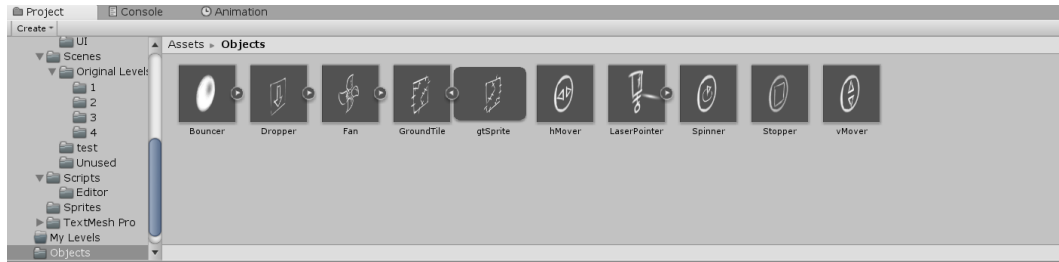


Patch It Later: Level Design Quick Start Guide

In **Patch It Later**, players are given an assortment of objects that they must place in the level to get to that level's key, and then get back to the start. The player ***must*** place all of their objects before they are able to get the key.

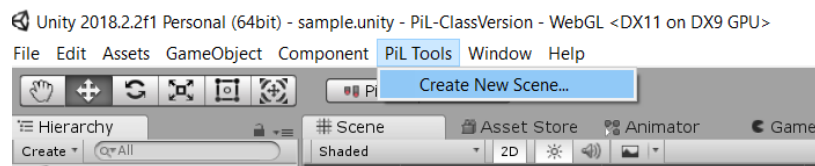
Some of these objects include **Ground Tiles** that the Player can jump and walk on, a **Laser** that damages the player, and **Movers** that modify objects in the scene. All of these objects and more can be found in the **Objects** folder.



Levels in Patch It Later are designed to be played in a set of 4, following a level design philosophy inspired by **Kishotenketsu** – a type of story that has an **Introduction**, **Development**, **Twist**, and **Conclusion**. Mark Brown's video on the subject: <https://www.youtube.com/watch?v=dBmIkEvEBtA>

Starting a New Level

To create a brand new level, click on the menu at the top labelled **PiL Tools**. Then click **Create New Scene**. You will be prompted to name your level, and then it will create a scene that has everything you need to get started.



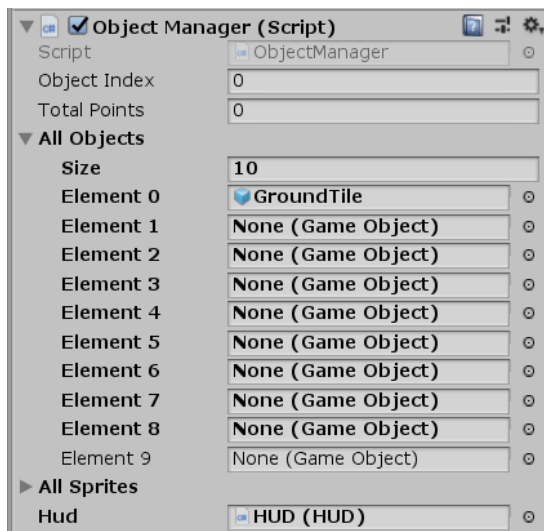
You can **click and drag** existing Ground Tiles to move them, press **Delete** to get rid of the ones you don't need, or add more by dragging them in from the **Objects** folder.

Testing the Level

You can test your level by clicking the **Play** icon above the **Viewport**. Press it again to end the game and return to the **Editor**.

Filling the Player's Inventory

The fun in Patch It Later comes from using the objects you're given to solve the level. If you're building a level, you need to give players all of the objects they need to finish the puzzle. To do this, select the **ObjectManager**, and **click on the triangle** next to **All Objects** to expand the list.



There are 10 spaces for you to add in whichever objects you want! Drag an object from the **Objects** folder to a blank space and the player will have that object when the level starts.

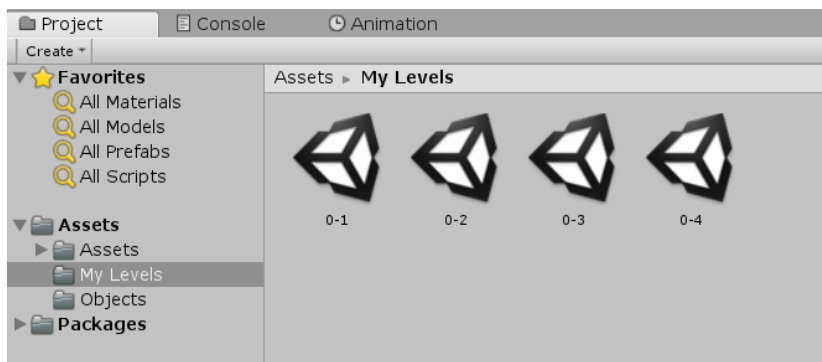
Remember to **test often** to make sure your level works and is beatable!

Saving Your Level

You can click **File**, and then **Save Scene** to save the work you've done for your level. You can also press **Ctrl + S** on the keyboard to do the same thing.

