

A decorative graphic on the left side of the slide, consisting of a network of thin, light blue lines and 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 ▼

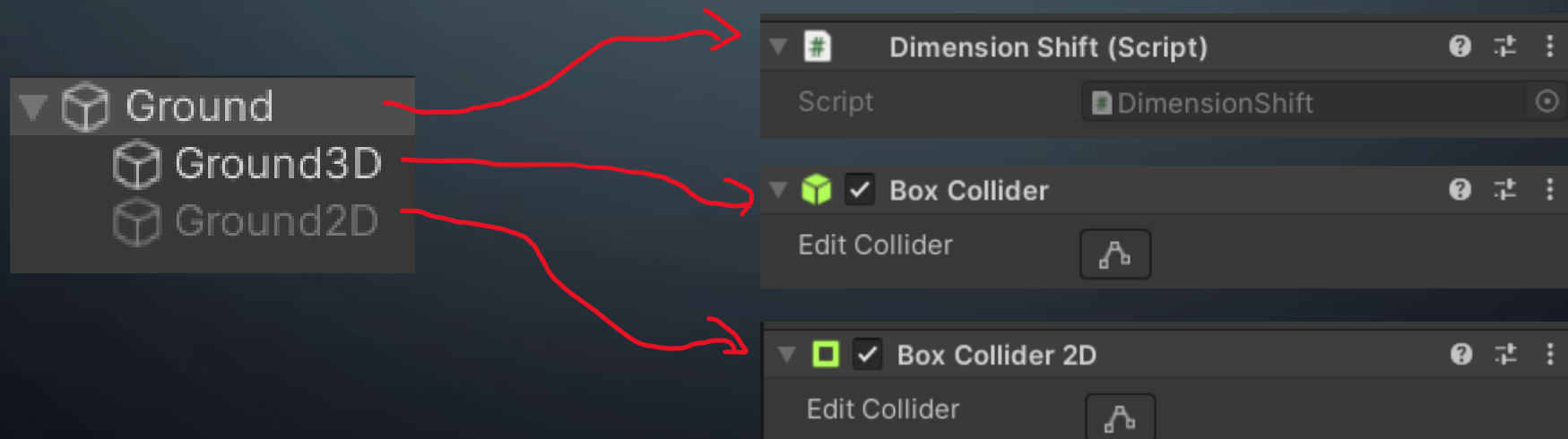
CORE LEVEL ASSETS

- 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.



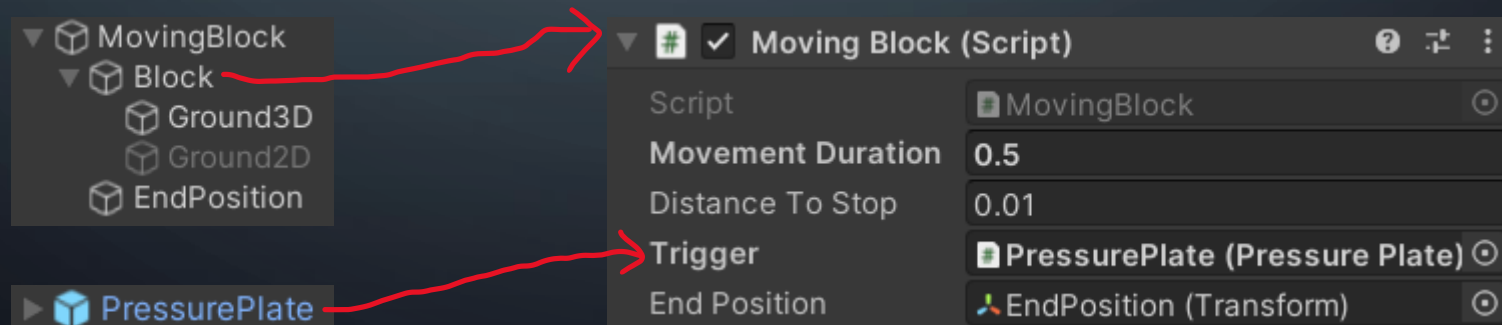
PLACE GROUNDS, CUBES AND WHAT NOT

- 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 script and add it's name here:

```
20 1 reference  
21 void OnClick()  
22 {  
23     string level1 = "LevelConceptJ1";  
24     string level2 = "LevelConceptB1";  
25     string level3 = "LevelConceptB2";  
26     string level4 = "LevelConceptJ2";  
27     string level5 = "LevelConceptJ3";  
28     string level6 = "LevelConceptA1";  
29     string level7 = "LevelConceptA2";  
30     string level8 = "LevelConcept5";
```

- Then clone a button and rename it to follow the structure “Scene Name” + Button.

```
▼ Canvas  
  ► LevelConceptJ1Button  
  ► LevelConceptB1Button  
  ► LevelConceptB2Button
```