

Jumping Shadows



Jumping Shadows is a dynamic arcade with a simple control and a large number of difficult levels. Control a funny little man and overcome various obstacles such as monsters, thorns and other dangerous objects.

Folders in project:



/Animations - animated (player, enemies and bonus)



/Fonts - used font



/Prefabs - prefabs for player, enemies and etc



/Resources/Objects - animated sprites (player, enemies and bonus)



/Resources/Levels - TMX files and tiled map (sprite atlas)



/Scenes - Levels of play



/Scripts - scripts for items and menu



/Sounds - sounds and music



/UITextures - sprites for menu and t playing field

Each level is located in different scene file. Levels was made in TMX editor and imported to Unity with Tiled4Unity free asset.

You can use external TMX editor (for example "Tiled Map Editor") to modify atlas map and create tmx and import it to Unity with Tiled4Unity. You will also need a free LeanTween plugin!

Download [Tiled4Unity](https://github.com/leonidax/Tiled4Unity) for free here: <https://github.com/leonidax/Tiled4Unity>

Download [LeanTween](https://www.assetstore.unity3d.com/en/#!/content/3595) for free here: <https://www.assetstore.unity3d.com/en/#!/content/3595>

Download [Tiled Map Editor](http://www.mapeditor.org/) for free here: <http://www.mapeditor.org/>