

# PIXEL ART TOP DOWN – BASIC

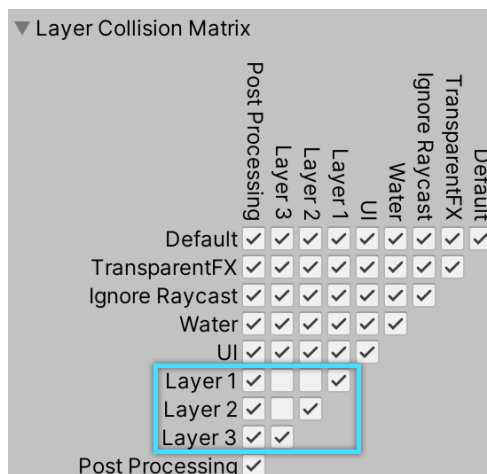
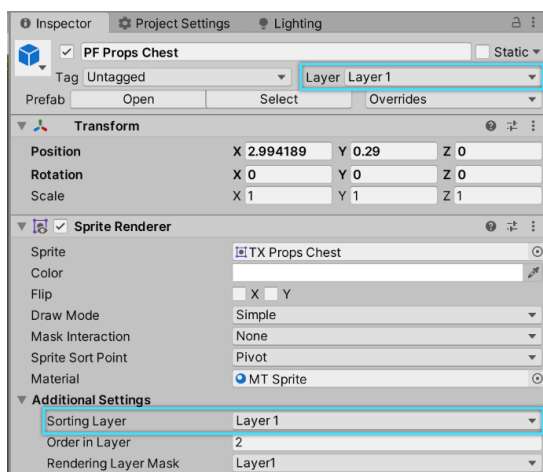
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## DEMO SCENE SORTING LAYER EXPLANATION

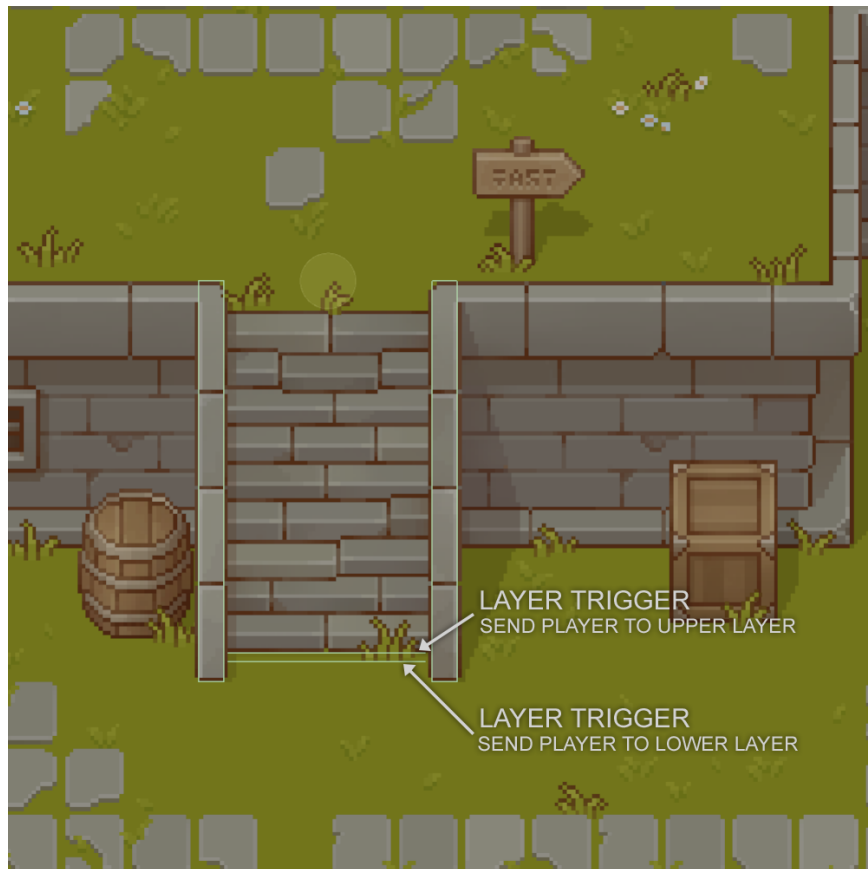
As you see, the demo scene has platforms of different height levels. To make them sorted correctly, each height level is put at a different Sorting Layer. Inside each sorting layer, objects also have different Order in Layer values.



For collision to work correctly in each height level, objects in different Sorting Layer should also be put into corresponding Layer.



In order to make the player object able to travel between different layers. The stairs objects have two triggers with line collider. When the player object exits the trigger, it will be sent to the layer and sorting layer defined in the scripts attached to the trigger.



## TAGS & LAYERS SETTINGS

The demo scene needs proper tags & layers settings to work properly. In order to include the tags & layers settings, the asset is uploaded as a complete project. On import, you should be able to see the project settings included.

If you did not import the tags & layers settings on import, you can still set it by clicking the slider icon at the top right corner of the Tags & Layers settings and select the preset included in the asset.

