**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

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| **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) |  |