

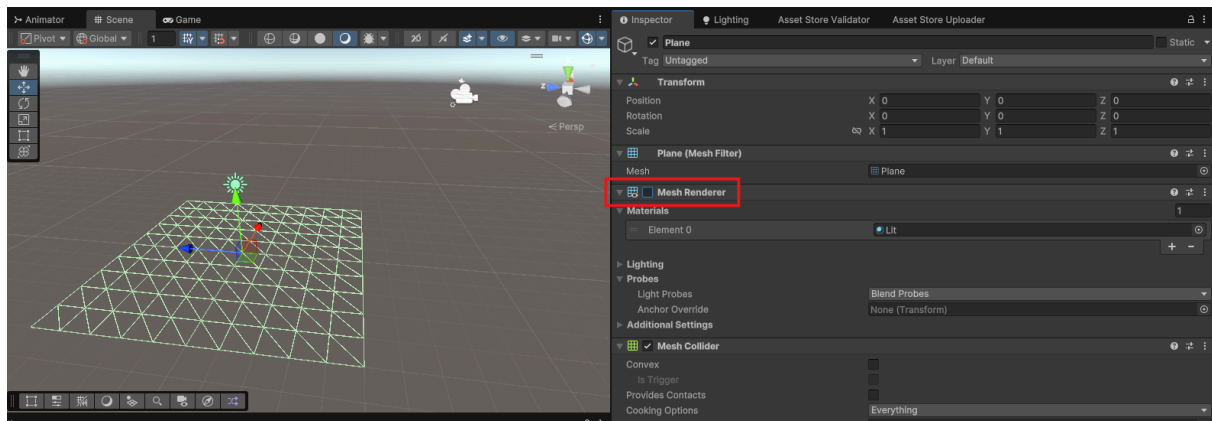


2.5D Engine

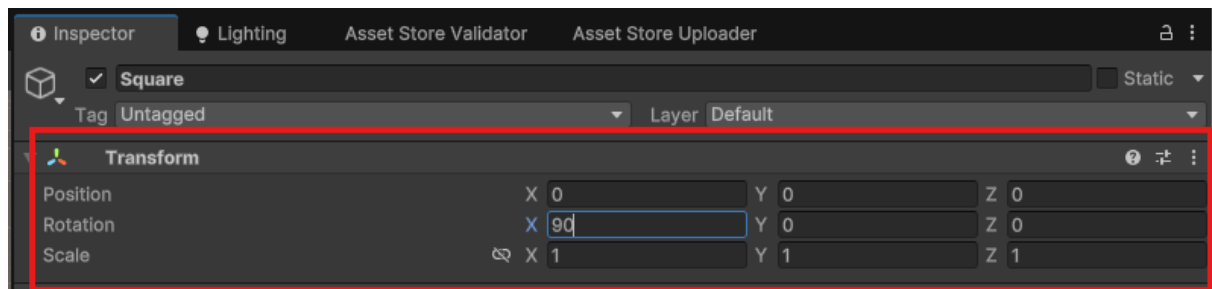
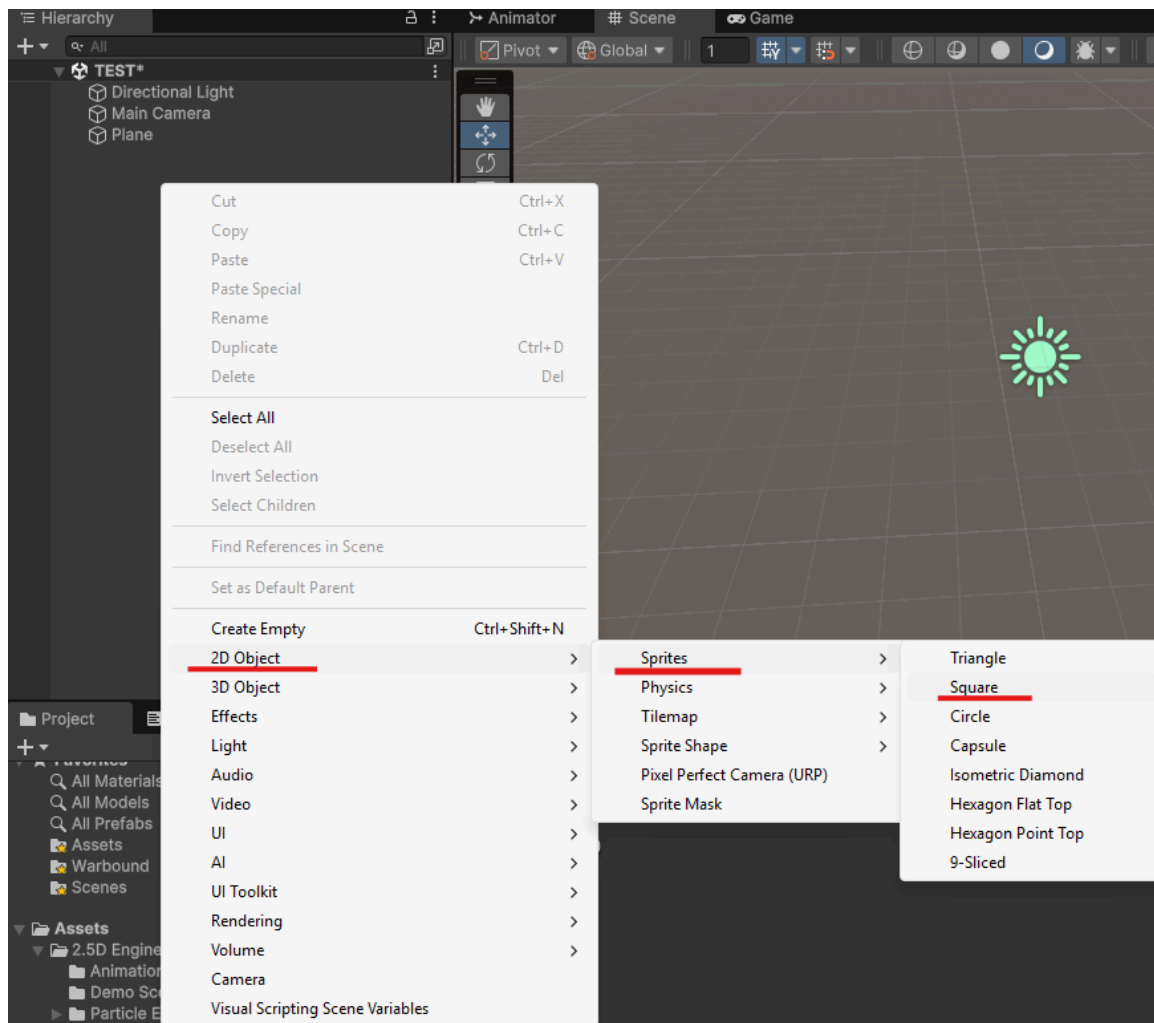
SETUP

1> Create a new scene and add a plane (with a mesh collider).

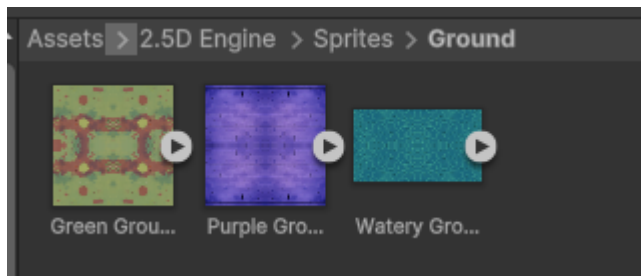
2> Disable the mesh renderer of that plane.



