

2D Action Platformer Kit Documentation

About this Starter Kit

This starter kit was designed to provide completely custom, and customizable examples for learning or getting a head start on building 2D Action Platformers. Read through the scripts, add on to them, and write new ones to build your own custom 2D Action Platformer.

All of the assets included in this file are free to use, but we recommend creating your own media to make your game unique. All of the scripts can be used as-is but we also recommend using them as a reference or build onto to create unique and great games.

1) Preparing Scenes for Building

To be able to compile the game you must add all of the scenes to the build settings. When adding scenes to the Build Settings, make sure the scene “loader” is at the top of the list in Build Settings.

To do this, double click on the scene “loader”, then in Unity go to File>Build Settings...

Then click “Add Current”. Once Loader is added, then do this same process with the rest of the scenes (menu, level1, level2, level3). Order doesn’t matter at this point as long as the scene “loader” is first. You can create as many levels as you want, but you have to add them to the build settings as well.

2) Building for Mobile

2d Action Platformer was designed to run in landscape. To to make sure that the game runs in landscape, go to File>Build Settings...

Click on which mobile platform you want to build to (iOS or Android), then click Switch Platform.

After this, click Player Settings... On the right, options for player settings will pop up.

Click on the Android or iOS tab (depending on which one you chose) below “Per-Platform Settings”.

Click on the drop-down menu to the right of Default Orientation* and choose Auto Rotation. Then options below will appear to choose which orientations to allow. Make sure only Landscape Right, and Landscape Left are chosen.

3) Building for Web/Standalone

You do not need to tamper with orientation like mobile for web/standalone builds. Make sure to follow the steps from “Preparing Scenes for Building”. Otherwise you are will be ready to build as many versions for web/standalone as you’d like!

4) Inputs and Controls

- Web and Desktop Controls -

The player’s controls to move left, right and jump reside in playercontrols.js. The default controls for Web and Desktop builds are both WASD, and Left Right. Jump is Spacebar. These can be changed in the playercontrols.js script. Notice there is an iteration of these controls for #if UNITY_WEB and UNITY_STANDALONE. What this does is it will only compile those pieces of the script, dependingon what platform you have your build set to.

The player fires bullets through the script weaponsystem.js. The default for firing bullets is Left-Shift for both Web and Desktop builds. These can easily be changed in playerweapons.js. Notice there is also an iteration of shooting controls in #if UNITY_WEB and UNITY_STANDALONE. The reasons are the same as described above.

- Mobile Controls -

Mobile Controls are also in playercontrols.js with an iteration within #if UNITY_ANDROID and UNITY_IOS. These controls can be edited in any way you’d like, but default works out of the box.

The player on mobile versions fires bullets through the script playerweapons.js. To change how the bullets fire for mobile, they can be changed there in both iterations of #if UNITY_IOS and UNITY_ANDROID.

5) Building More Levels

We tried to make it as easy as possible to build onto the kit. If you are trying to add more levels to the default game, here is a simple list that will allow you build as many as you’d like.

- Go to a pre-existing scene that is a level, and copy all of the contents in the hierarchy.
 - Make a new scene by clicking File>New Scene.
 - Delete the camera that is in that new scene, then paste the contents that you just copied.
 - In the hierarchy, go to GUI>levelfont. Change it to the level you’re making. (Ex. Level 4)
 - In the hierarchy, click on the “endlevel” object. Options should come up in the inspector. Under the “levelManager” script, you need to write the name of the level you want the player to go to next once they get to the end of the level.
 - Save the scene now. Name it what level it is (Ex. level4).
 - Make sure to add the level to the build settings as mentioned above.
-

Contact Us

If you have any issues, questions, or suggestions, please do not hesitate to contact us! Email us at any time at support@cinoptstudios.com and we will get back to you as soon as we can.