



- Use any Resolution setting you need.
- Place the character up in the air.
- Place the ground/platform under it.

If you run the project nothing will happen. This is simply because we have not applied any scripts or physic elements to our level.

- Give the character a Boxcollider2D and make it fit.
- Give the character also a Rigidbody2D. Make sure the Z is selected in the constraint section so it can rotate on the Z-axis.
- Set the gravity Scale to one.
- Give the ground a Boxcollider2D and make it fit.

If you run the project now the character will fall down until it hits the ground. In order to have good collision at least one of the 2 colliding objects needs to have a rigidbody. If you place the character on the side of the platform it will keep falling down. If you set the character's gravity Scale to 0 there will be no gravity and the character stays at its position in the air.

