

# Picker3D

## Level Editor

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## User Manual

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## INTRODUCTION

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This Level Editor User Manual delivers an extensive and systematic guide to utilizing the Level Editor for the development and alteration of bespoke game levels. The purpose of this manual is to aid users in navigating the interface, as well as understanding the numerous features and functionalities offered by the Level Editor in a professional and technical manner.

## INTERFACE OVERVIEW

The Level Editor interface is organized into two primary sections: on the left side, an assortment of buttons facilitate the instantiation of game objects, while the right side hosts panels dedicated to level management and property configuration. This structured layout allows for efficient navigation and optimal utilization of the Level Editor's features.



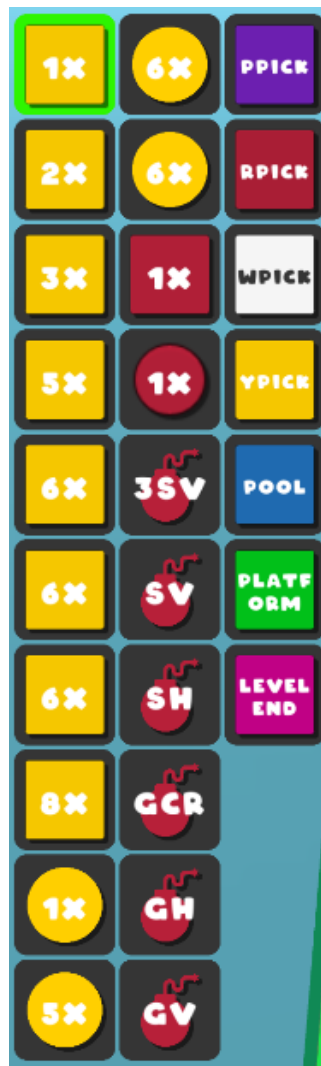
## WORKING WITH BUTTONS

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### INSTANTIATING OBJECTS

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Buttons serve as the primary means to instantiate diverse game objects. Located on the left side of the scene, these buttons represent an array of distinct objects and obstacles. To instantiate a specific object, users can simply interact with the corresponding button, streamlining the object creation process within the Level Editor.



*Instantiator buttons*

## OBSTACLE CODES

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Obstacles possess distinct codes that define their attributes:

S: Sky

V: Vertical

G: Ground

H: Horizontal

CR: Cross (Diagonal)

For instance, a button labeled "3SV" will instantiate three sky-based obstacles with vertical movement.



*Obstacle Instantiator buttons*

## COLORFUL PICKERS

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Four buttons representing purple, red, white, and yellow facilitate the instantiation of color pickers with corresponding colors:

