Green Greens Forest Pixel Art Platformer Pack Documentation

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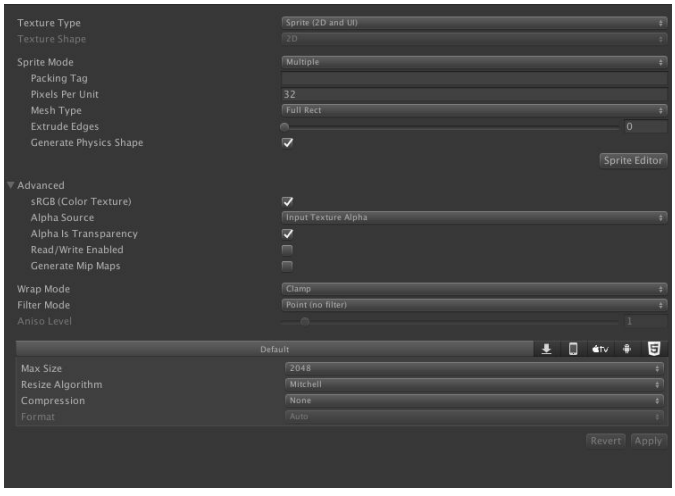
ARTWORK

You can find all the assets in **Green Greens Forest Pixel Art Platformer Pack.** We recommend using the following import settings.



We've provided assets **GIF** assets so you can easily see how the animation should play out as well as **sprite sheets of each character/object.**

DEMO

To view the demo, just open up the Demo Scene under **Platformer-Asset-Pack-Forest/Demo/Scenes/Demo.unity.**

> ⚠ **The Demo is only for demonstration purposes ONLY. It will not be updated in any capacity.**

Artwork

The artwork folder in the demo folder is the same as the provided **Green Greens Forest Pixel Art Platformer Pack** only it is used in the demo (updated import settings and sliced) you can use demo art to help you understand what import settings are best for this artwork.

Controls

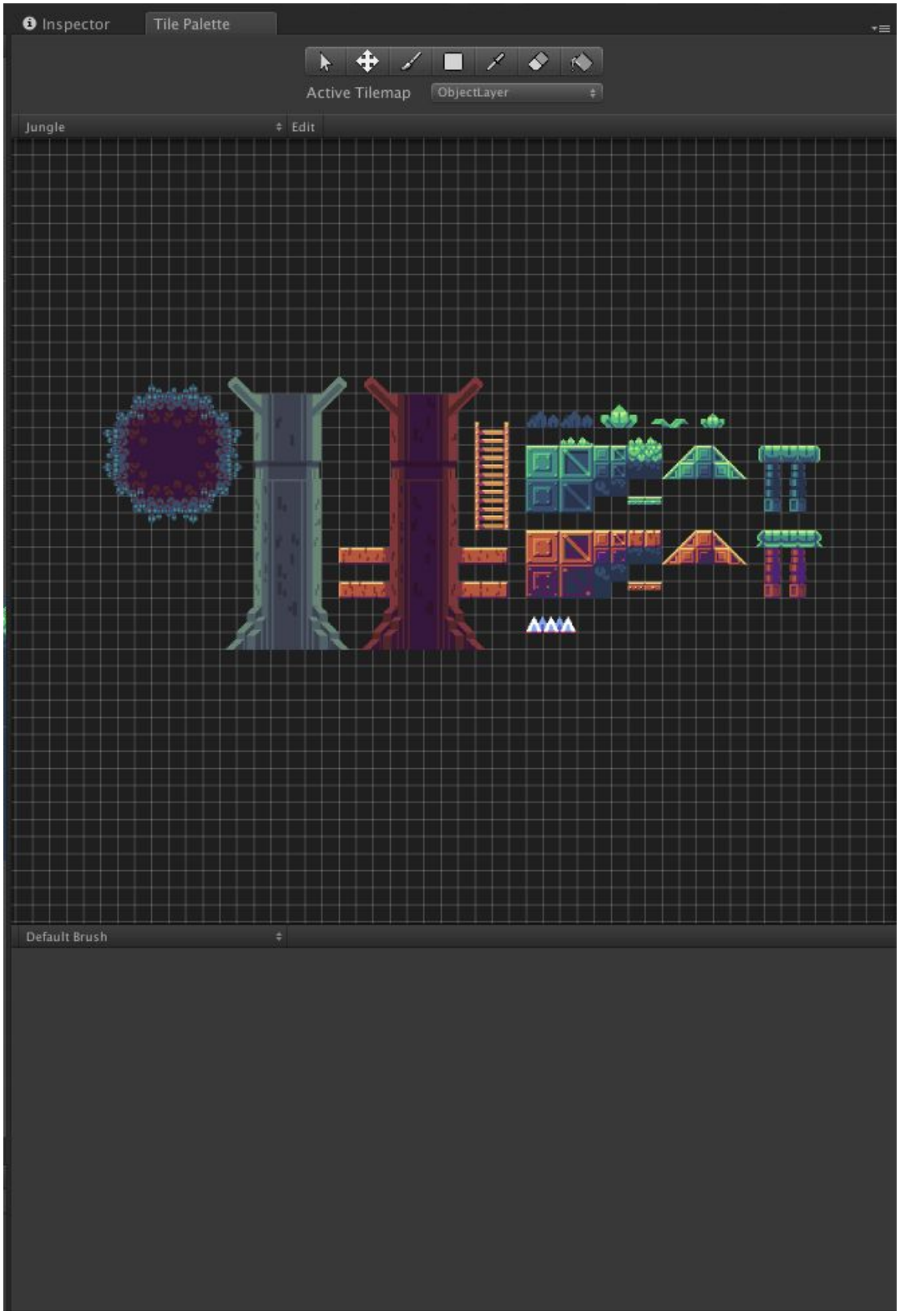
Hitting play in the demo scene makes everything active.

