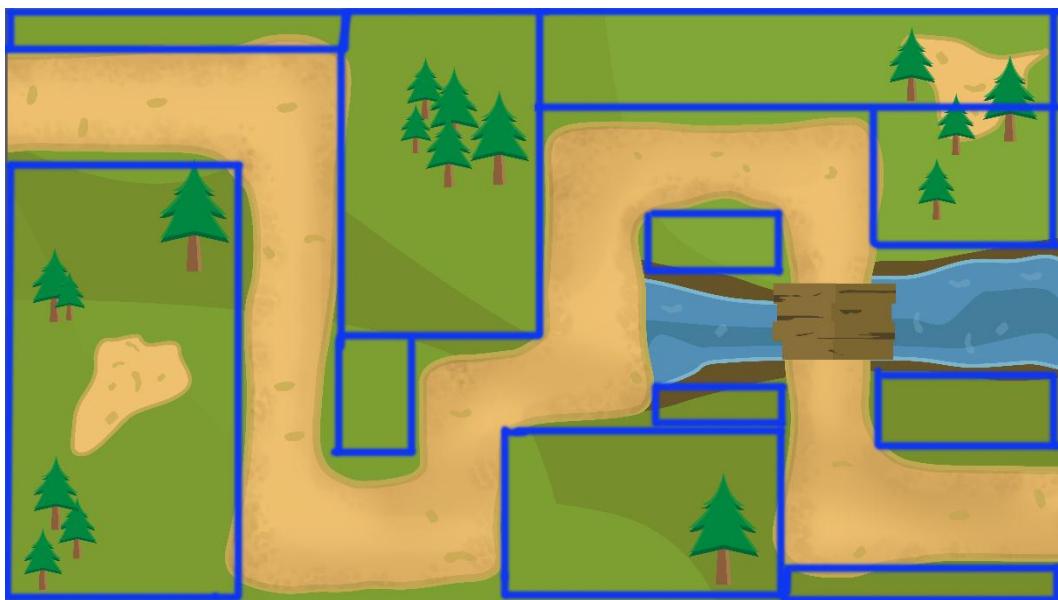
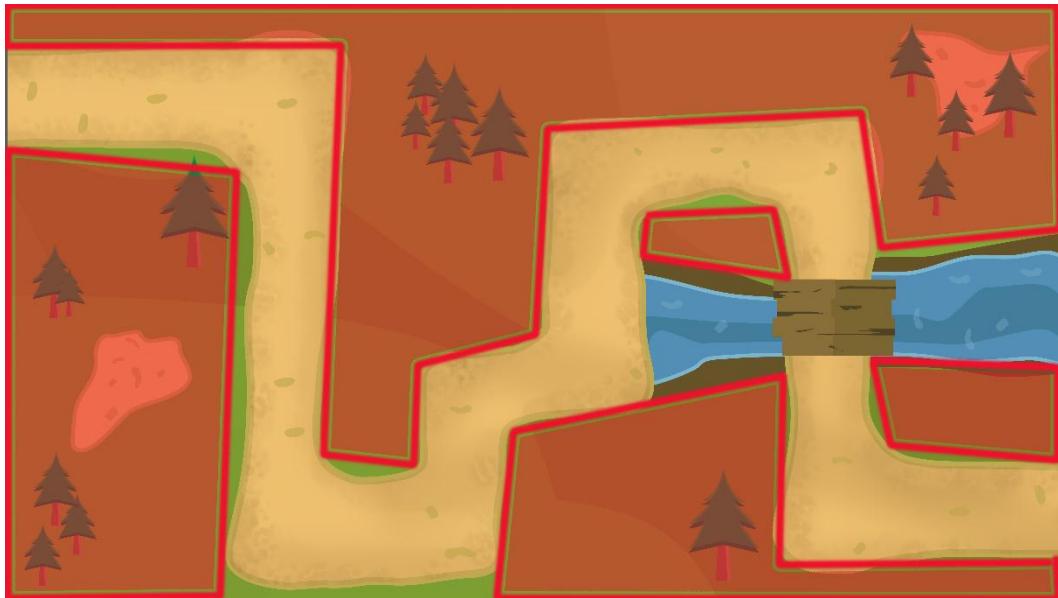


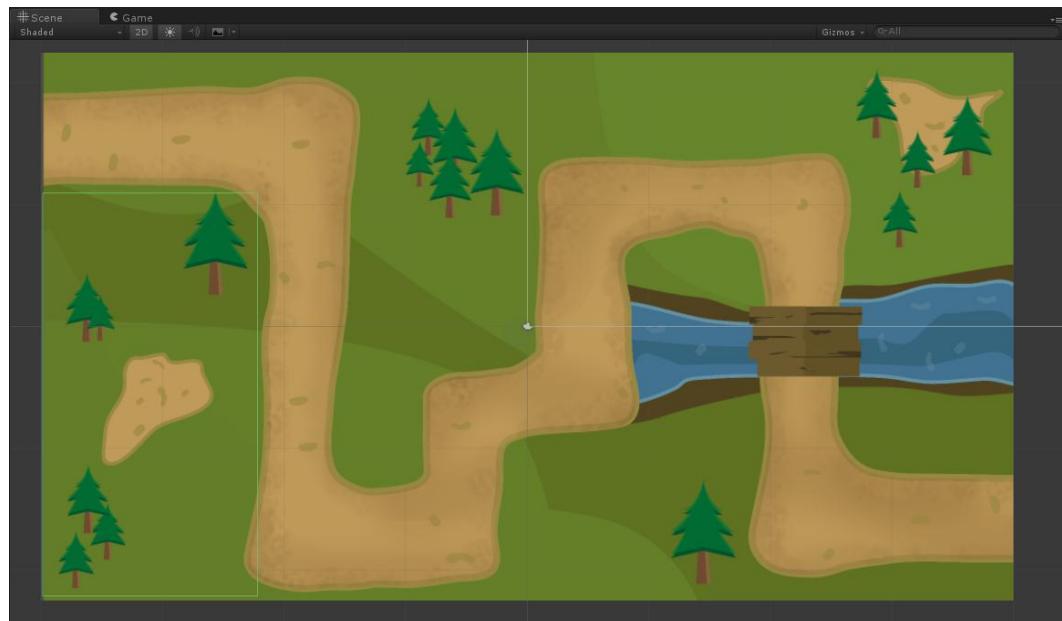
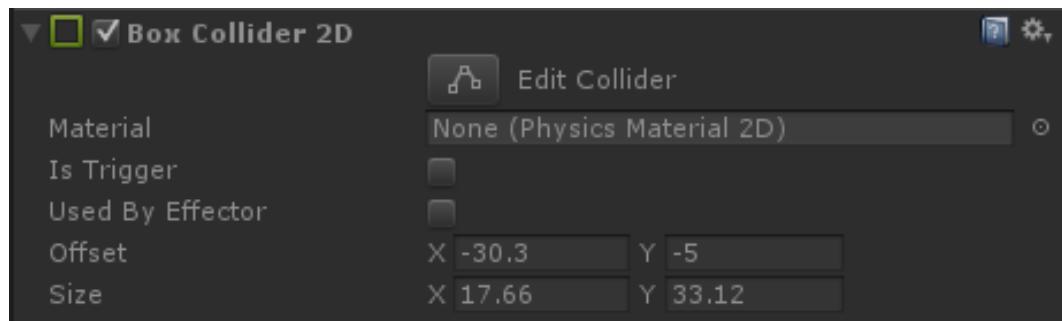
