

# AXIS

Light Speed Prototyping



<https://ax6.com.br>

# Getting Started

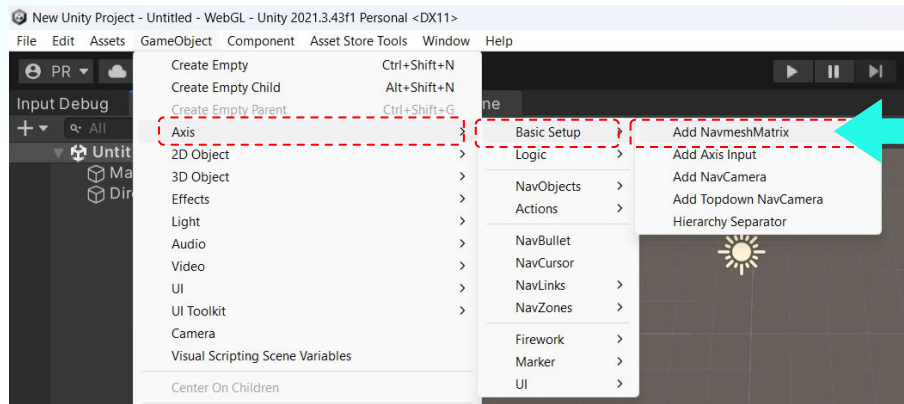
---

Let's create a simple platformer with coin and dangers:

1. [Grid/Navmesh and Setup](#)
2. [Placing a Player Object](#)
3. [Placing a Collectable Item](#)
4. [Creating Hit Dangers](#)
5. [Default Canvas & Game Over](#)
6. [Scoring and Victory](#)

# 1. Grid/Navmesh and Setup

## GameObject > Axis > Basics



### Create Navmesh Matrix

This will handle all grid generation / update in editor and runtime.

### Add NavCamera

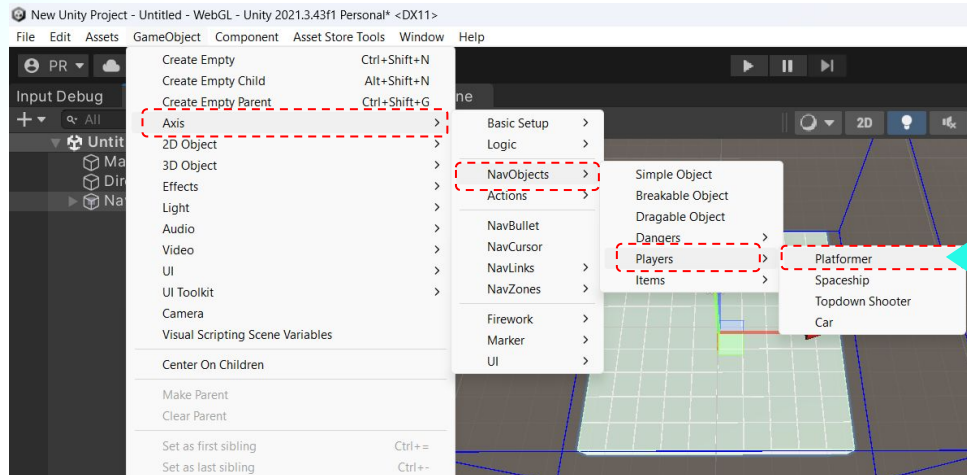
Handles camera movement, follow and input adjustment when camera is rotated. Some automatic adjustments are made on creation to speedup general cases.

### Add Input System

Covering Keyboard, Gamepad and Touchscreen input. Also ready to set local multiplayer gameplay.