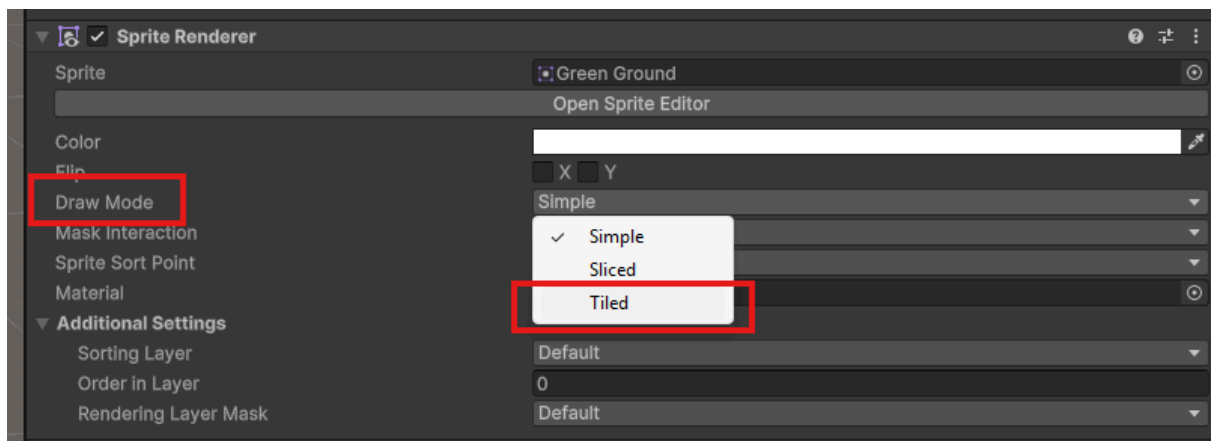
3> Add a sprite and reset the position & set X rotation to 90 degrees.



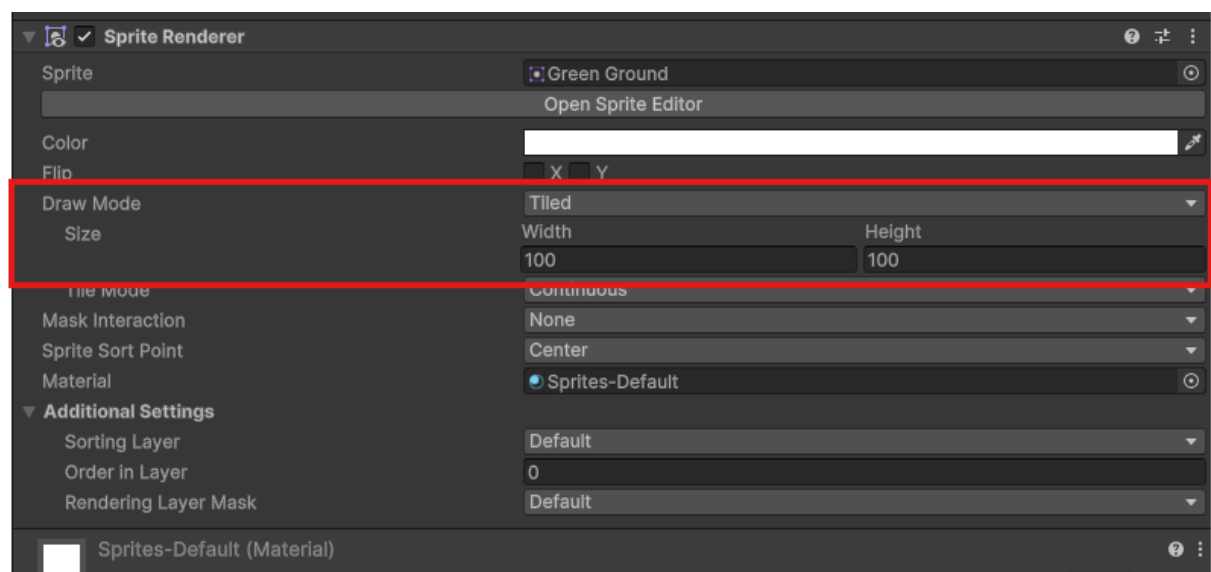
4> Assign any ground texture to Sprite Renderer.
(from **Assets/2.5D Engine/Sprites/Ground**).

