Creating Images

Some images that have previously been made, which will be in the ‘Sprites’ folder of the repository, can be reused depending on what it is that Dr. Cline wants. You will need Photoshop and/or Illustrator. Illustrator may be a must unless you have the latest of version of Photoshop which may have more capabilities of Illustrator. If you need to create a custom image (something that’s not square, round, rectangular, etc.) you’ll need to draw the image with the pen tool in Illustrator. It can be ported to Photoshop where the layers for each sub part of the image will be put together. It’s best to have a separate layer for each sub part of the image, and labeled the correct name, for making the Sprite later. There are many videos on YouTube that can help with this if you are having trouble. Older versions of Photoshop and Illustrator can be downloaded completely legally. CS2 may have slight bugs, but its copyright ran out in 2012. Also, you can pay monthly for Photoshop and/or Illustrator. And if you do create any new images, add their parts to the All.psd file in the ‘Sprites’ folder under ‘Assets’.

Creating Sprites and Prefabs

Once you have an image created, open Unity. On the left side panel in a blank spot there, right click and choose ‘Add new sprite 2d’ and then you can name it whatever you want by either clicking on the generic name where it shows or in the upper right corner of Unity where the descriptions and components are. Next, you go to the ‘Sprite’ folder under ‘Assets’ within Unity and it will display all the sprites for the game, and right click => Add New Asset. You need to add the finished, complete sprite and the sub parts (sub parts are debatable, group should decide, because they aren’t really needed except to resize certain parts of the sprite or prefab) one by one… adding each layer to a ‘New Asset’ in the ‘Sprite’ folder in Unity. How you put them all together for the new sprite is by dragging each of those sprite’s subparts onto the newly created Sprite in the left panel until you have at least one child of that Sprite that’s the whole image. Once the whole new sprite is created, drag it from the left panel into the ‘Prefab’ folder under the ‘Assets’ folder directly underneath the new sprite panel and that will turn it into a prefab which is what is used in the game.