

# Step by Step Tutorial to use 3D Snakes and Ladders

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Thank you for using 3D Snakes and Ladders

It is highly recommended to watch this setup video for creating new levels.

<https://www.youtube.com/watch?v=DJjE6m8QpZM>

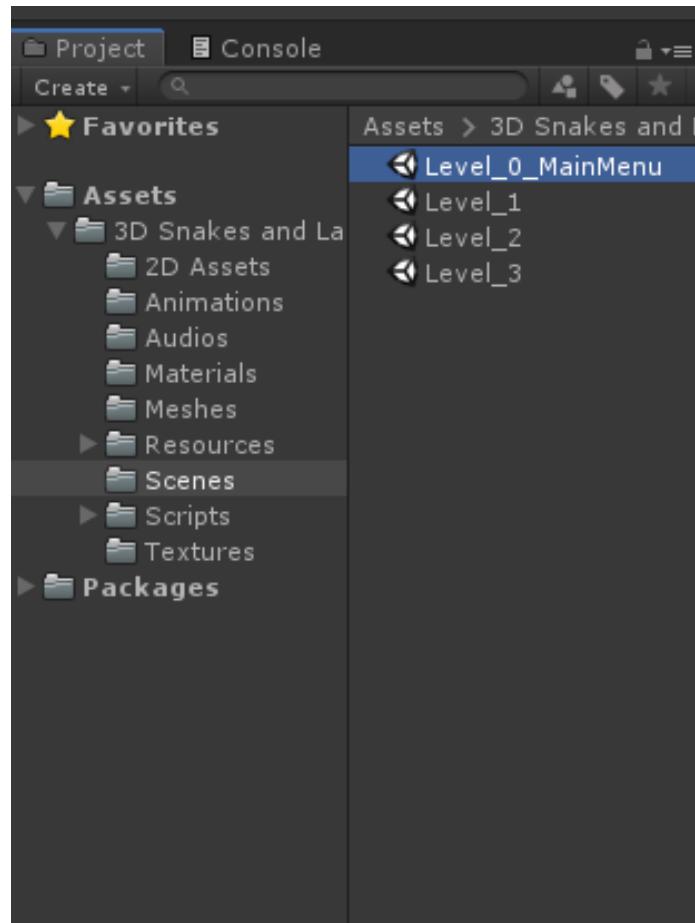
You can also make your own board game with this package! (3D Snakes and Ladders)

So, it is recommended to watch this video to create any board game or making other levels for 3D Snakes and Ladders.

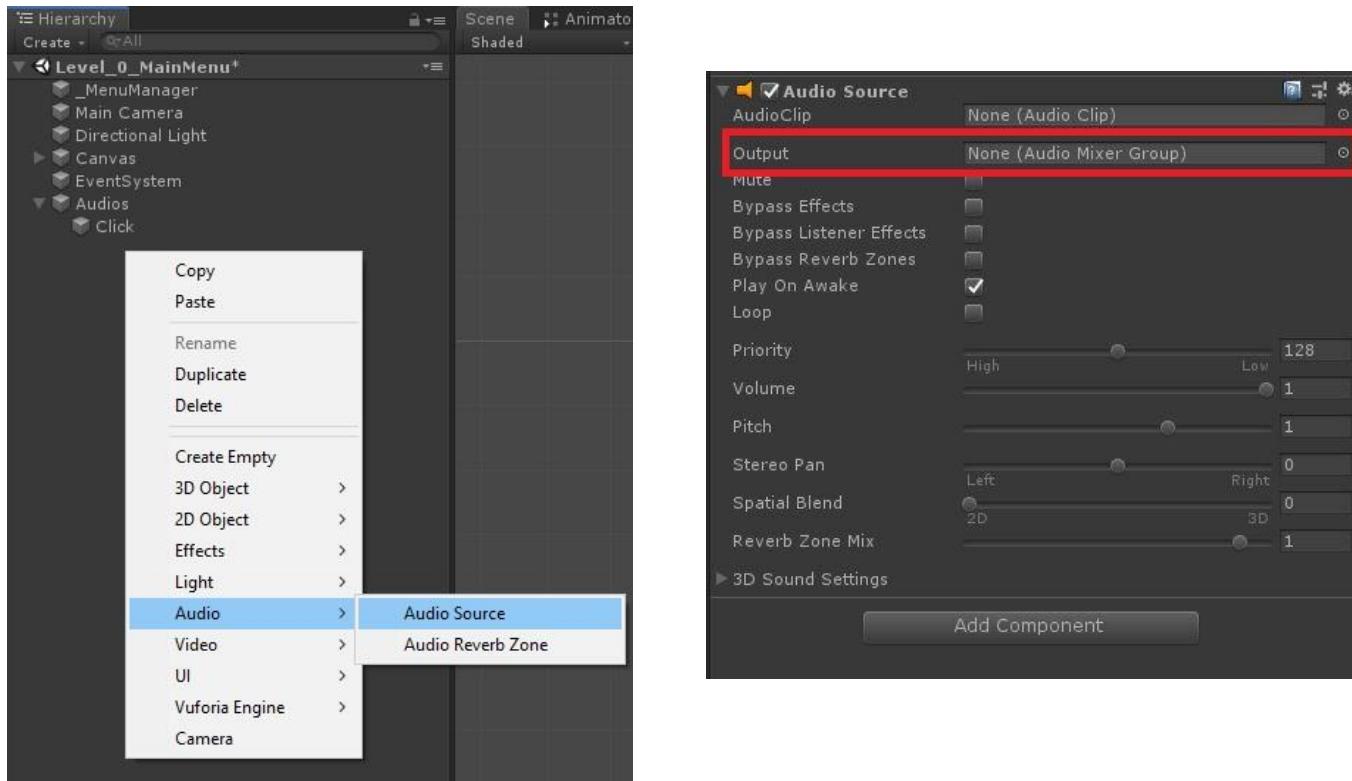
<https://www.youtube.com/watch?v=awpcbw3diY>