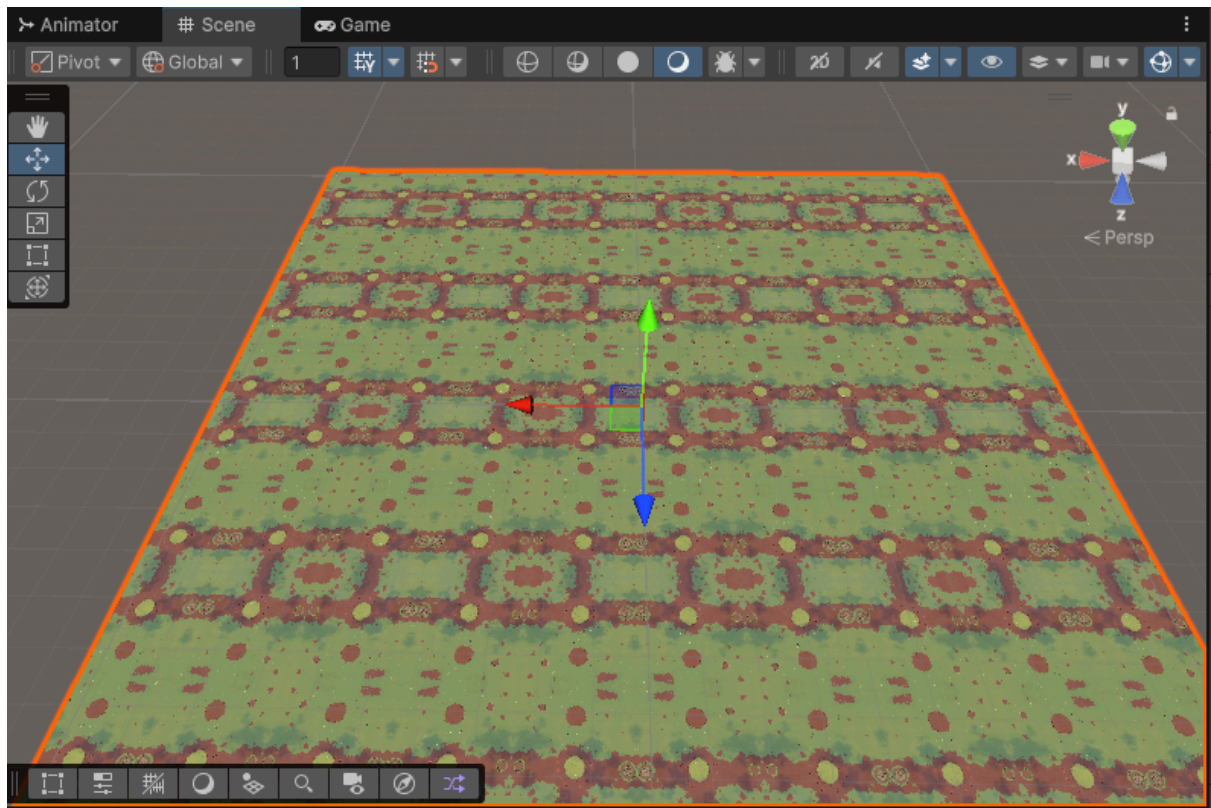


5> Select the Draw Mode to **Tiled**.

