

Open a new 2D project.

Extract Sprites and import them to unity.

We will use Plains folder.

Tiles are assets that are arranged on tile maps to construct a 2D environment. Each Tile references a selected sprite, which is then rendered at the tile's location on the tilemap grid.

Create a 2D object; isometric tilemap. Open Window > Tile Palette

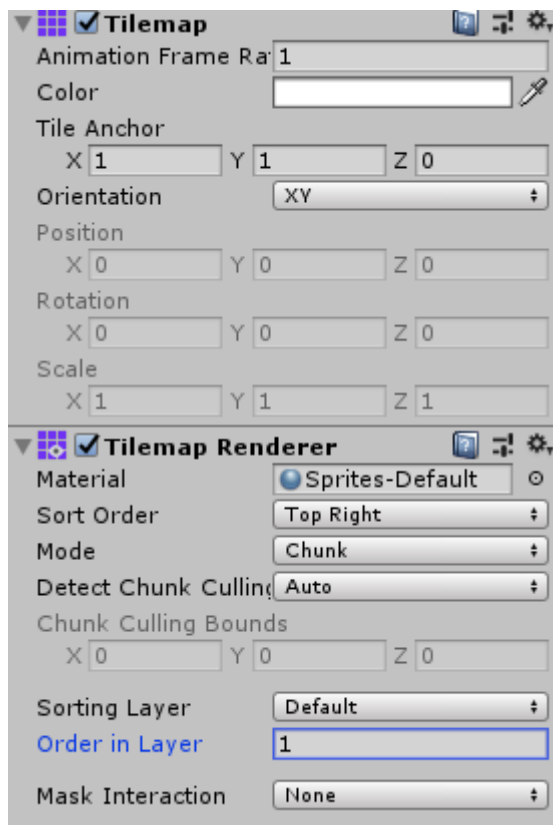
Create a new Palette and name it Plains, the grid isometric; create a palette folder and save the palette on it.

Import all sprites from Plains > Flat to the palette

Double click on Plains prefab and choose layer1 go to tilemap and set Tile Anchor to (1,1,0). Select the tiles in the tile palette. Go to the raised and import assets to the time palette

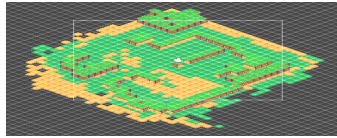
Return to the scene and name the tilemap Basic

Add a new tilemap and name it Level set tile Anchor and order in layer



And choose from the other category of tiles

Go to edit > project settings > Camera Settings change the transparency sort mode to custom axis and the axis to (0, 1, 0)



Our grid will look like this

Now we will add a player go to sprites and import it to the scene set its order layer to 10 to visualize it. It looks too small : Go to the player sprite set pixel per unity to 16 and filter mode to point. Order Layer 5

Add a rigidbody 2D to our player and set gravity scale to 0 and add a circle collide 2d

Create a player movement script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerMouvement : MonoBehaviour
{
    private Rigidbody2D rb;
    private float moveH, moveV;
    [SerializeField] private float moveSpeed = 2.0f;
    // Start is called before the first frame update
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }
    // Update is called once per frame
    void Update()
    {
        moveH = Input.GetAxisRaw("Horizontal") * moveSpeed;
        moveV = Input.GetAxisRaw("Vertical") * moveSpeed;
    }
    private void FixedUpdate()
    {
        rb.velocity = new Vector2(moveH, moveV);
    }
}
```

Add a tilemap collider2d to the level to detect collisions with the player.

Add an empty game object and name it decoration and add a tree. Add a box collider to the tree

Add other decorators; the obtained result will be like this.