- Arrow Keys R/L - MOVEMENT
- Arrow Key Up - JUMP
- Z - PUNCH
- X - PICK UP CRATES

PLACING TILES & OBJECTS

Setting Up Your Tile Pallets

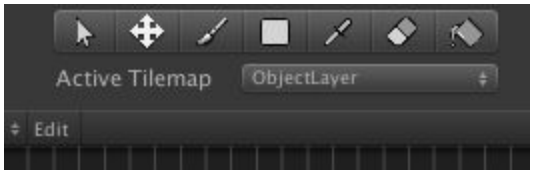
- Open the **Tile Palette Window** by going to **Window/2D/Tile Palette**
- You can drag the window by it's Tab and dock it. Do it where you feel the most comfortable. Personally, I like it docked next to the **Inspector** Window.


Inspector
Tile Palette
Active Tilemap
ObjectLayer
Jungle
Edit
Default Brush

Layers

Let's quickly talk about layers and where you should place things.

- To draw inside of a layer you'll need to make it active you can do so by going to the top of the window and changing the **Active Tilemap** drop down.



- **Ground**: Draw tiles here that require collision detection.
- **Passthrough**: Draw tiles here that require collision detection but the player can jump through it. This layer will also not allow the player to wall slide.
- **Object Layer**: Place "objects" in this layer please see the **Painting Objects** section.
- The rest of the layers don't cause any collision and are pretty self explanatory.

Painting Tiles

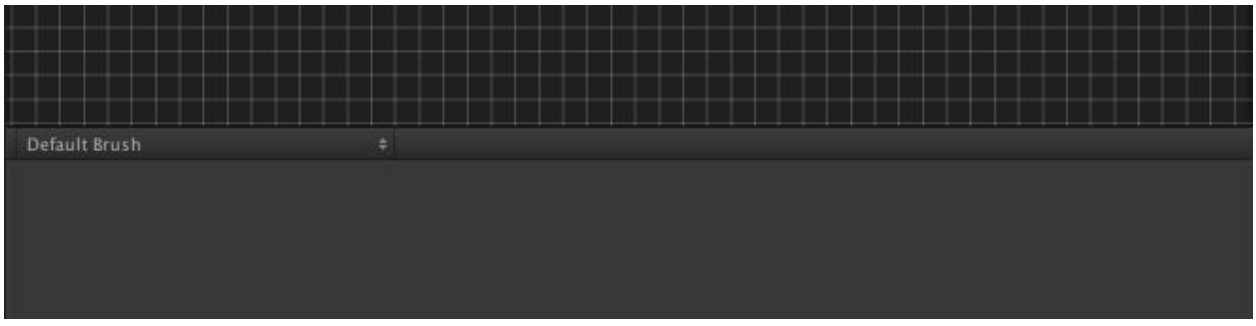
Your toolbox has all you need to paint tiles you can think of each tile as a pixel and your tools as graphics gale tools, hover over them to see what they do.