## 1. Music and Sounds

First you need to open **Main menu** to add your music or any sound.

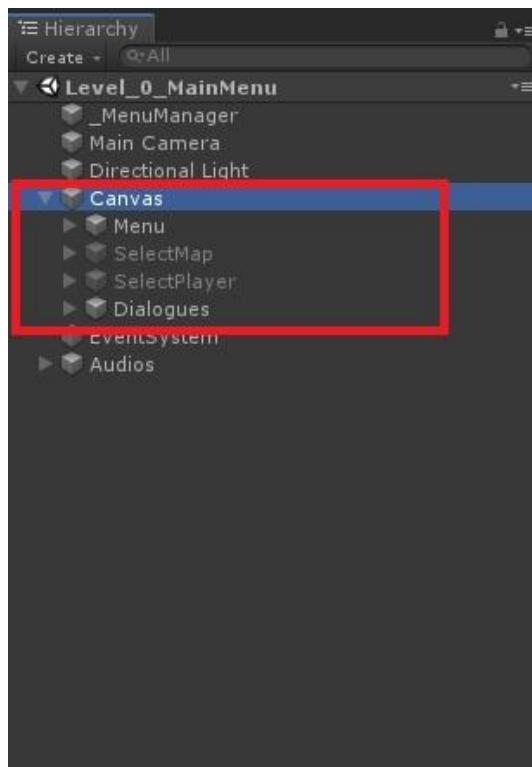


Under Audios, you can add Audio Source and give your music background to it.

