Documentation - 2D Platformer

-First of all thanks for buying the 2D Platformer-

What is this Asset ?

This Asset is perfectly suitable for any one who want's to create there own basic 2d Game in just couple of minutes. All you need to do is drag and drop premade assets to create your own customized level. To make shore that you have varieties of ways to customize your game, this asset also contains over +900 art sprites, which includes background, items, player + with animation, items animation and different level tiles. All of this in one pack with a affordable price.

What can it do ?

It has tuns of features which will help you to make your own 2D Platformer game in just couple of seconds.

<u>The Player</u> is the main part of the this asset because it will help you to move around the game and discovers explore new features of this asset. All the features of the player are controlled through the 'Player Controller Script :
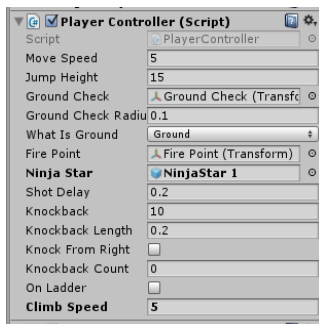
As you can see in this Screen shot it shows the player controller script. It contains many things that you customize such as the "Move speed" which controls the speed of the players movement, you can adjust it how you wish.
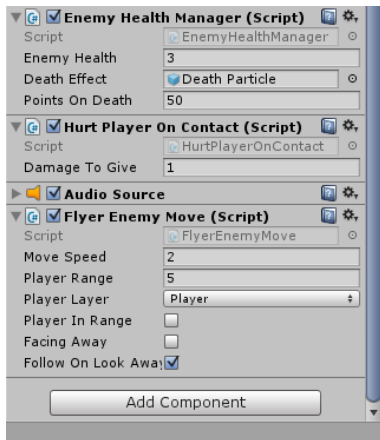
The jump height controls how high the player can jump. Its **IMPORTANT** that you must add the "NinjaStar1" from the Prefabs folder, because if you are in the game and if you press the mouse to order to shoot ninja star the game will crush.

To order to climb leather its **important** that you give the **Climb speed** a value because if you keep it as 0 the player will not climb.

Over all the player can **Walk, Jump, Double Jump, Climb Ladders** and **Jump on the Enemy** and **Kill them**

<u>The Enemy</u> are obstacles that the Player faces through out the Game. Over all there are different types of Enemy's : Flying Enemy, Branches, Spikes and the normal Snail Enemy.

Starting off with the Flying Enemy, which is controlled through the following scripts:

Enemy Health Manager (Script)	
Script	EnemyHealthManager
Enemy Health	3
Death Effect	Death Particle
Points On Death	50

Hurt Player On Contact (Script)	
Script	HurtPlayerOnContact
Damage To Give	1

Audio Source

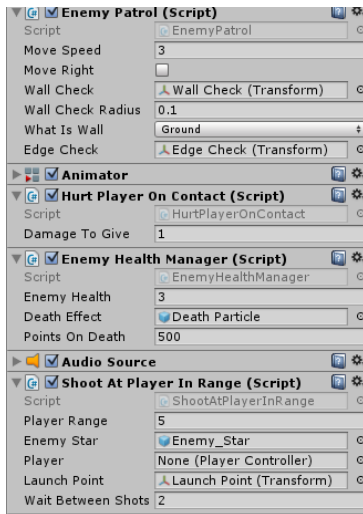| Flyer Enemy Move (Script)	
Script	FlyerEnemyMove
Move Speed	2
Player Range	5
Player Layer	Player
Player In Range	☐
Facing Away	☐
Follow On Look Away	☑

Add Component

As you can see in this Screen shot it shows the scripts which are required to for the Flying enemy.

The first scripts is the **Enemy Health Manager** - which manages the health of the enemy because when the player attacks the enemy with the Ninjastar, there for the enemy will lose some of his health points. You can customize the players health through the "**Enemy Health**". **The Points on Death** will determine after how many attack will the enemy die.

The **Hurt Playe**r will control how much damage applied to the player in contact with the enemy and again you can customize the value as you wish. **You can** add this script to any sprite with a 2D box colider , so when ever the player comes in contact with the sprite it will get damaged. The sprite could be from spikes etc.

