

A decorative graphic on the left side of the slide, consisting of a series of vertical and diagonal lines of varying lengths, some ending in small circles, resembling a circuit board or a stylized tree structure.

HOW TO CREATE A LEVEL FOR DIMENSION SHIFTER

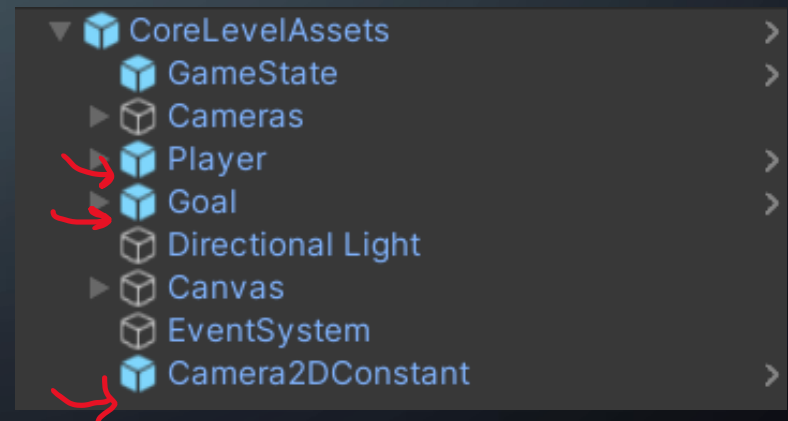
- Create a new scene or just clone one of the working levels.
- If you create a new scene reassign the skybox to the “neon skybox”.
- If when reloading scenes the lighting is not working properly you may need to generate lighting.



Generate Lighting ▼

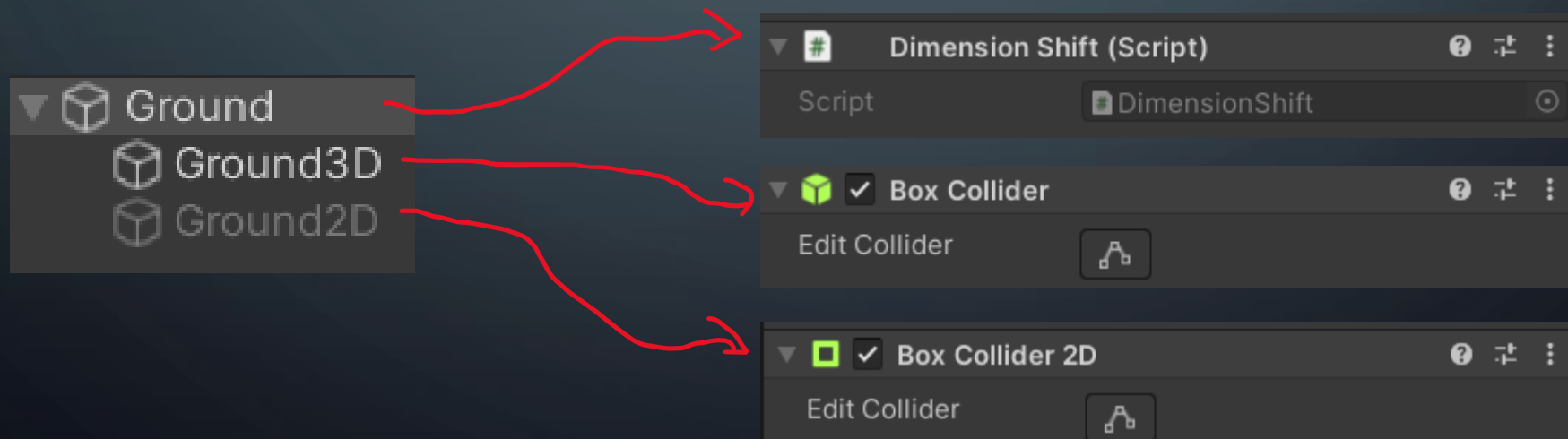
CORE LEVEL ASSETS

- The most important prefab that should be in the scene is the “CoreLevelAssets” prefab.
- Inside the prefab you may want to fiddle around with:
 - Player: Switch it's position to define the player's starting position.
 - Goal: Switch the Goal's position.
 - Camera2DConstant: You might want to adjust it's position, and projection size to better fit the current level.



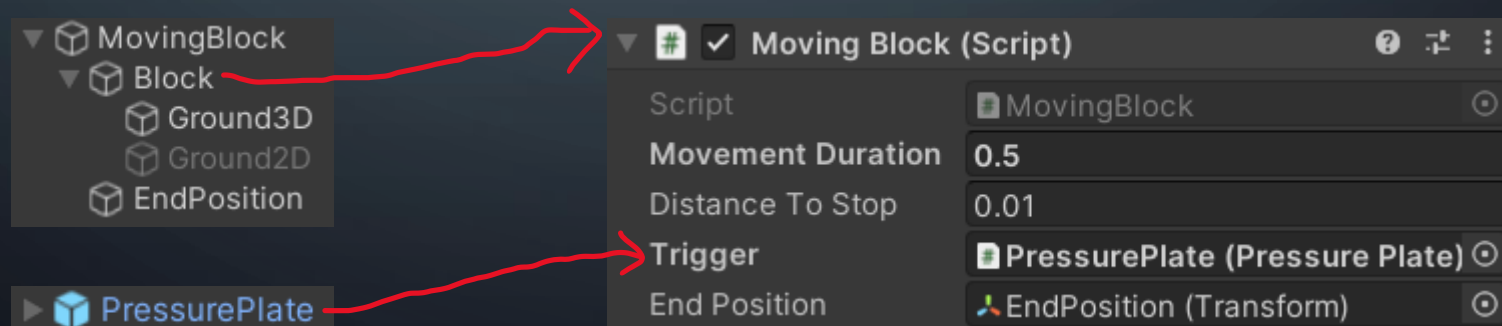
PLACE GROUNDS, CUBES AND WHAT NOT

- There are prefabs for Ground, Cube and CyanGround (which doesn't have colliders in 2D)
- The core idea for a physical object is that it is an empty object with 2 children: The first one (index 0) that has a 3D collider and the second (index 1, and that starts as not active) has a 2D collider. The parent should have the script "DimensionShift" attached to it.



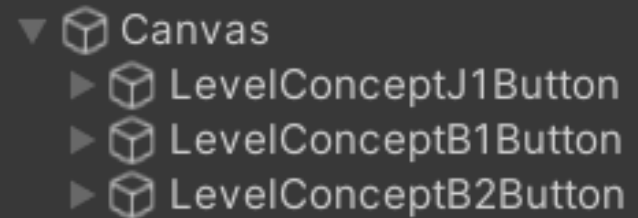
MOVING BLOCKS AND PRESSURE PLATES

- Moving Block exists inside the Prefab folder.
- Inside of it in the Block object assign the pressure plate to the Trigger field.
- Move the Block object to where you want the starting position and the EndPosition object to where you want it to move when triggered.
- Modify the movement duration to define how long it takes for it to move when triggered/untriggered.



ADD A LEVEL TO THE MENU

- The menu is still rather temporal and rudimentary, but to add a level you gotta go to the *Menu* scene, then clone a button and rename it to the name of the scene you want it to open.



▼ Canvas
▶ LevelConceptJ1Button
▶ LevelConceptB1Button
▶ LevelConceptB2Button

A screenshot of the Unity Hierarchy panel. It shows a 'Canvas' object with a dropdown arrow. Underneath the Canvas, there are three button objects, each with a right-pointing triangle icon: 'LevelConceptJ1Button', 'LevelConceptB1Button', and 'LevelConceptB2Button'.