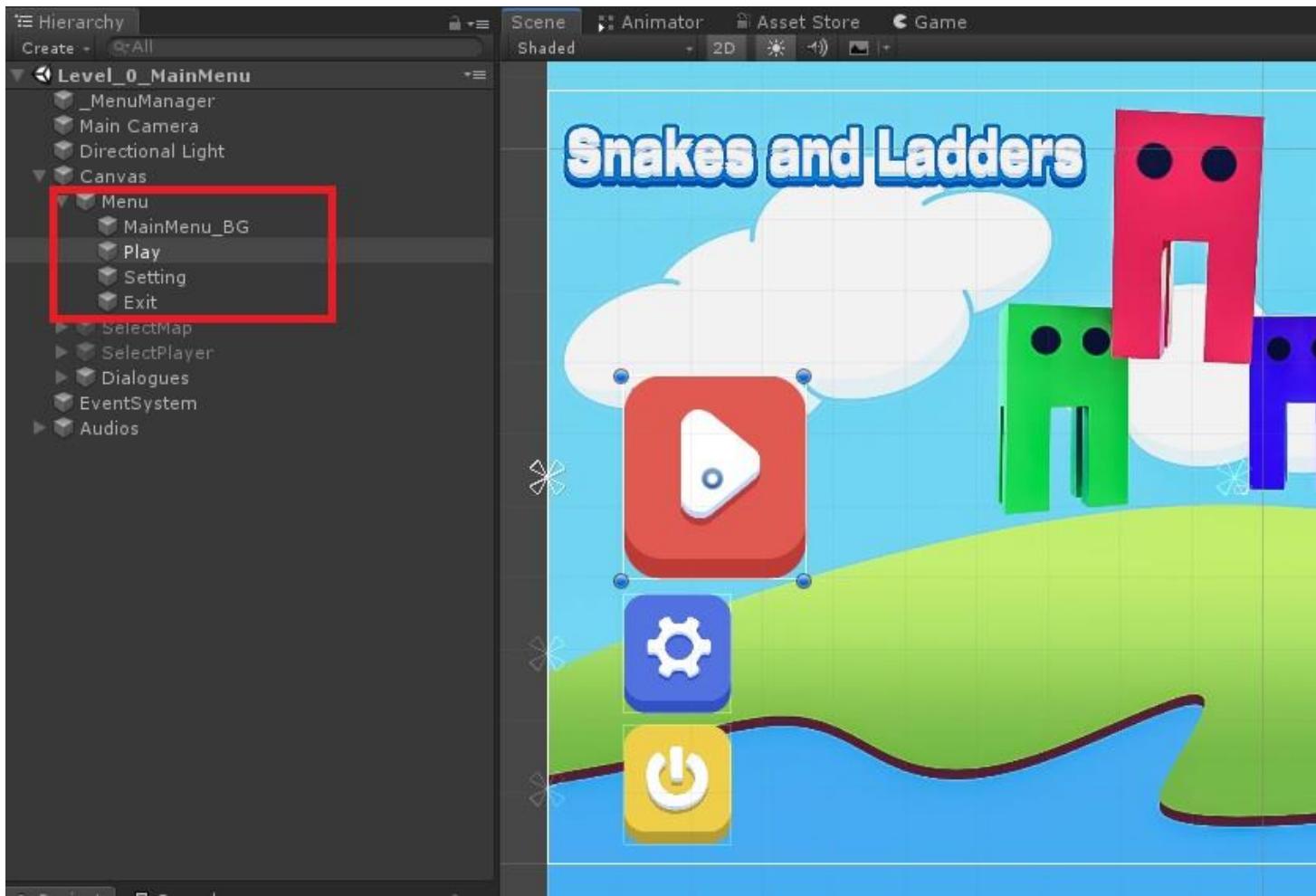


## 2. Menu items

Everything you need to edit Main menu is under Canvas game object.



To change buttons' positions like Option, play or quit, open Menu list.

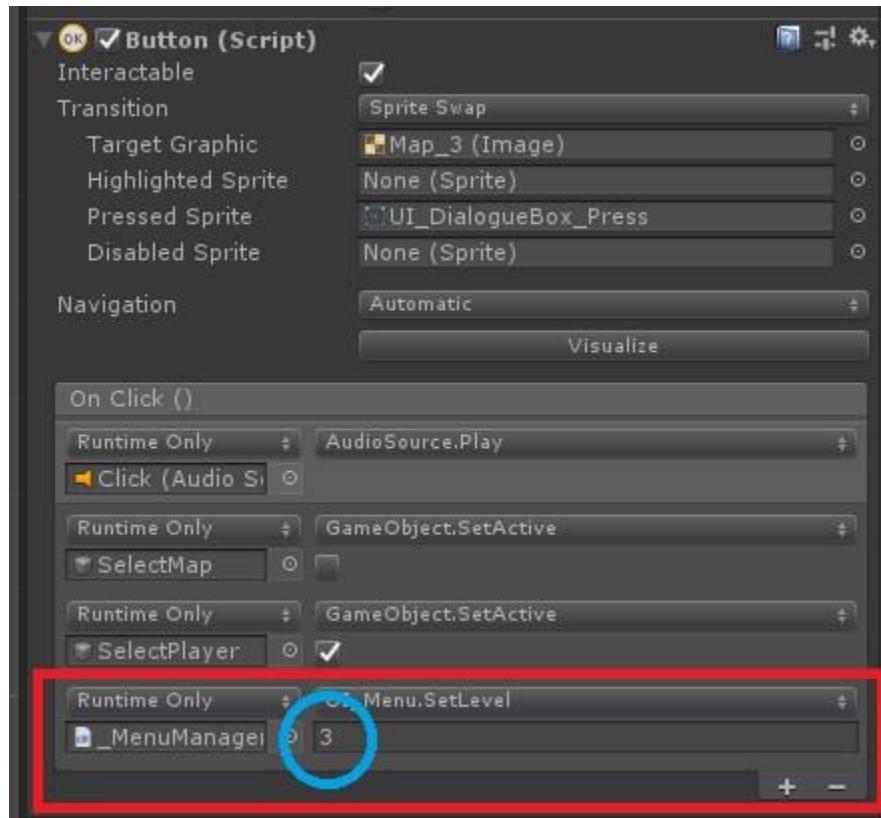


We handle level selection under **Select Map** section.