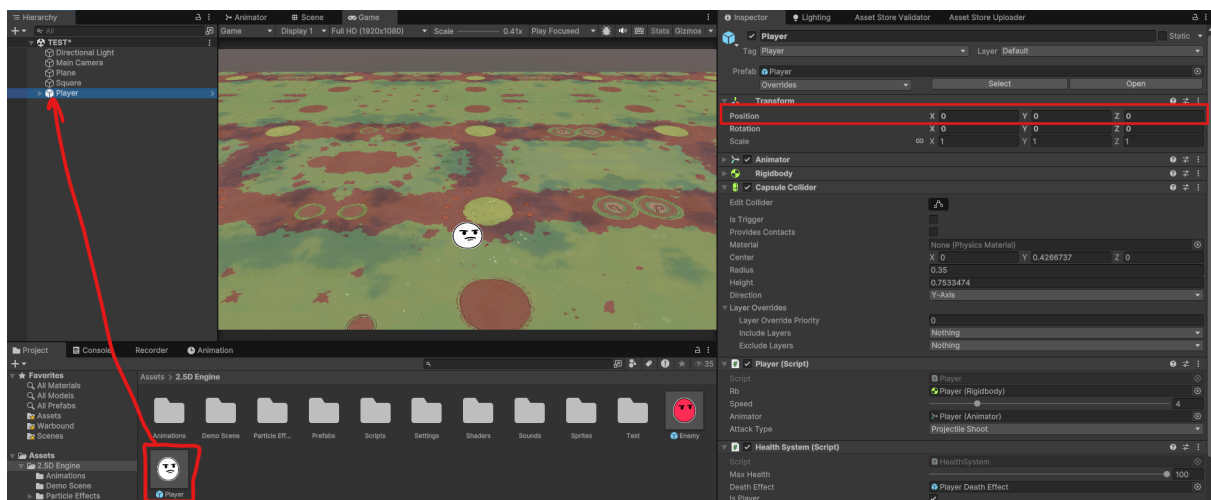


6> Give it a value (say width - 100 & height - 100)