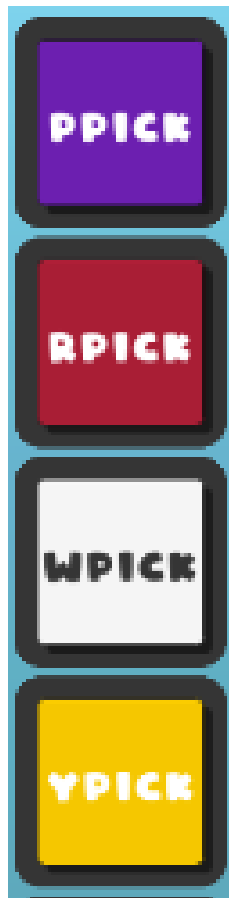
W: White

P: Purple

Y: Yellow

R: Red

PICK: Picker



*Colorful Picker Instantiator buttons*

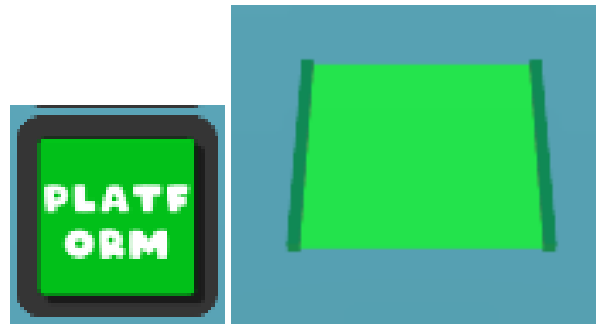
## SPECIAL GAME OBJECTS

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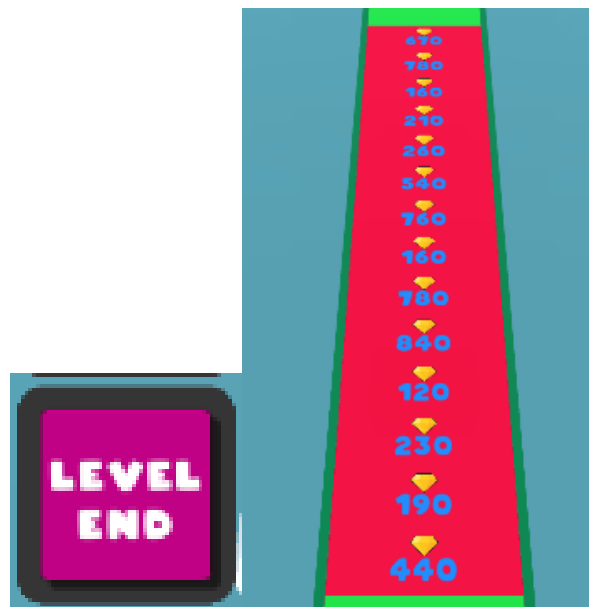
Three supplementary buttons enable the instantiation of specialized game objects:



*Pool GameObject*



*Platform GameObject*



*LevelEnd GameObject*

## MANAGING LEVELS

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### SAVING AND UPDATING LEVELS

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Levels can be preserved and modified in JSON format utilizing the buttons on the right panel:

**Update Level:** Refreshes the active level post-modification (changes are optional)

**Save Level:** Stores the current level as a new JSON file



*Update/Save Level and Saved Levels*



## COMPLETE COUNTS

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The panel beneath the level management panel exhibits the title "Collectable object count to complete stage" and a value (0/X, where X is variable based on the Complete Count value of the pool). A pair of buttons featuring up and down arrows increment and decrement the Complete Count value for the chosen pool.