In order to add a new level, you can duplicate one of existing Maps (Map\_1, Map\_2, Map\_3)

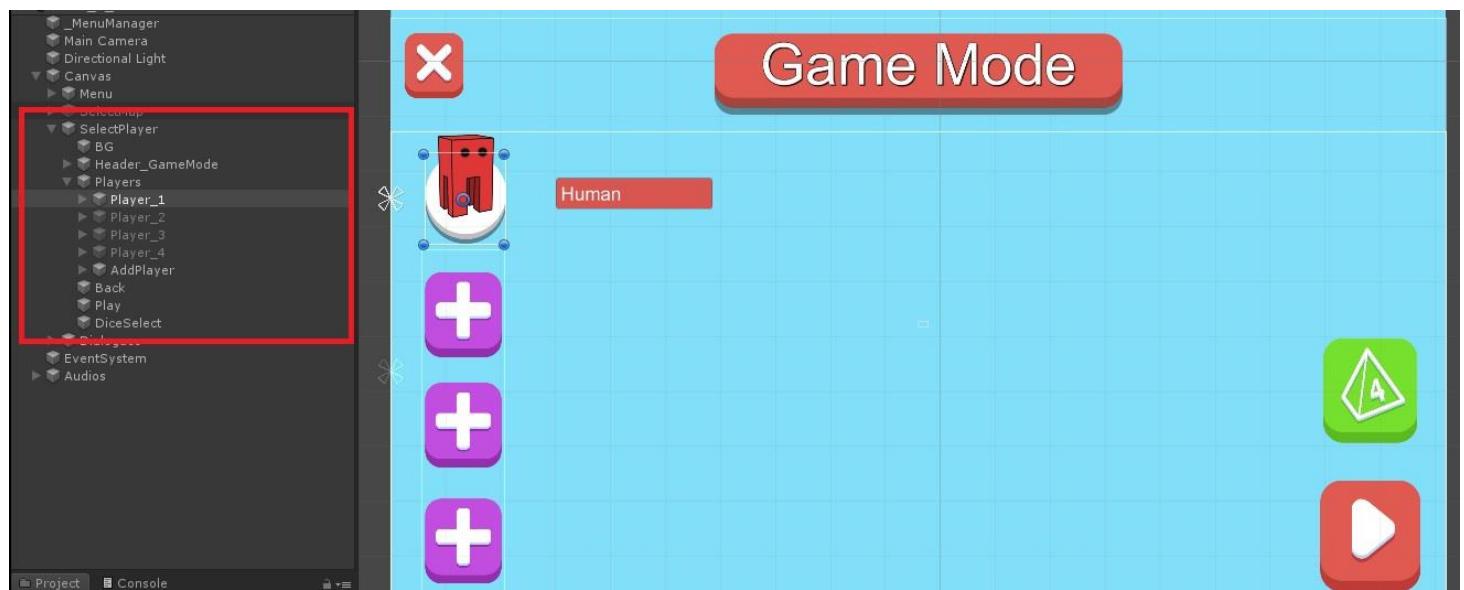


Then you need to select the map, it's a **button**. Under inspector section, in **Button component** we added a script to it called **UI\_Menu**, change the number to your level number.



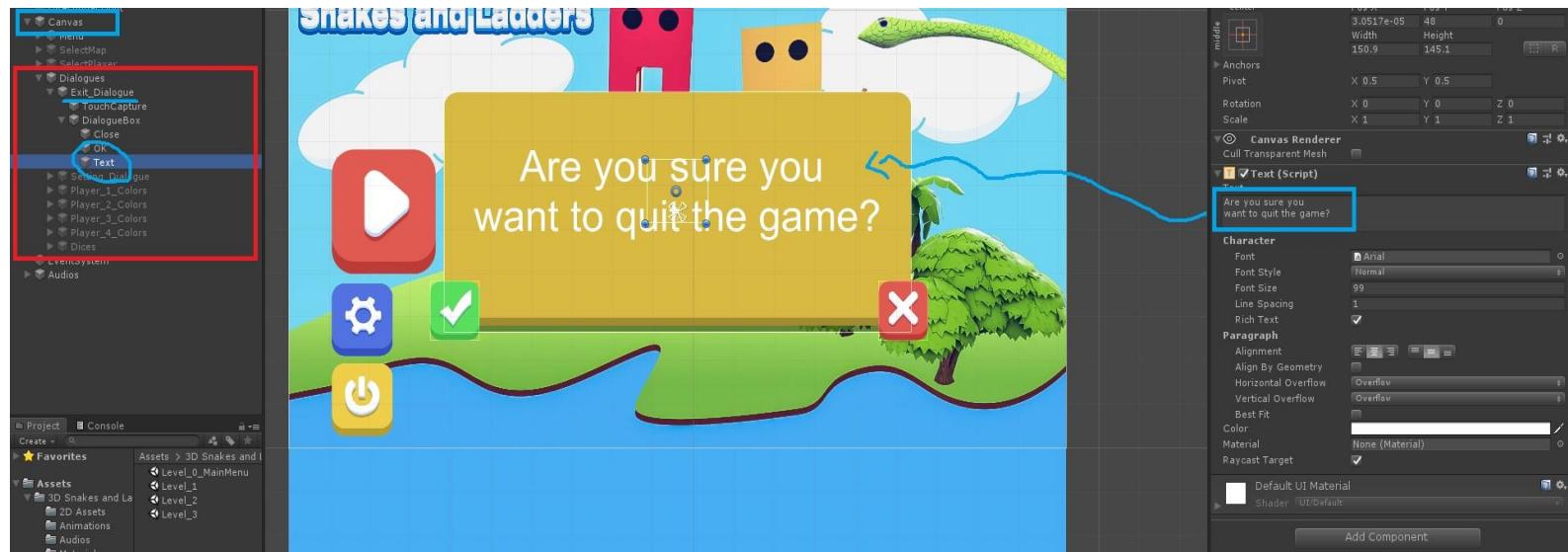
It is important to add your levels like this, because loading levels and players handle with scripts and scripts will manage all you do in Main Menu.