## Chapter 9: Finishing the Tower Defense Game

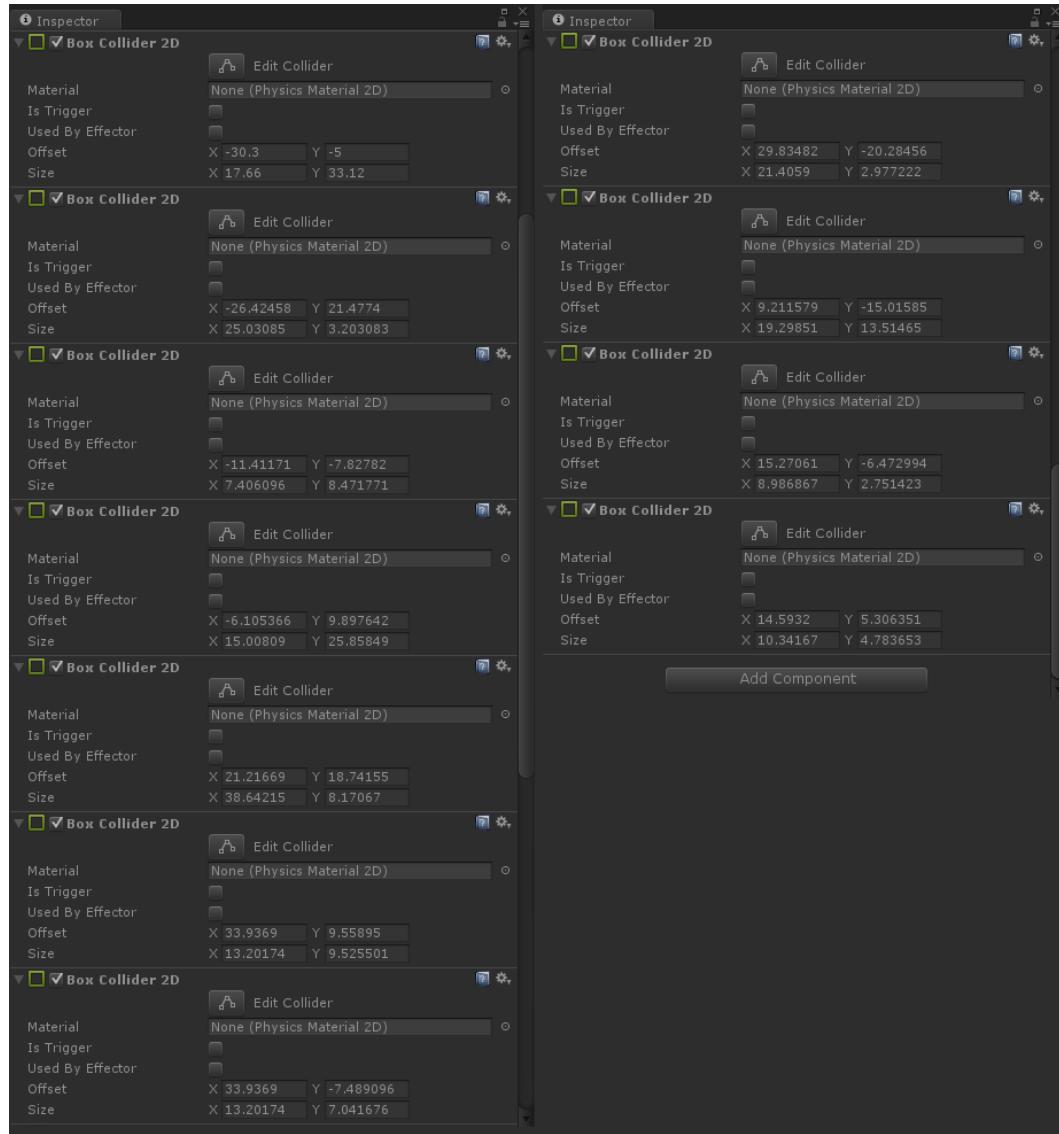


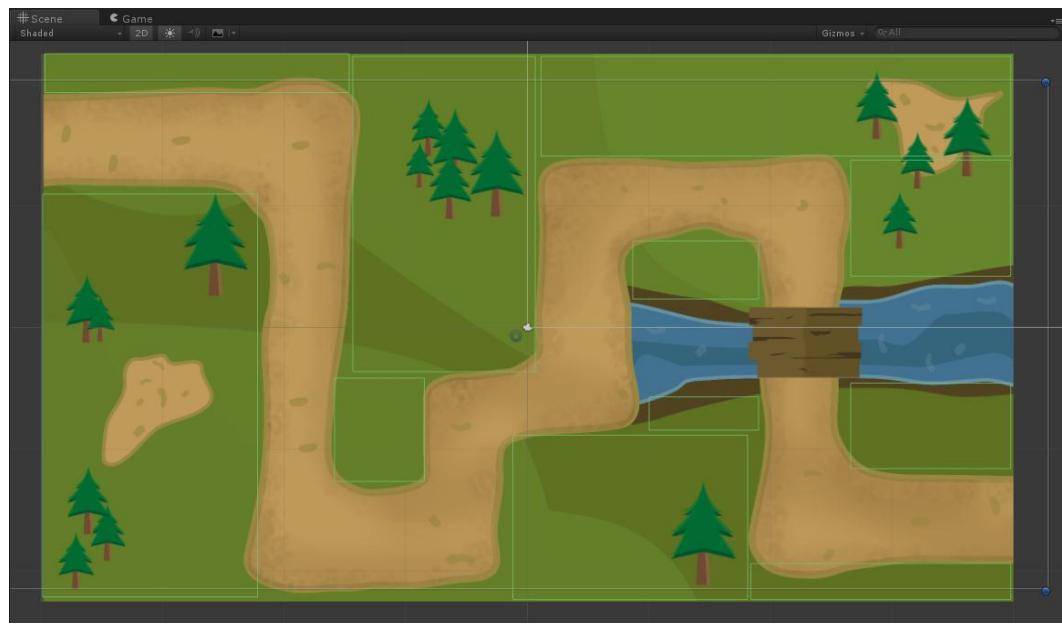


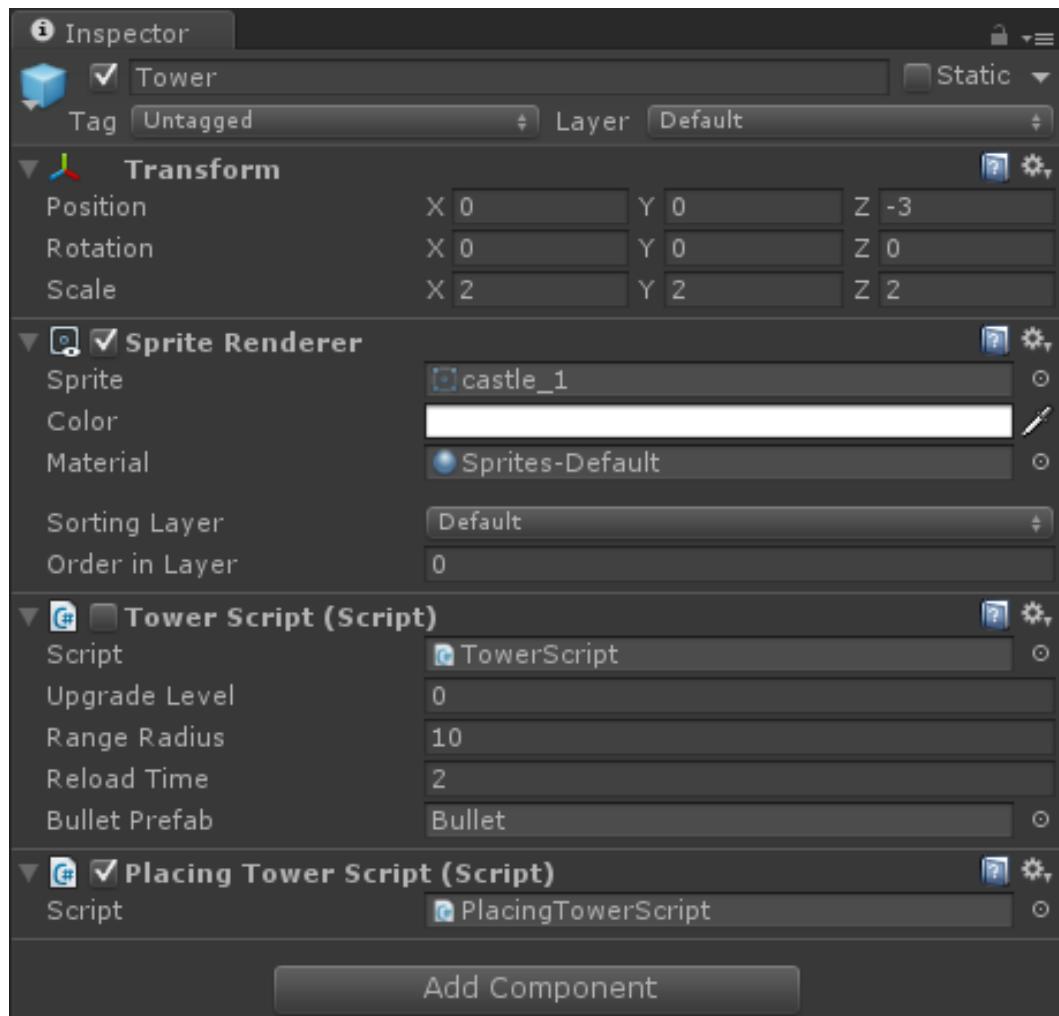