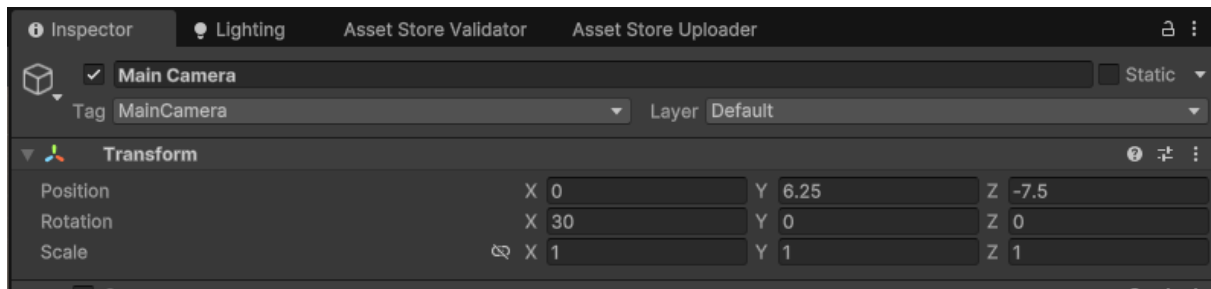




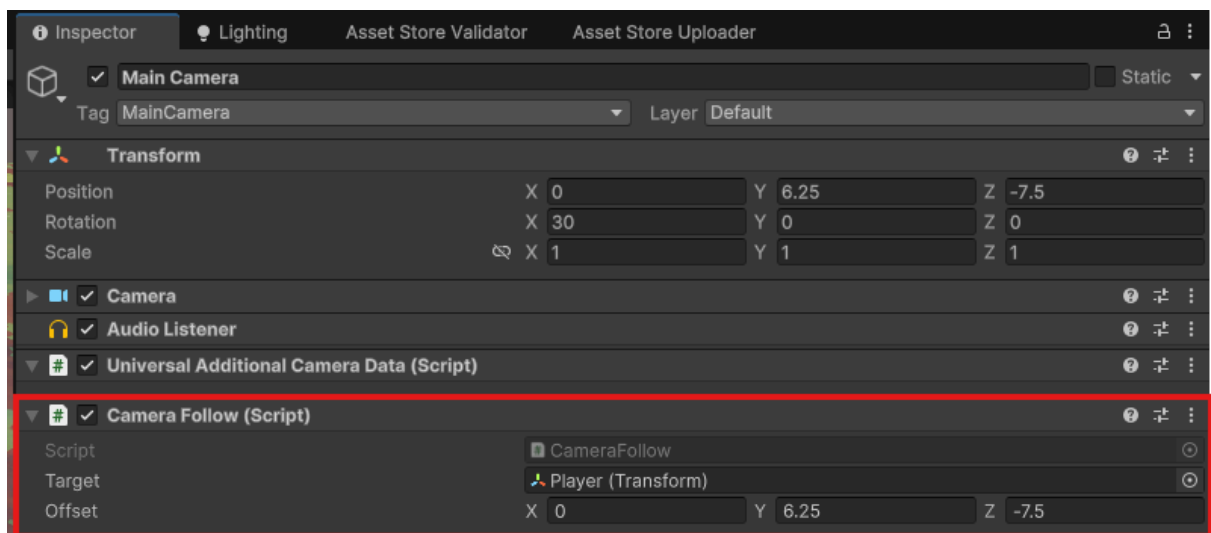
7> Put the Player Prefab to our GameWorld (Position-0,0,0)



8> For the **Main Camera's Transform** use these value:

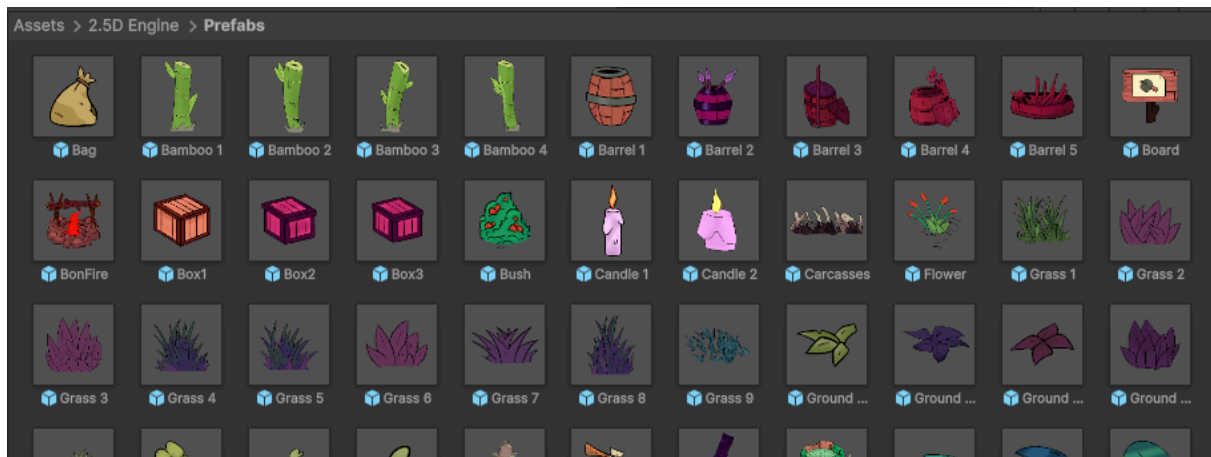


9> Attach **Camera Follow** script to Main Camera
(reference the player & copy the values from the image below)



10> Now you are free to fill your world with different elements like grass, trees, huts, etc. Go to the Prefab and start decorating your world.