In **Select Player** section, you can change all players and dices icons or background if you want

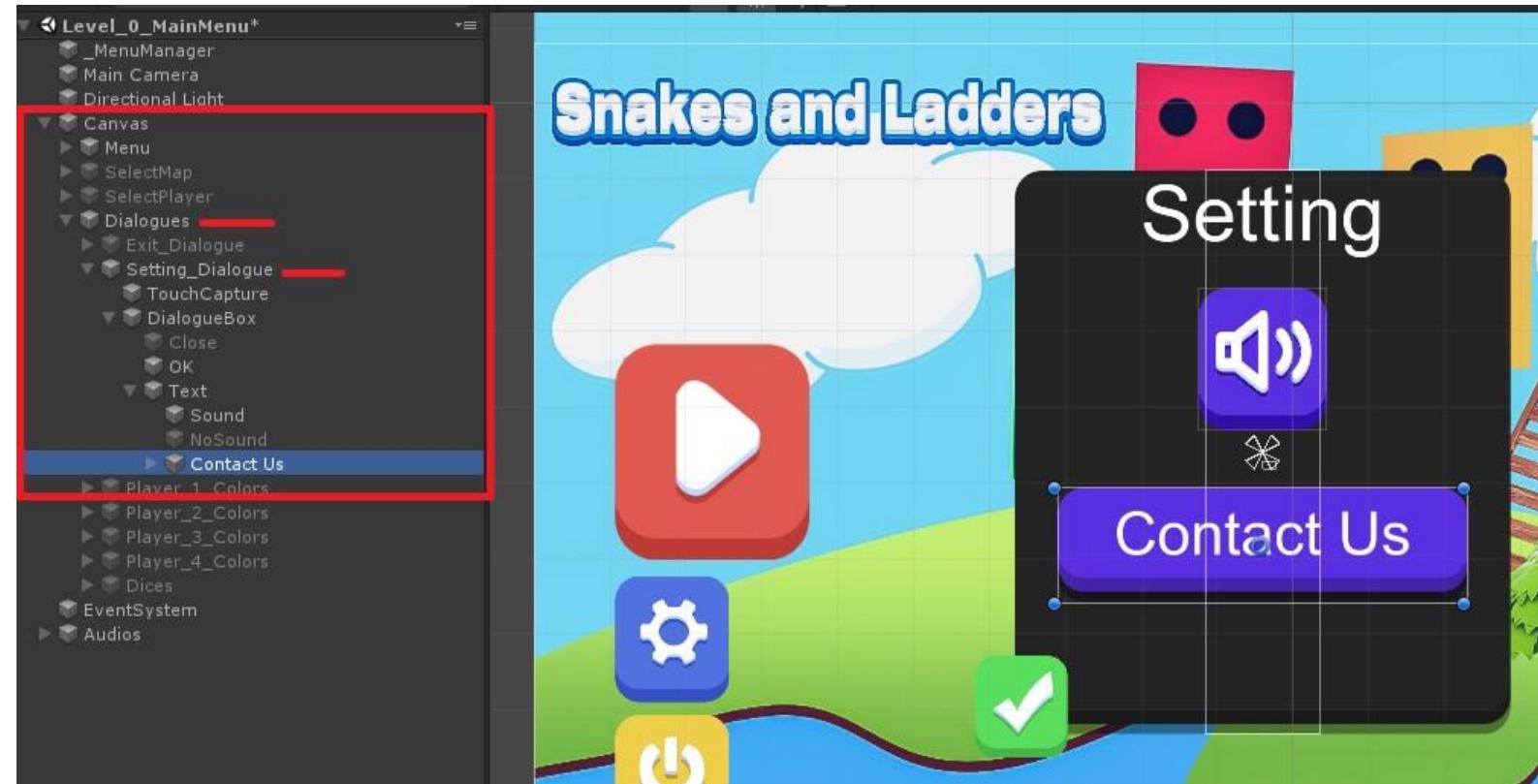


### 3. Dialogues

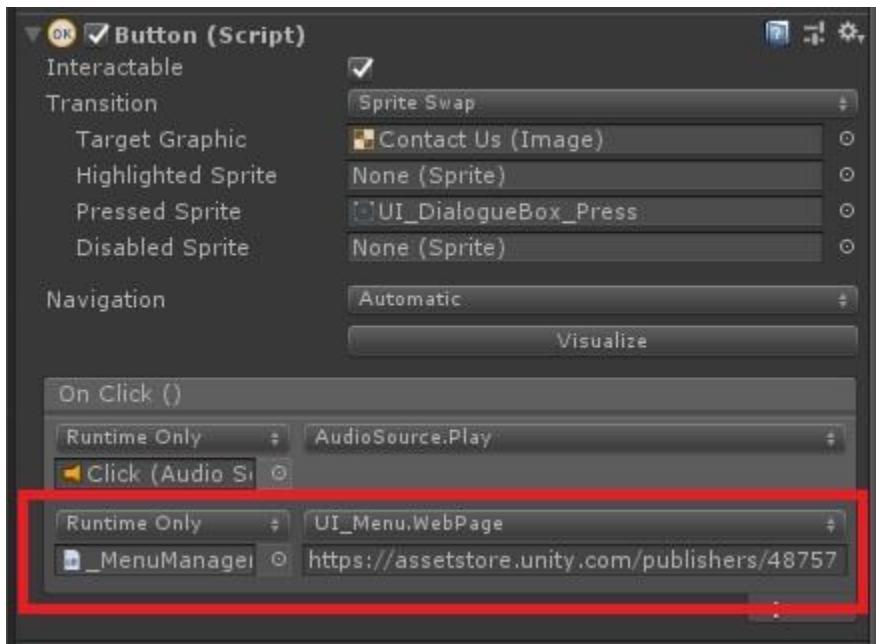
All dialogues in Main menu is under Dialogues game object. You can enable them and change their icons, texts etc...