*Increment the Complete Count of Selected Pool*

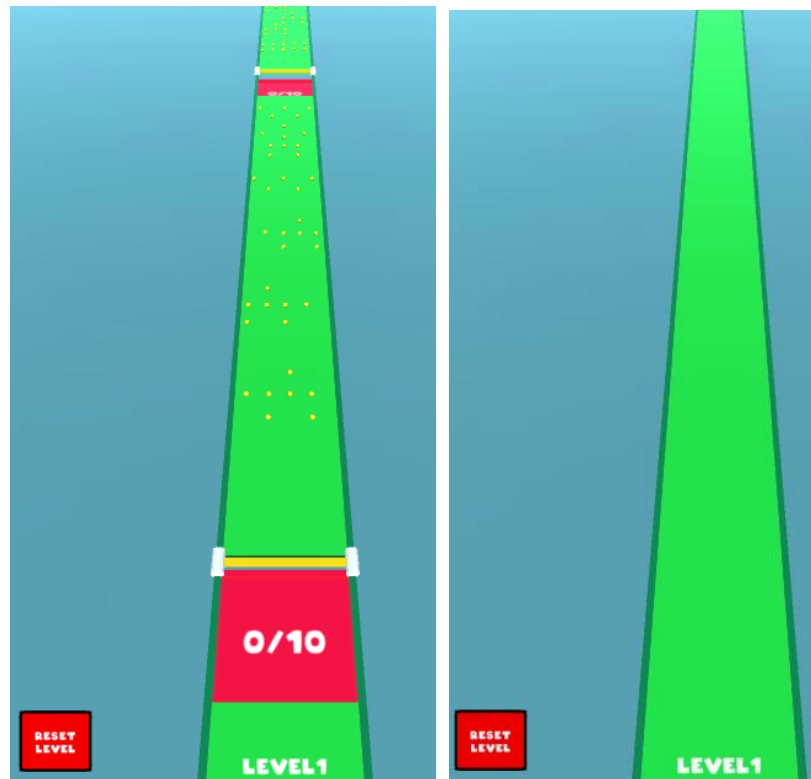


*Increment the Complete Count of Selected Pool*

## RESETTING AND SAVING AS PREFAB

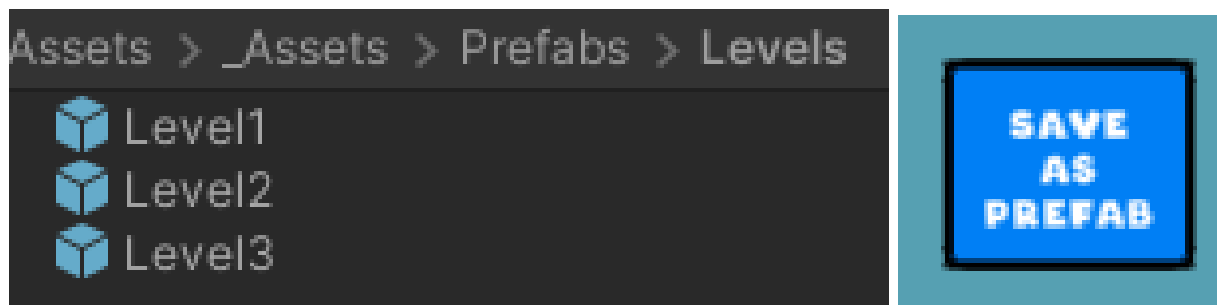
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**Reset Level** button exists to reset the scene and regenerate 30 platform objects.



*Before/After Reset Level 1*