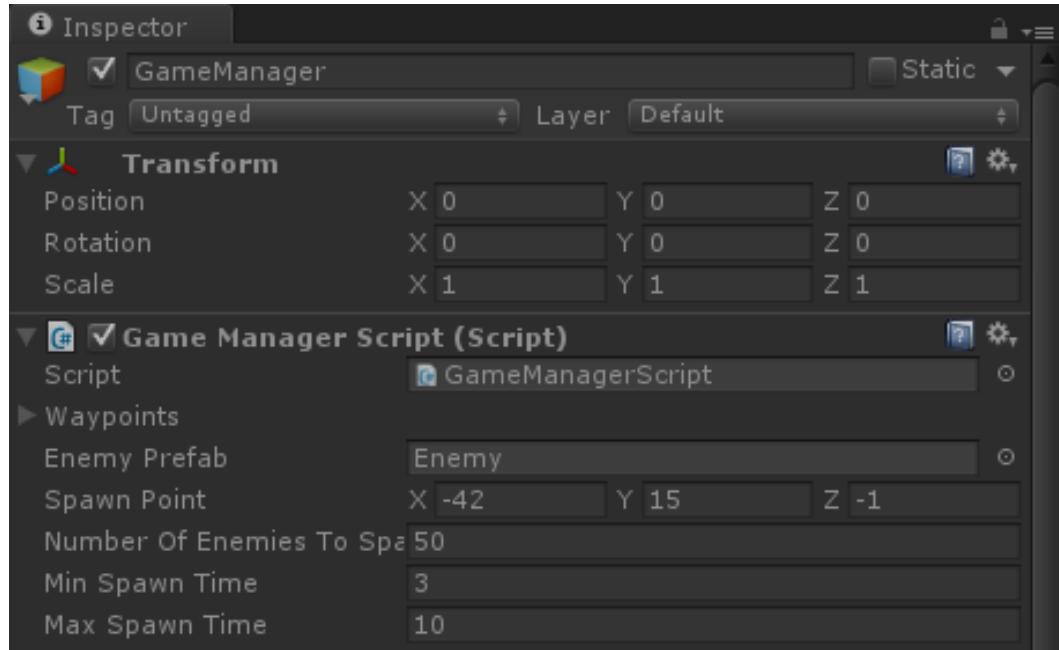












*A personal note to the reader from Francesco Sapió*

I'm very curious and I look forward to hearing about your creations and about what you have learned from this book. I wish you all the best with your work and maybe our paths will cross again in another book.

Feel free to contact me here [contact@francescosapio.com](mailto:contact@francescosapio.com) or visit my website [francescosapio.com](http://francescosapio.com)