## 2. Placing a Player Object

**GameObject > Axis > NavObjects > Players**



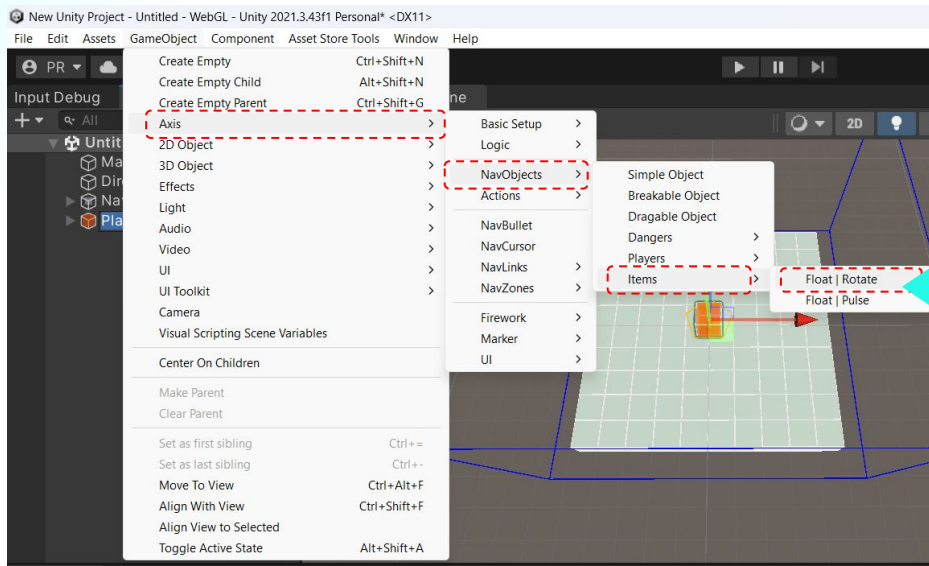
### Create Platformer Player

Now we'll have a NavObject placed with default settings and components for Jumping / Collecting / Walking around.

After this action is made your platform prototype is already playable. But let's add some more interactions.

# 3. Placing a Collectable Item

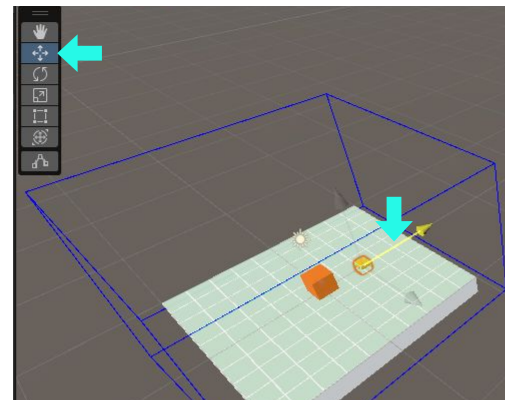
GameObject > Axis > NavObjects > Items



## Create Floating Item

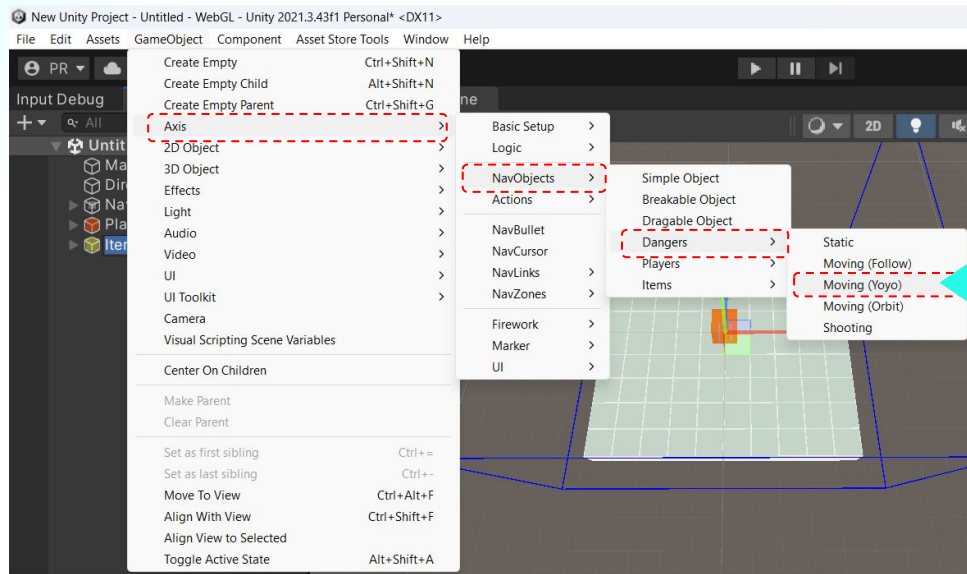
Place a collectable preset item.