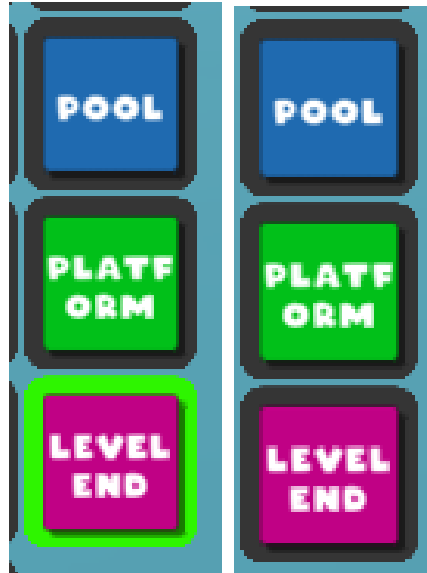
**Save as Prefab** button permits saving the active level design as a prefab in the Assets/ Assets/Prefabs/Levels folder, labeled as "Level{LevelCount}".



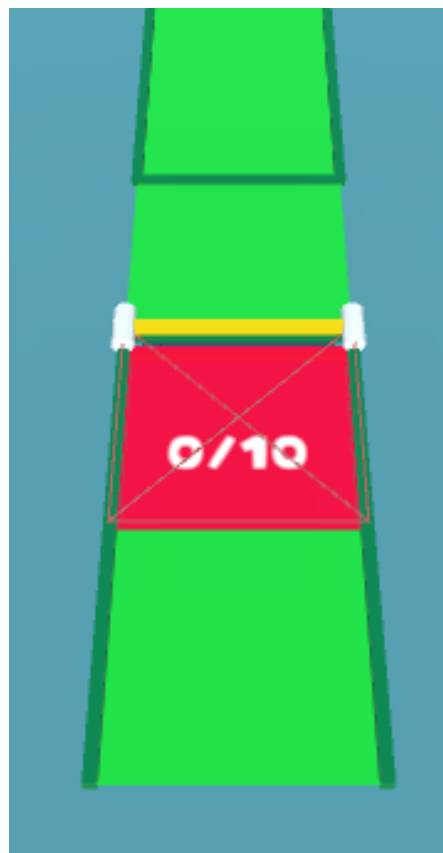
## MOUSE AND KEYBOARD INPUTS

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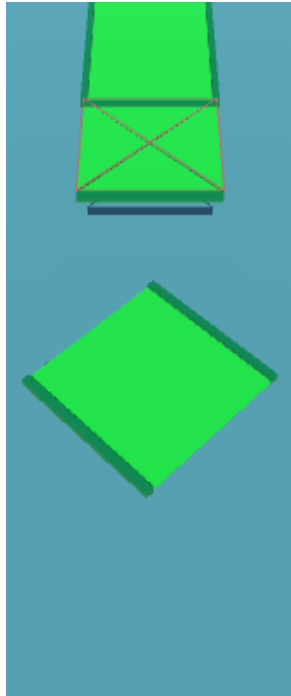
ESCAPE (ESC): Deselect an object to enable re-selection