In setting window, we have a **Contact Us** button. When player click on it, it will open a web page. To add your URL Address, open setting dialogue and select contact us.



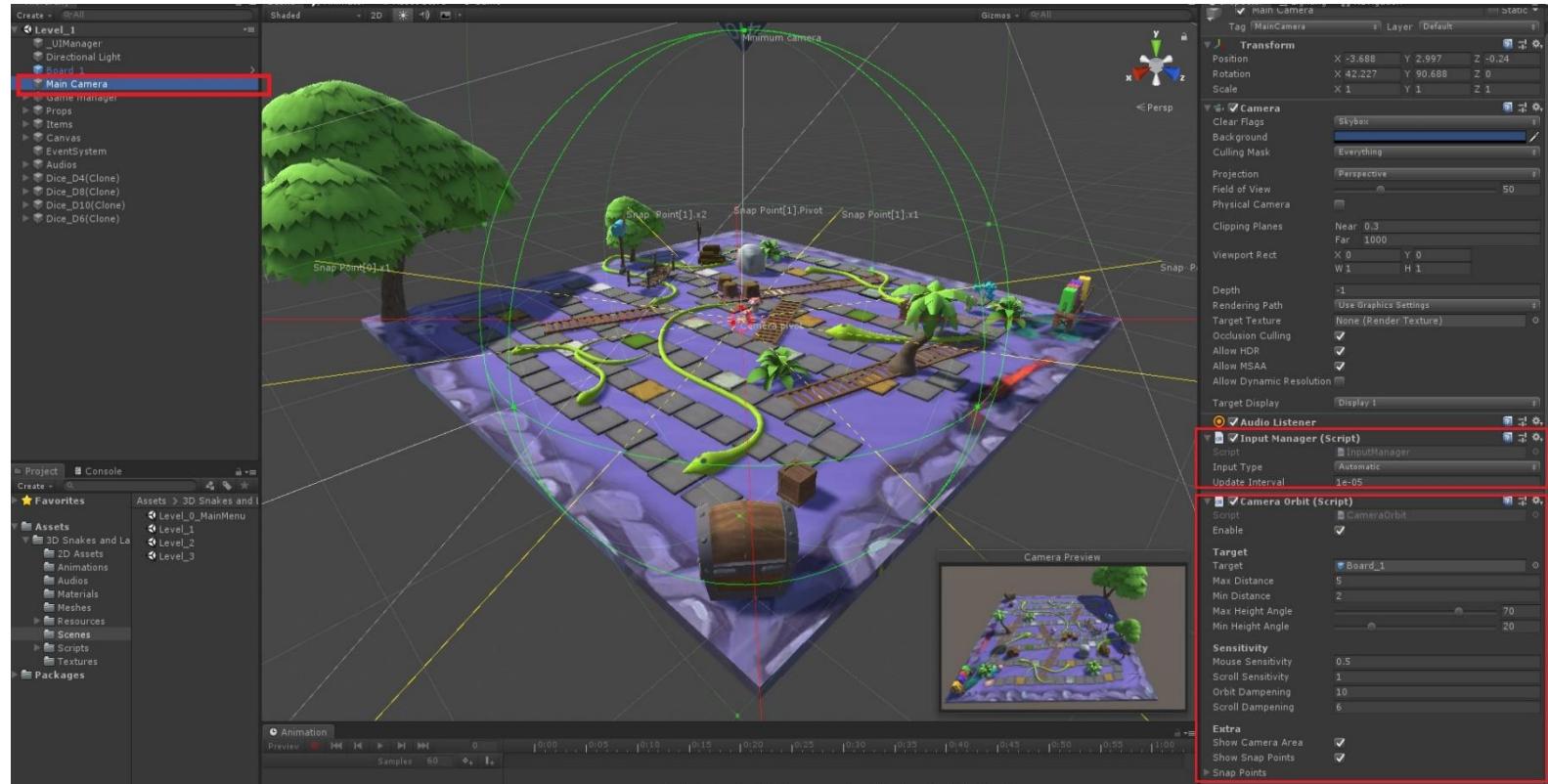
Now you can change the URL address from Button component.