> **Prefabs** - [Assets/ 2.5D Engine/ Prefabs](#)



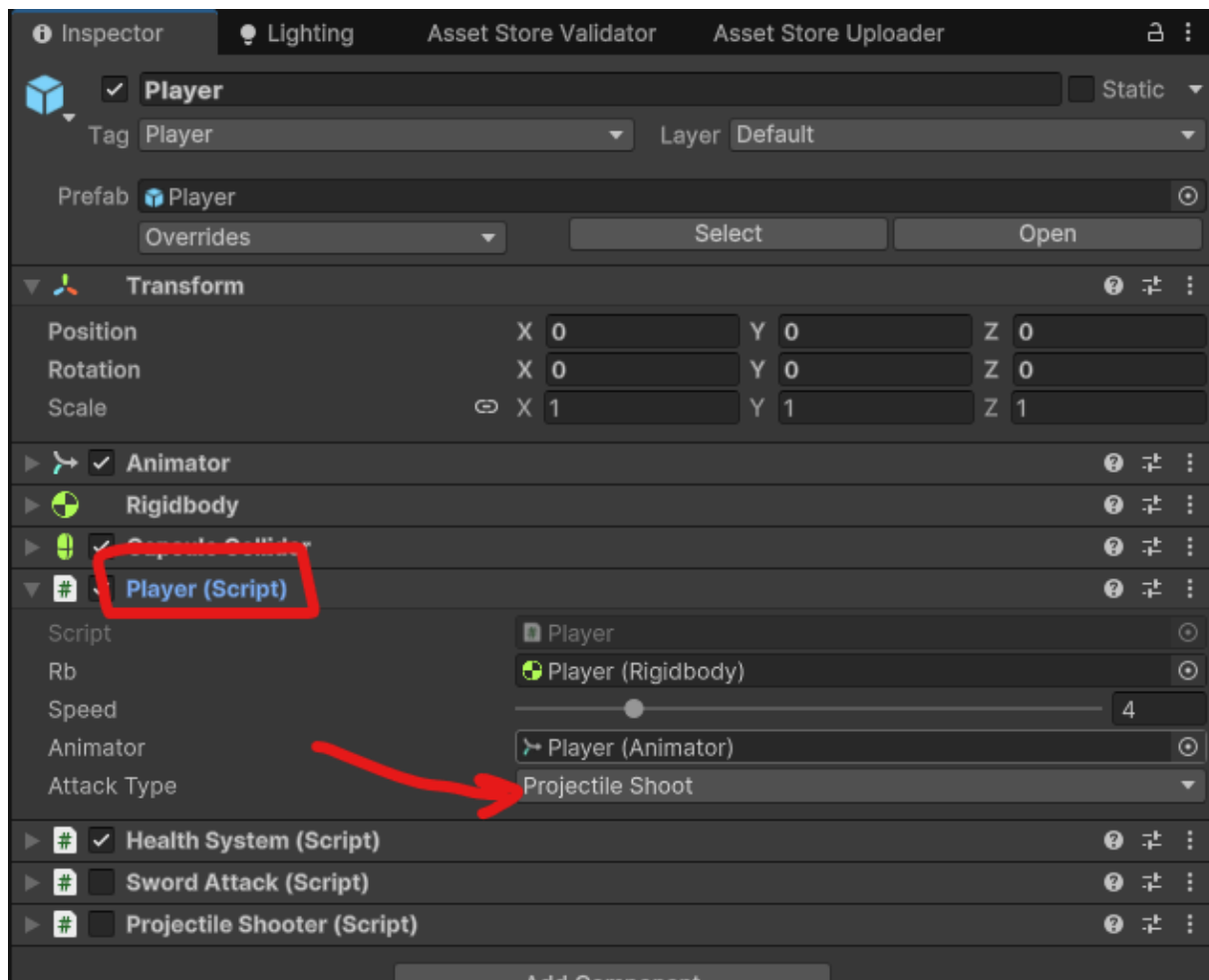
Simply **Drag & Drop** these elements after setting up the Ground Plane



Once done, now play with the two **attack types** we have for this game

1. **Sword Slash**
2. **Projectile Throw**

Check the **Player** Script attached to the Player Prefab



Done !