

The Verby Noun Toolkit

Level Tiles

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Level tiles are game objects that act as holders for your level prefabs. They are implemented in this way to get around the problem with nested prefabs in unity.

1) Creating a Level tile

- Create an empty game object
- This game object will be your level tile, so name it appropriately
- Add the level tile script to this game object
- Once the level tile script is added populate the level tile prefab field in the level tile script with the prefab that you want this level tile to initialize
- Once this setup is done, drop this game object into the folder you have specified for your level tiles in the PatternSettings file (This file can be found at TVNT/Script/PatternSetting.cs).
- You can now delete this gameobject from you project heirarchy window
- If you successfully created the level tile you should find it listed as one of the level tile buttons on the pattern inspector when you try to edit a new pattern or inspect an existing pattern.

The two most important type of level tiles are ground tiles and barrier tiles.

Ground tiles represent the areas of then level where objects controlled by the TVNTCharacterController script will stand, and not fall throught, when placed. Barriers are objects that objects controlled by the character controller script will not be able to pass through.

2) Creating a ground prefab, which can be used in a level tile

- The level prefab needs to be configured right for the object to work as a ground tile.
- The object which best represents the standing surface of the ground will need a ground collider component (which automatically adds a box collider to the object), and that same object will need to use the layer that represents ground in your project. This is the layer that is filled in as the ground layer in the any object controlled by a script that inherits from the TVNTCharacterController script.
- From here on you can follow the same process as above.
- Take a look at the ground level prefab, and the ground level tile located at TVNT_Samples/Common/Prefabs/LevelPrefabs/Ground.prefab and TVNT_Samples/Common/Prefabs/LevelTiles/Ground.prefab respectively, to get a better understanding on how to setup these objects.

3) Creating a barrier prefab, and level tile

- Pick the object in the level prefab that best outlines the shape of your barrier, and add a box collider to it.
- Place this object in the layer designated for you barriers, as outlines in the Barrier layer mask variable of objects controlled by derivatives of the

TVNTCharacterController script.

- Once this is done your level prefab is setup to be used as a barrier, and you can proceed to create a level tile to hold this prefab using the method mentioned above.

Level tile can also be extending to represent the other objects this project ships with. Take a look at the scripts in the folder TVNT_Samples/Common/Scripts to understand how scripts that extend from level tile can be created and used to hold dynamic objects such as the moving platforms, chopping blocks, shooter, pots, coins, change direction blocks, sliding blocks, spikes, and other level decorations.