- **Paint (B)** - allows you to paint whatever you have selected currently, you can select a tile by either **clicking on it** in the window or **dragging to select multiple at once**.
- **Fill (U)** - allows you to click + drag and place a large amount of tiles in a box shape.
- **Erase (Shift)** - While painting you can **hold Shift** to start deleting your selection.

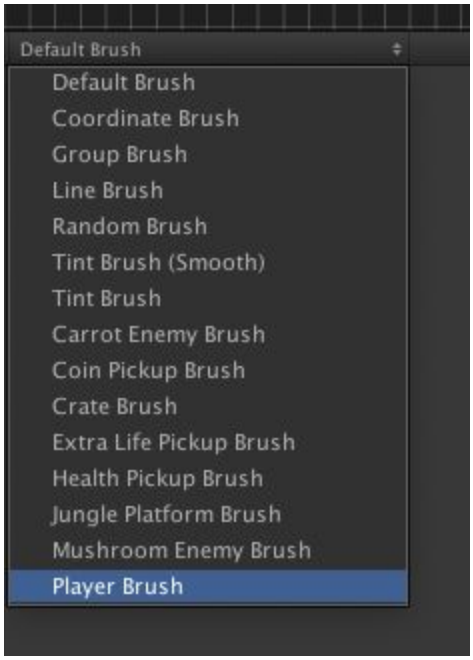
Painting Objects

Painting objects is slightly different than painting Tiles, instead of selecting something in the window you'll **change your brush to a specific object**.

- You'll see just below your Tile Window you can see **Default Brush.**



- To change the brush to an object just select it from the drop down.

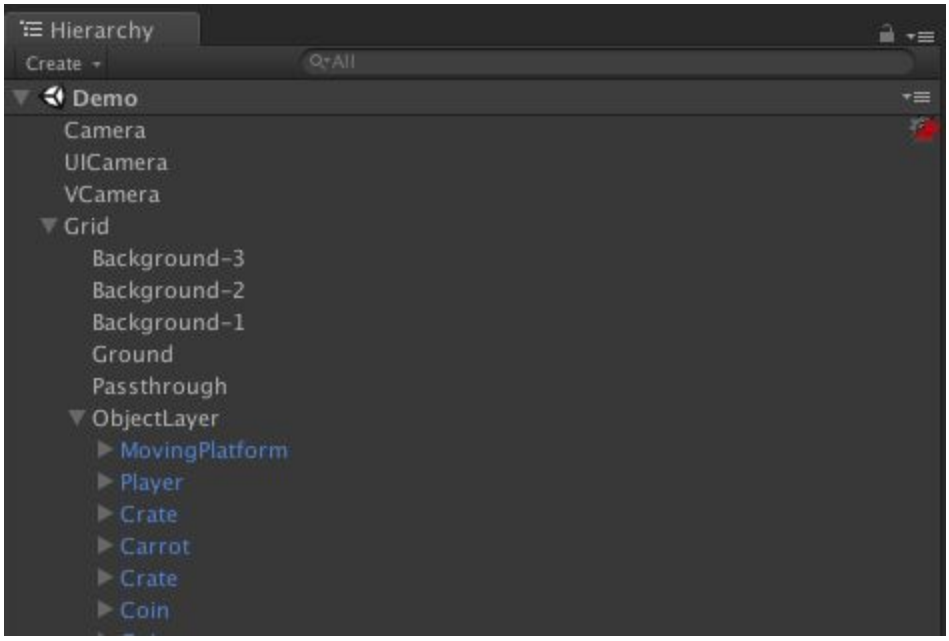


- They are all named accordingly so it shouldn't be hard to find what you're looking for. Once you have that brush selected just place it like you would a normal tile.