Opening Your Levels

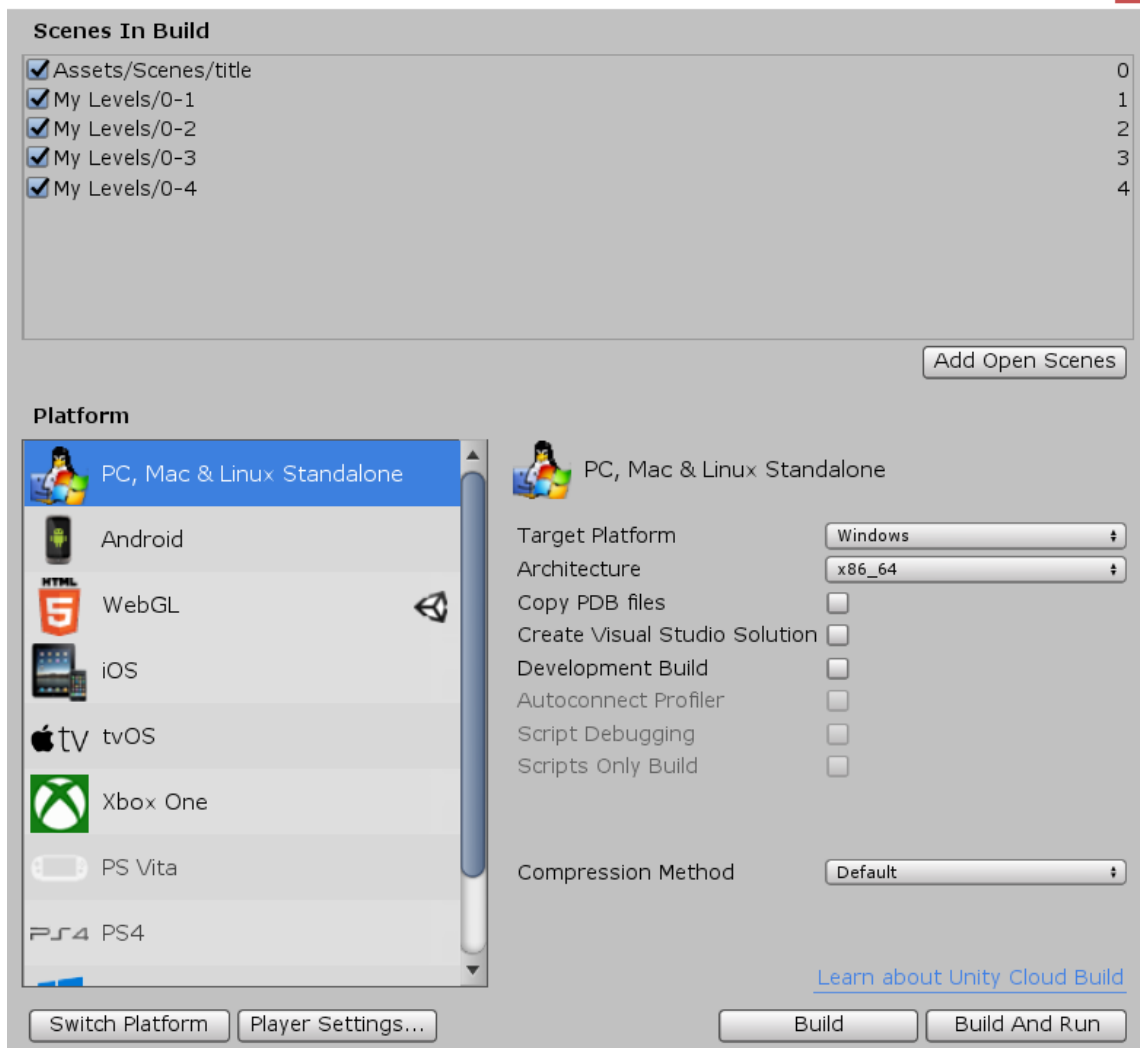
Any level you create by using the **PIL Tools** button automatically saves to the **My Levels** folder. You can go to that folder at any time and **double click** on any level in there to open it.



Packaging Your Levels

When you finish making your levels, you may want to **Package** them so they can be played without opening Unity, on pretty much any computer. To do this, click **File**, then **Build Settings**. When you make a new level, it is automatically added to your build. You should see the Title Screen, followed by the 4 levels that you have built.

Build Settings



If all is well, click **Build and Run**. This will prompt you for a save location (I recommend making a new folder, and saving in there).

The process will take a few minutes, but once it's done, Patch It Later will start up and you'll be able to play your 4 levels!

Other Important Stuff

You can change the onscreen text by clicking on **DisplayText** in the hierarchy, scrolling down to the **LevelText** component, and changing **Message** to whatever you want it to say.

Always be sure that the viewport is set to **2D mode**.

The Aspect Ratio in the Game view needs to be **16:9** at all times.

hMover, vMover, Spinner, and Stopper are **Modifiers**. They need to be added to ObjectManager's AllObjects array, and are to be placed in-game by the Player. Dragging these into the scene directly will do **nothing**.