MOUSE LEFT CLICK: Instantiate an object at the selected position



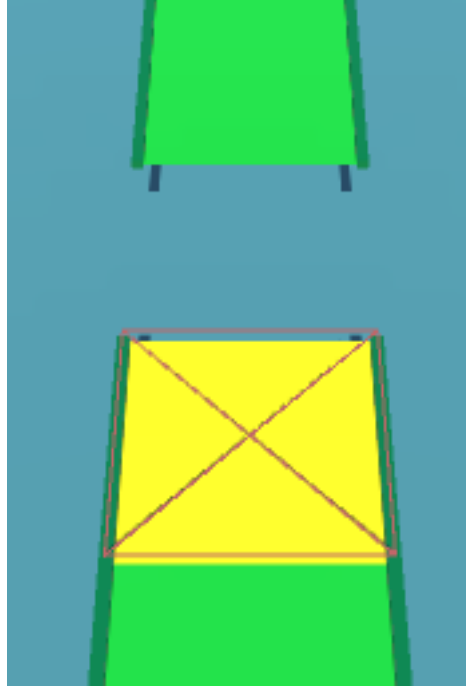
**MOUSE RIGHT CLICK:** Remove an object from the selected position



**MOUSE MIDDLE CLICK (SCROLL):** Rotate the object by 45 degrees along the Y-axis



**HOLD AND DRAG (MOUSE LEFT CLICK):** Relocate the selected object to the desired location (objects cannot be set higher or lower than 5 on the Y-axis)



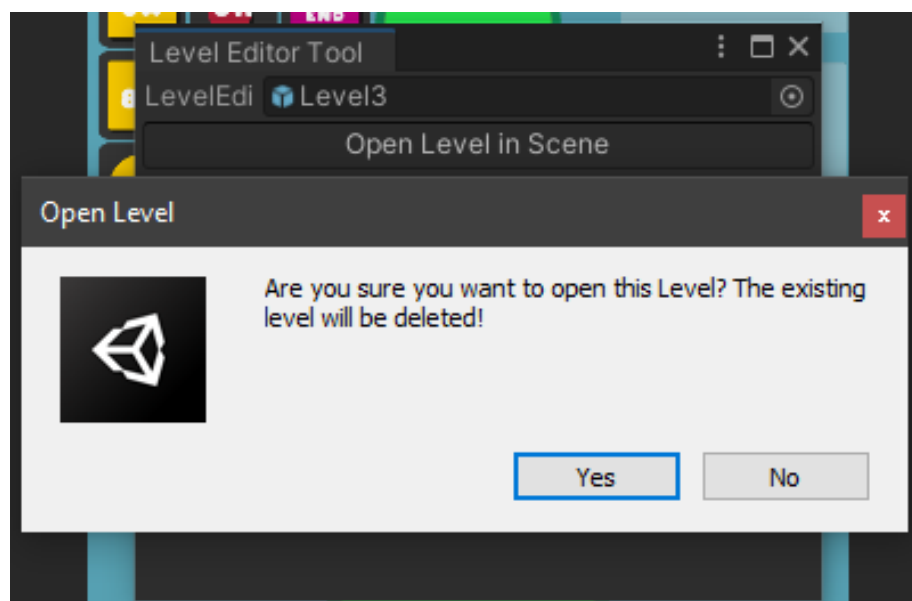
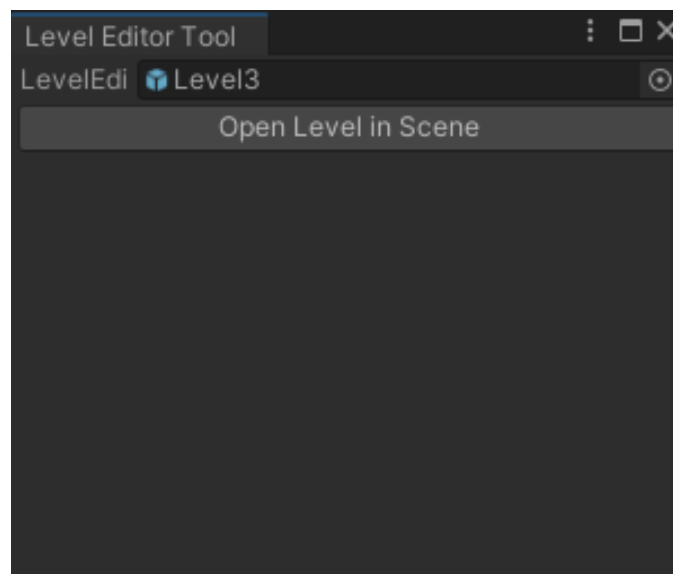
*Holding to an object highlight it until drop.*

