

2D Sidescroller 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 Sidescrollers. Read through the scripts, add on to them, and write new ones to build your own custom 2D Sidescroller.

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, Level 1, Level 2, Level 3). 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 Sidescroller was designed to run in landscape. 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 will be ready to build as many versions for web/standalone as you’d like!

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.