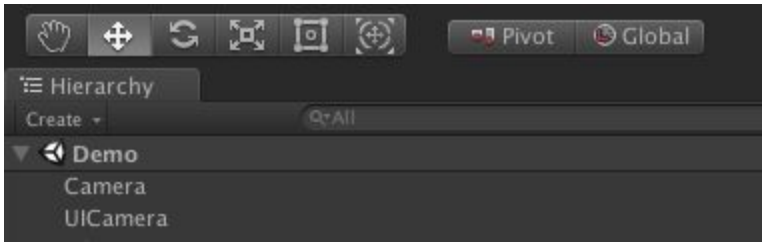
Editing Objects (Movement)

Once you place an object you can edit them inside the scene.

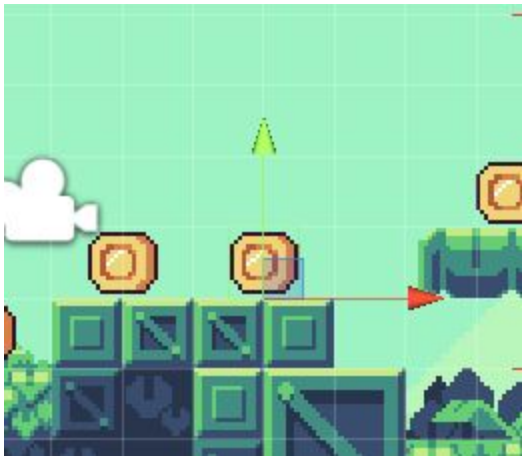
- Inside your **Hierarchy Window** unfold the objects until you see your Objects:



- To move them around you can select any of them and press W or select the Move Tool (W) from the top toolbar above.



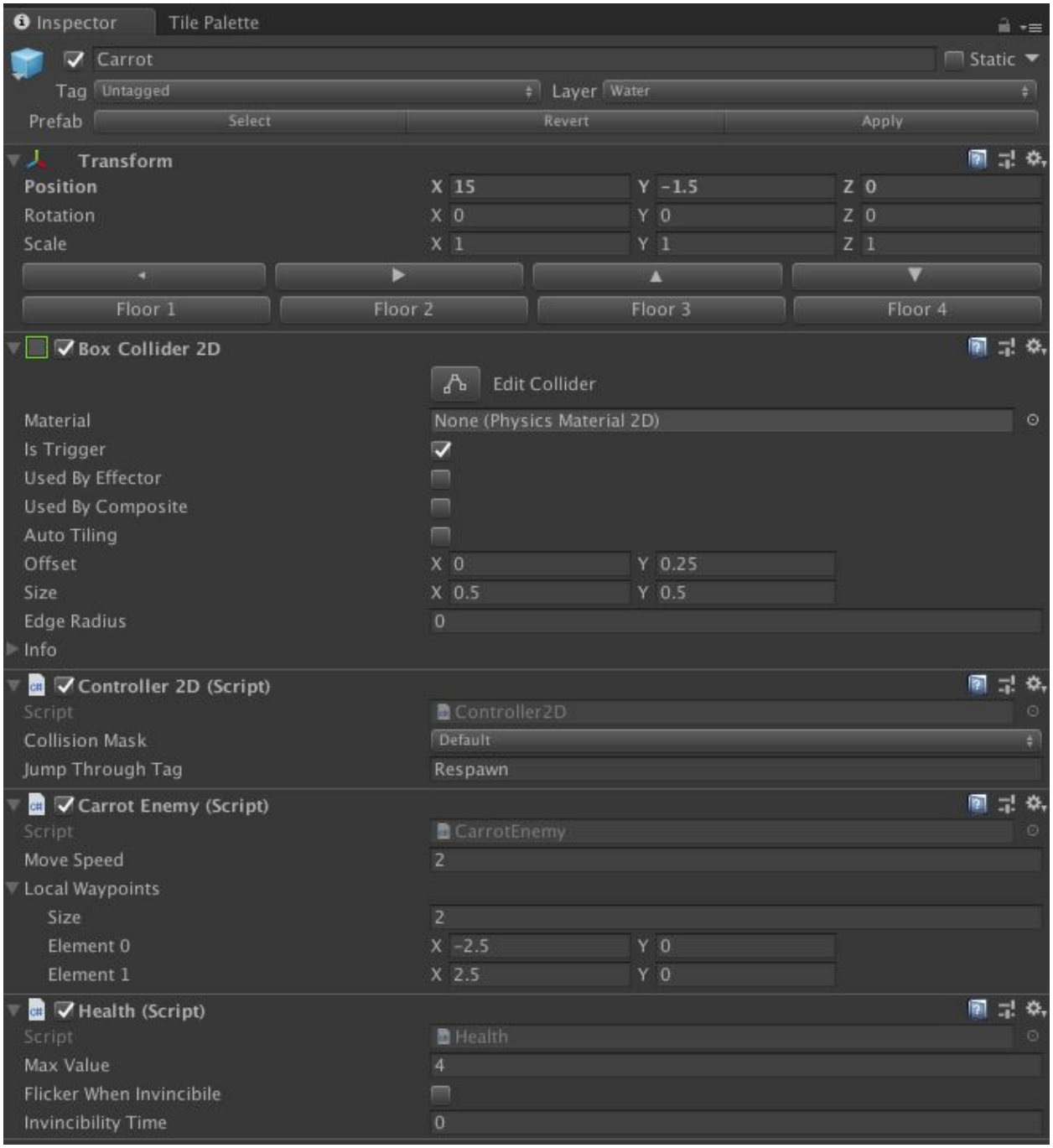
- You should now see a little crosshair on the object you have selected.



