

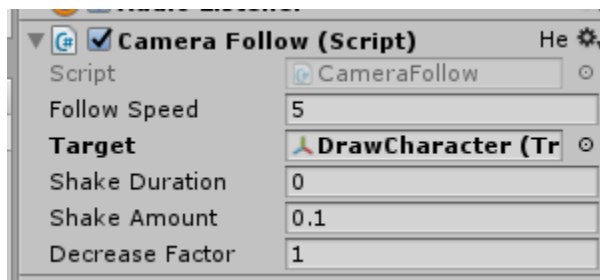
Welcome to the Metroidvania controller setup. In this document you will find a simple tutorial to easily set up the controller in your own scene.

You also can find the online tutorial in <https://www.youtube.com/watch?v=nkakaihvOVA>

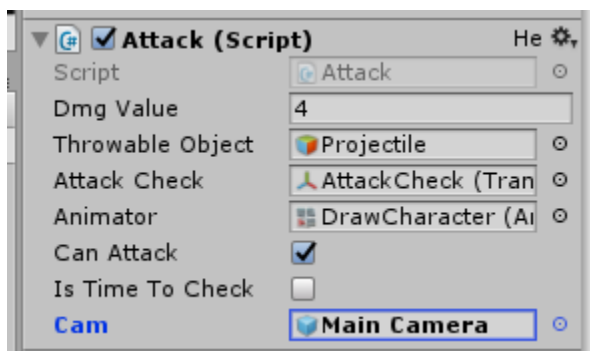
Your scene must have a scenario compound of sprites with 2D colliders attached and use the default layer. If you already have the scene like this you can add the controller, you will find it in the Prefabs folder.



After that you need to assign the “CameraFollow” script to your camera or simply drag and drop the main camera prefab in the previous folder.



And finally you only need to assign the camera to the controller in the attack script.



That’s all you need to set up this controller, I hope you will enjoy it!