The **Flyer Enemy Move** script will control how fast the enemy moves through **Move speed**. It will also controls the **player range** - which means the range and the distance between the player and enemy is need to activate the enemy actions. **The Player in Range, Facing** away will change through out the game so there is no need to change them.

Then we have the Snail Enemy, which is controlled through the following scripts:

Enemy Patrol (Script)	
Script	EnemyPatrol
Move Speed	3
Move Right	☐
Wall Check	Wall Check (Transform)
Wall Check Radius	0.1
What Is Wall	Ground
Edge Check	Edge Check (Transform)

Animator

Hurt Player On Contact (Script)	
Script	HurtPlayerOnContact
Damage To Give	1

Enemy Health Manager (Script)	
Script	EnemyHealthManager
Enemy Health	3
Death Effect	Death Particle
Points On Death	500

Audio Source

Shoot At Player In Range (Script)	
Script	ShootAtPlayerInRange
Player Range	5
Enemy Star	Enemy_Star
Player	None (Player Controller)
Launch Point	Launch Point (Transform)
Wait Between Shots	2

As you can see in this Screen shot it shows the scripts which are required to for the Snail enemy.

The first scripts is the **Enemy Health Manager** - which manages the health of the enemy because when the player attacks the enemy with the Ninjastar, there for the enemy will lose some of his health points. You can customize the players health through the "**Enemy Health**". **The Points on Death** will determine after how many attack will the enemy die.

The **Hurt Playe**r will control how much damage applied to the player in contact with the enemy and again you can customize the value as you wish. **You can** add this script to any sprite with a 2D box colider , so when ever the player comes in contact with the sprite it will get damaged. The sprite could be from spikes etc.

The **Enemy Patrol** script will control how fast the enemy moves through **Move speed**. It will also controls the **player range** - which means the range and the distance between the player and enemy is need to activate the enemy actions. The **Shoot at Player In Range** script allows the enemy to shoot obstacles on the player. You can customize it through changing the **Player Range** etc. It's IMPORTANT that you add the something to the Enemy Star because if you dont the game **might crash**.

Over all the enemies can **Damage the player, Chase the Player**, **Shoot** at the player, **Fly and walk around** and everything is easily **customize able**.

There are also many managers in the asset who control many different things for example the Score, Time and the Player's Health.
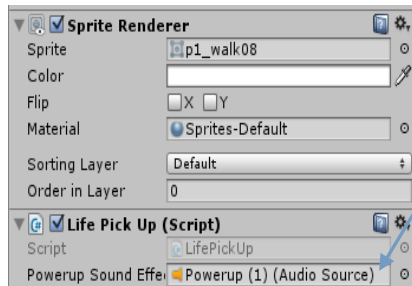
The **Life pick up** allows you to add extra life to the player. You add this script to any sprite which means if the player comes in contact with it he will gain an extra life.

ITS IMPORTANT THAT YOU ADD SOUND EFFECT TO EVERY SCRIPT WHICH NEEDS A POWERUP SOUND EFFECT. IF YOU DONT THE GAME WILL NOT RUN
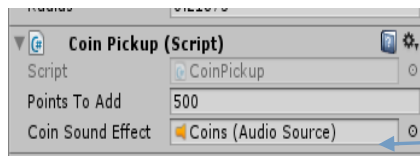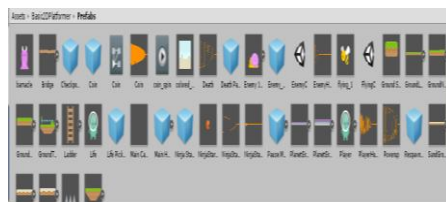

The **Coin Pickup** allows the player to collect coins. Through the **Points To Add** you can customize the value of each coins.

ITS IMPORTANT THAT YOU ADD SOUND EFFECT TO EVERY SCRIPT WHICH NEEDS A POWERUP SOUND EFFECT. IF YOU DONT THE GAME WILL NOT RUN

The **Checkpoint** allows the player to save its spot. Which means if the players dies he will be restart for the checkpoint spot.

Everything you will need to create own 2D Platformer is in the Prefabs folder because there are already pre made for you all you need to do is drag and drop

Free art assets are included to make shore that you have many of art work to work with

If you have any questions or problems please feel free to Contact me
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