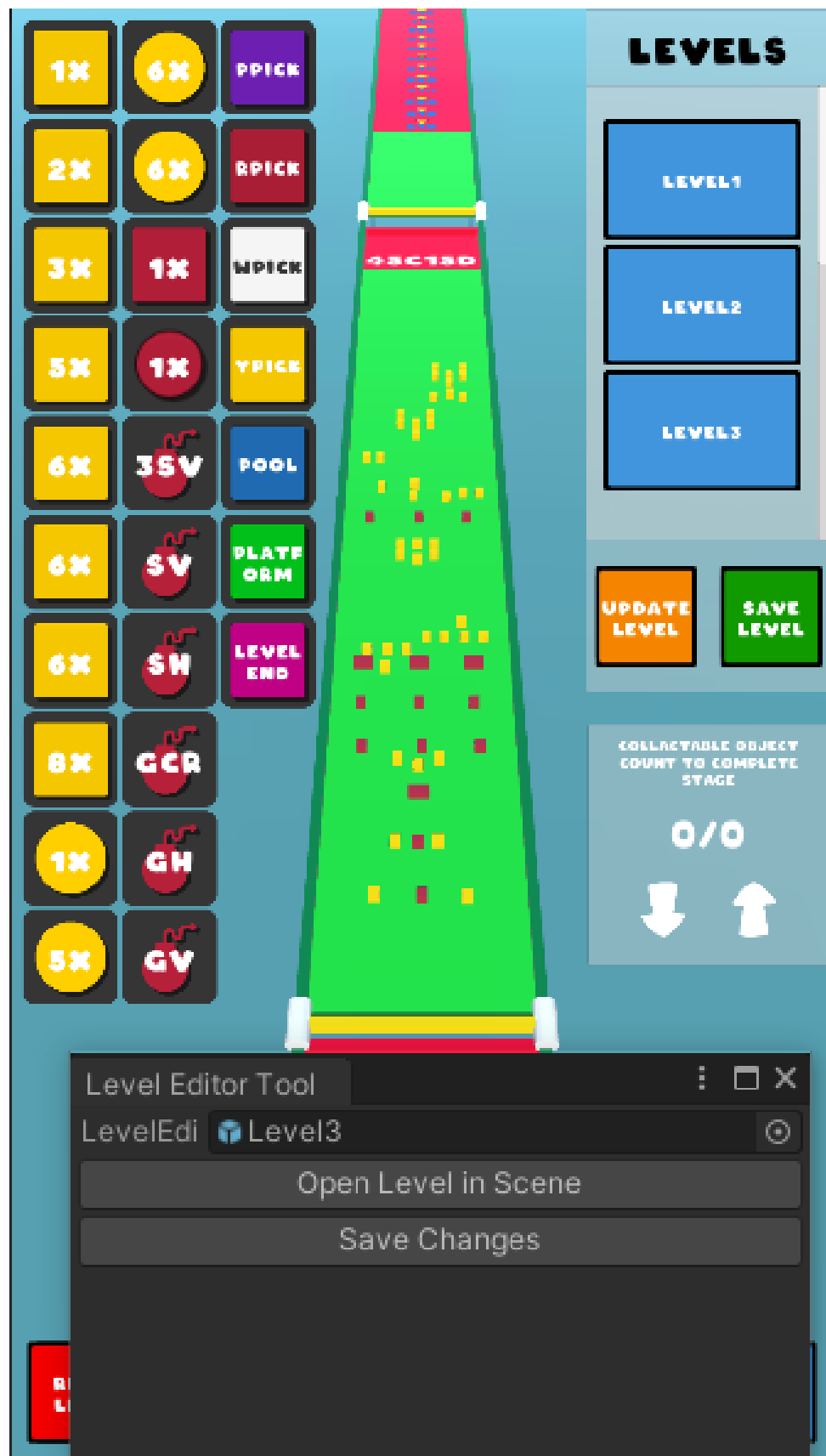
## CUSTOM TOOL FOR PLAY MODE

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The custom tool, accessible in Play Mode, empowers users to open levels in the scene and save modifications. The tool can be employed to:

- Open levels in the scene
- Save alterations to the opened level, overwriting the existing LevelPrefab in the same directory

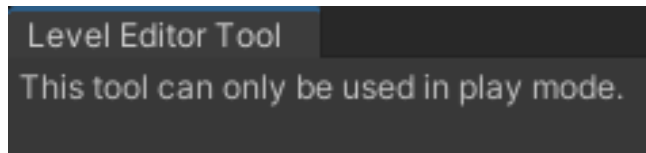




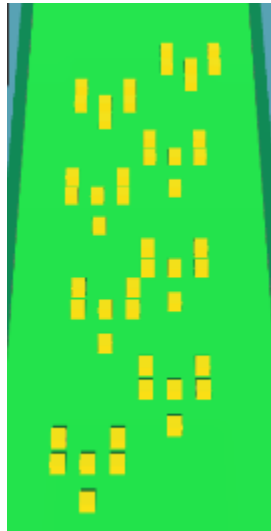
## TROUBLESHOOTING AND TIPS

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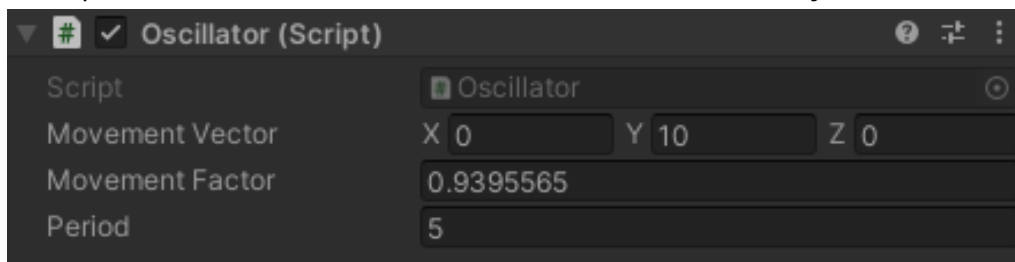
- Avoid deleting PlayerPrefs values to prevent conflicts with pre-existing levels in the folder
- Ensure Play Mode is active when utilizing the custom tool for opening levels