Then move the object so it can be seen.



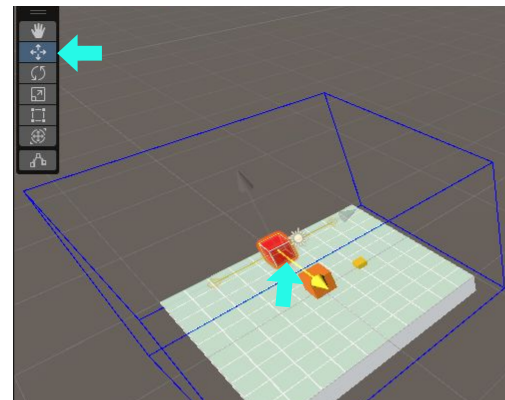
## 4. Creating Hit Dangers

GameObject > Axis > NavObjects > Dangers



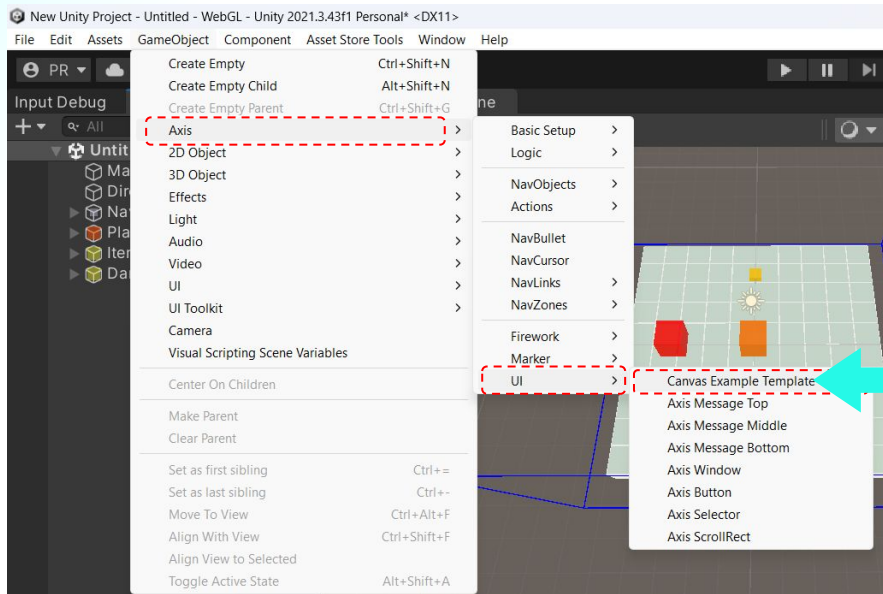
Create Yoyo Moving Danger

Then move the danger object so it can be seen.



# 5. Default Canvas & Game Over

## GameObject > Axis > UI > Canvas Template

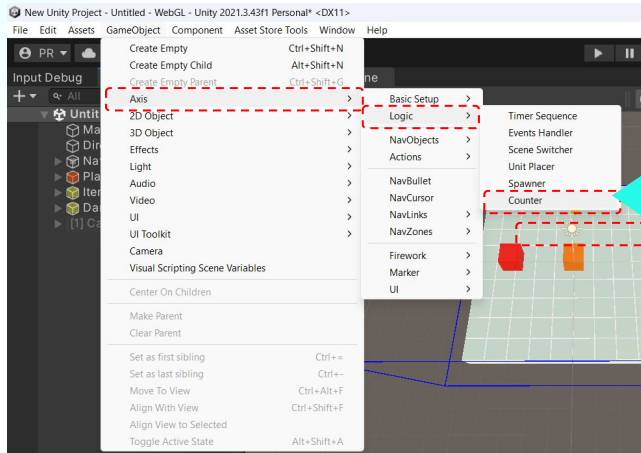


## Create Canvas Template

Now a default Game Over window will be working when all NavObjects with label 'player' are killed. As well as pausing the game.

# 6. Scoring and Victory

## GameObject > Axis > Counter



### Create a Counter

Counters are used to count objects or scores on the Hierarchy.

So we set this to count for objects containing the label 'item'.

Then below on the same inspector at MatchCondition component we add an Event. To set PopupWin object Active when the number matches 0.

