**Video List TileVania - 2D Tilemap Platformer**

I recommend doing at least 4 videos each day. We will be doing these on Tuesdays and Wednesdays

Take your time – GO SLOW – PAUSE OFTEN

|  |  |
| --- | --- |
| **Video Name** | **Date to Complete By (due 2/26)** |
| Welcome To TileVania (3:24) | Wednesday 1/20/21 |
| TileVania Game Design (5:37) | Wednesday 1/20/21 |
| Slicing Sprite Sheets (6:21) | Wednesday 1/20/21 & download assets |
| Intro To Unity Tilemap (14:42) | Tuesday 1/26/21 |
| Unity Rule Tiles (12:29) |  |
| Create Player Idle Animation (10:14) |  |
| Animation States & Transitions (8:21) |  |
| Test Your Understanding - TileVania #1 |  |
| Implement 2D Collision (9:40) |  |
| Maximize Learning Value (2:49) |  |
| Move Player Horizontally (11:52) |  |
| Flip Character Sprite (5:46) |  |
| Instructor Hangout 6.1 (13:33) |  |
| Animation State In Code (7:28) |  |
| Test Your Understanding - TileVania #2 |  |
| Jumpy Jumpy (12:14) |  |
| Jump if IsTouchingLayers (6:26) |  |
| Climb Ladder (13:50) |  |
| Climb Ladder Tweaks (6:28) |  |
| Perspective Vs Orthographic Cameras (6:24) |  |
| Cinemachine Follow Camera (11:10) |  |
| Cinemachine Confiner Extension (8:58) |  |
| State-Driven Cameras (13:45) |  |
| Prevent Wall Jump (8:16) |  |
| Making Enemies (17:50) |  |
| Player Death (15:19) |  |
| Adding Hazards (9:38) |  |
| Level Flow Layout (13:29) |  |
| Level Exit Portal (13:23) |  |
| Start & Success Screens (11:21) |  |
| Game Session Controller (12:08) |  |
| Coin Pickups (7:27) |  |
| Persistent SFX (7:28) |  |
| Persistent Score & Lives (13:31) |  |
| Remembering Pickups (8:21) |  |
| Adding Rising Water (10:25) |  |
| Over To You Now (2:37) |  |