- Selected object or obstacle can be instantiated multiple times

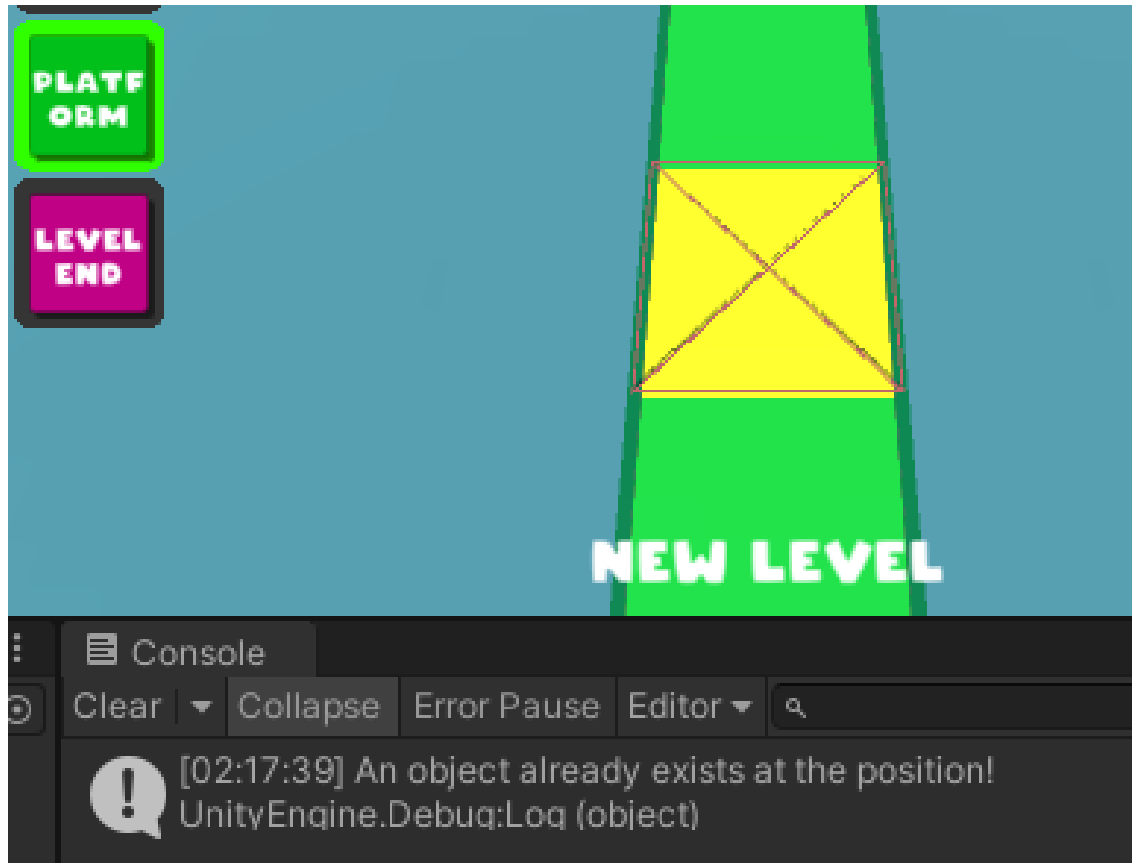


- Collectable objects outside the platform boundaries will be destroyed.
- Deletion of the plane object (Water) is not permitted.
- Obstacle movement can be adjusted through the "Oscillator" component attached to each obstacle GameObject

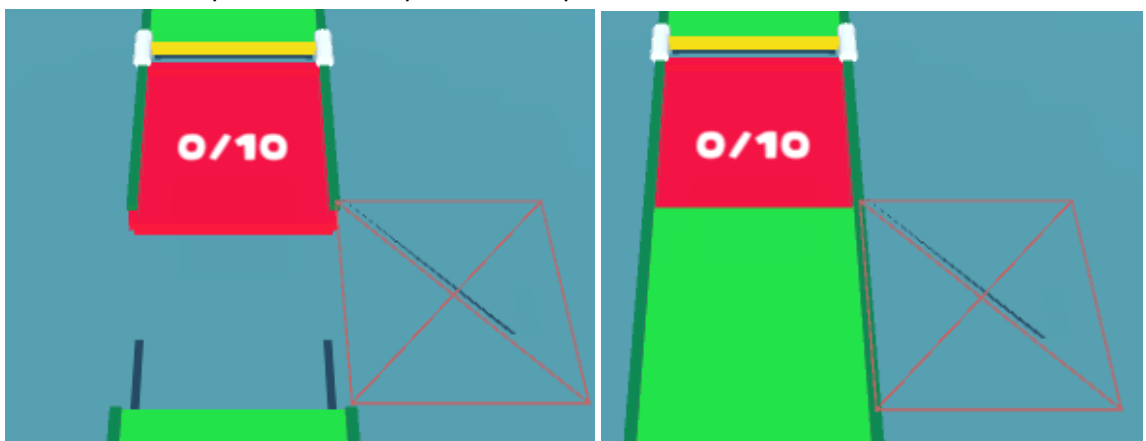




- To avert conflict, refrain from instantiating pool, platform, and end level objects if they already exist