Editing Objects (Advanced)

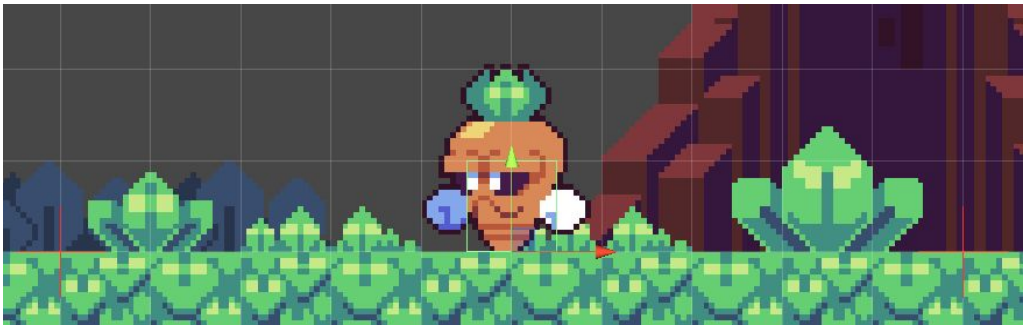
Now that your moving things around you can also edit some properties from the Player and Enemies.

To edit them you just have to select them in the **Hierarchy**. To see their values tab over to the **Inspector** Window. You should see something like below:



- **Carrot Dude:**
    - **Carrot Enemy (Script)**

        - **Move Speed:** How fast he moves.
        - **Local Waypoints**: These are points in the world that he'll move back and forth from, indicated by **red crosses in the scene**. Mess with the X and Y values to see these move around.
            - You can add more by changing the **"Size"**.



    - **Health (Script)**
        - **Max Value:** This value determines max health.
- **Shroom Dude**:
    - Exactly the same as Carrot Dude.
- **Player (AppleBoy)**:
    - Player (Script)
        - **Move Speed**: How fast he moves
        - **Time To Jump Apex**: Duration it takes for AppleBoy to reach the maximum height value.
        - **Max Jump Height**: The highest AppleBoy can jump. (when jump button is held down).
        - **Min Jump Height**: The lowest AppleBoy can jump.
        - **Wall Jump Off:** The force applied when AppleBoy is jumping off a wall (No directional key is pressed as he's wall sliding)
        - **Wall Jump Climb**: The force applied when AppleBoy is climbing a wall (The directional key is pressed towards the wall).
        - **Wall Jump Leap**: The force applied when AppleBoy leaps from the wall (The directional key is pressed away from the wall)
        - **Wall Slide Speed**: How fast AppleBoy will slide when on a wall.
        - **Wall Stick Time**: When pressing a directional key away from the wall how long the user must press until AppleBoy actually falls.
        - **Throw Power:** How much power behind a throw
        - **Extra Jump Multiplier:** When doing a super jump (off enemy head), this is multiplied with the max jump height to give a bigger jump.
        - **Extra Jump Button Leniency**: How long the jump button is considered "pressed" before jumping on an enemy head to get the extra jump.