## 4. Levels

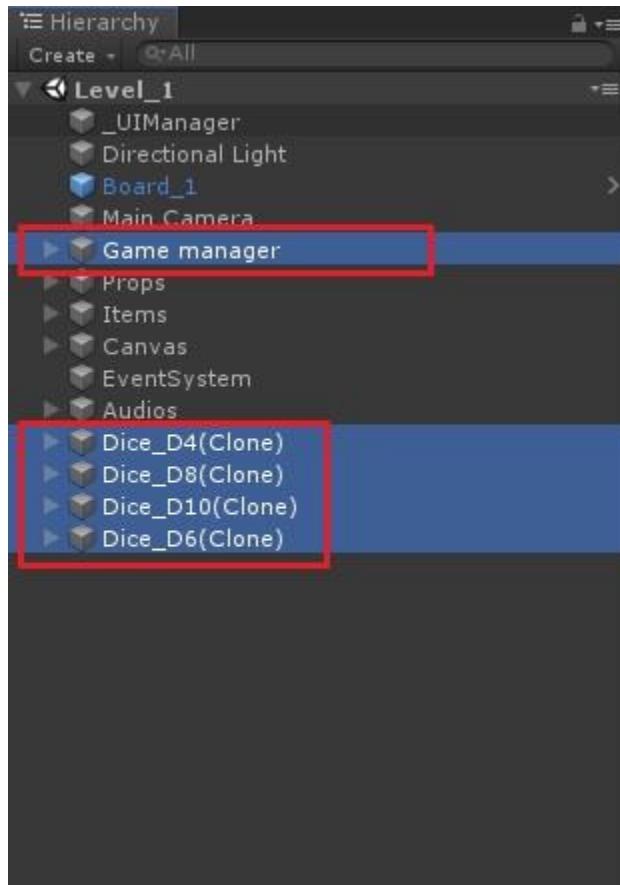
All levels have UI Manager, it manages Timer, Setting, Buttons.

We have Camera Manager for all levels, it rotates camera based on Board position, also controls zooming in and out for camera. You can disable it if you don't want to have camera controller, otherwise you can control it by its parameters.



All decoration prefabs are under **Props** and **Items**, you can change them.

**DO NOT** remove any **Game manager files**, **Dices**, or **players**. You can only remove or edit items or props. Background scripts will not work if you remove Game manager files, Dices, or players.