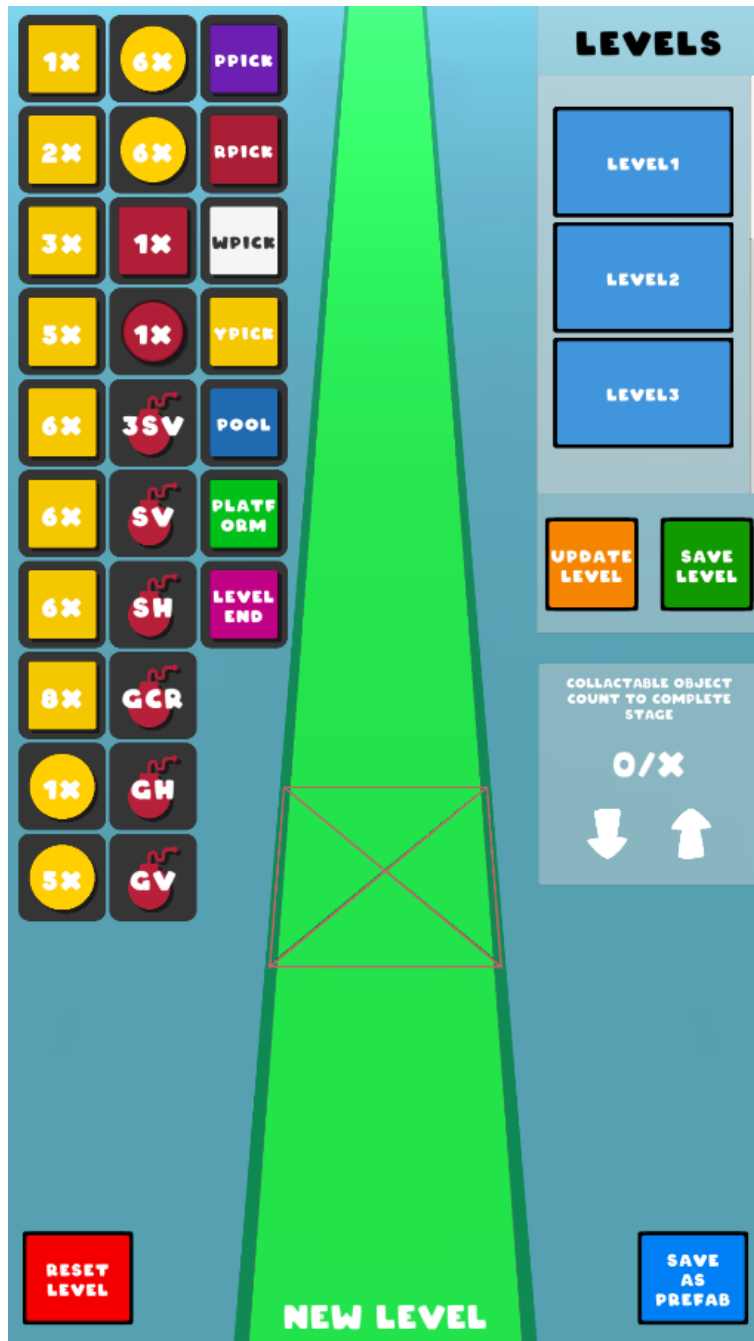
- Platform, Pool, and LevelEnd objects are automatically aligned to the nearest position to preserve platform order



## CONCLUSION

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This Level Editor User Manual has furnished in-depth guidance on employing the Level Editor to develop and customize game levels. By adhering to these instructions and harnessing the array of features provided, users can craft levels for the Picker3D game.



## CONTACT INFORMATION

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For comprehensive support or inquiries regarding the Level Editor, please reach out to me at [alperendogruiol@gmail.com](mailto:alperendogruiol@gmail.com) and [linkedin.com/in/alperendgryl/](https://linkedin.com/in/alperendgryl/) or visit my website [alperendogruiol.com.tr/](http://alperendogruiol.com.tr/) for additional information.