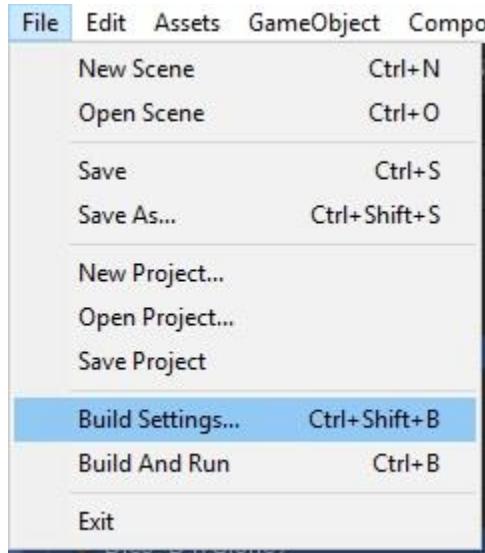
## 5. Creating New Levels

In this video tutorial, we fully explained how to create a new level. Please watch it.

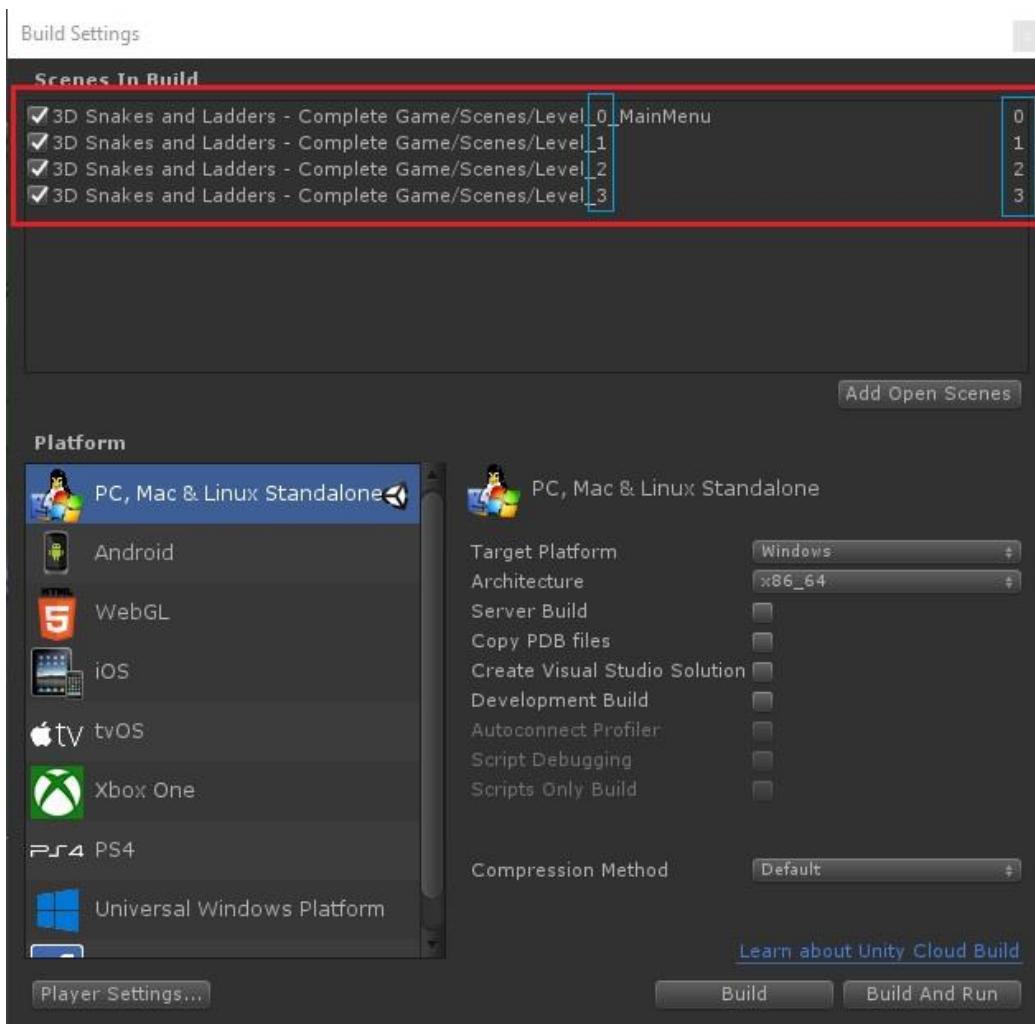
<https://www.youtube.com/watch?v=DJjE6m8QpZM>

## 6. Build Your Game

In order to load your levels correctly, before building your game for PC, Smartphones etc.., you need to adjust build setting and levels.



In build setting dialogue, make sure your Main Menu index number is 0 and all level indexes are equal to their level number.



Scripts do the rest. Just enjoy making games!

To understand how scripts work, you can read **Documentation**.

## 7. Support

If you require any further assistance, feel free to contact us.

[Unrealisticarts@gmail.com](mailto:Unrealisticarts@gmail.com)