

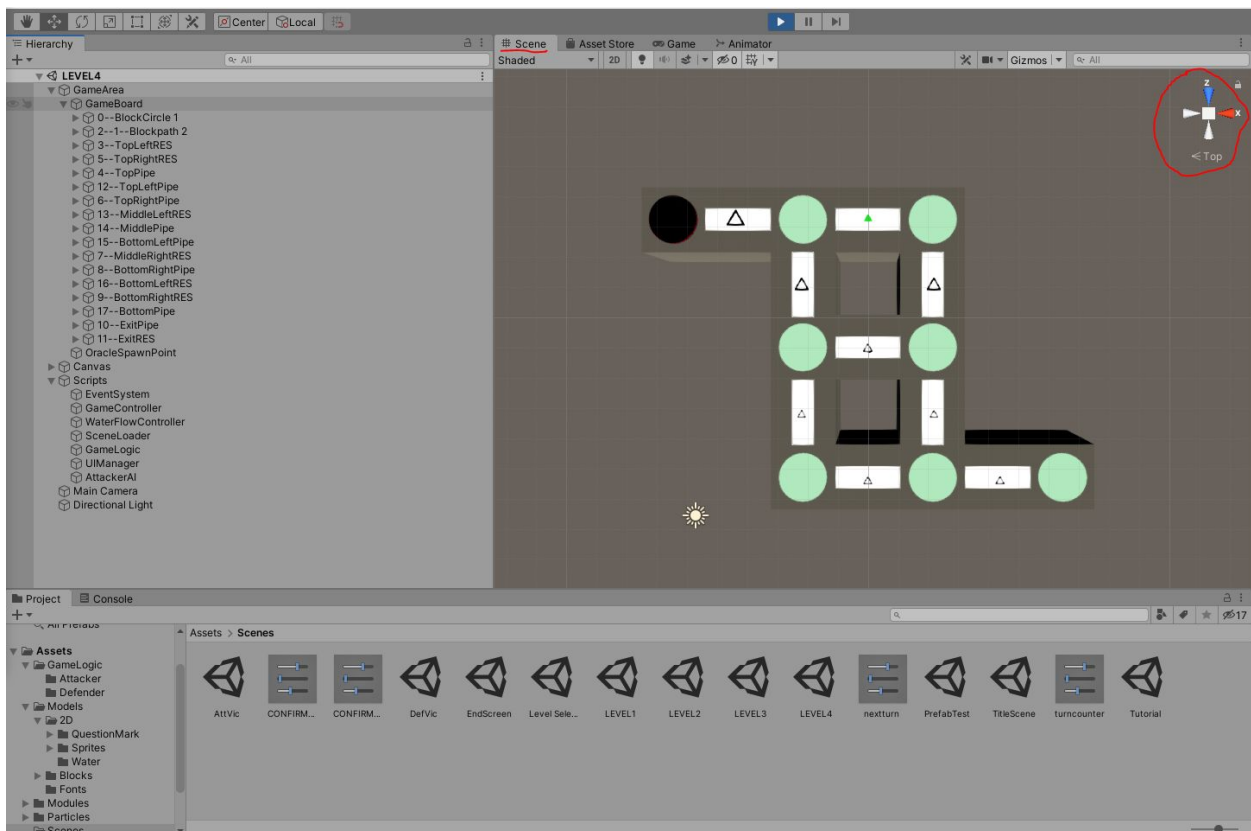
How to Create a New Level

1. Copy an existing scene from Assets/Scenes:

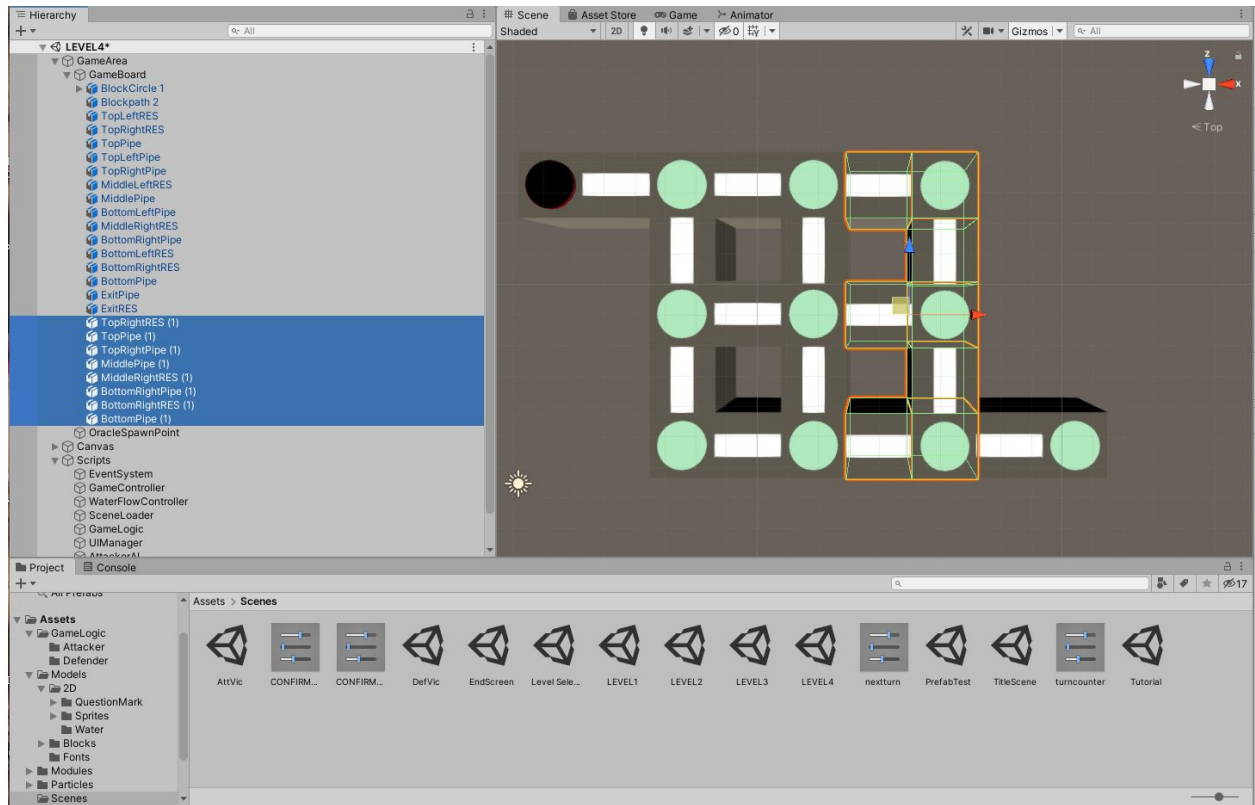


2. Create a new scene and paste the objects you copied in step (1).

3. Go to the Scene Tab to start redesigning the board. You may not initially see the gameboard, sometimes the view is not looking in the correct direction. Rearrange or create additional piece by copy and pasting existing objects from either the GameBoard hierarchy or in the Scene view.



4. Once you have the configuration you like, you will first rename all new pieces as GameBoard object names need to be unique.



5. For each component we have moved or new component, we must edit the Pipe (Script) in the Inspector window. Edit both the 'Previous Module' and 'Next Module' to the respective piece that the water should flow in.

If you receive any errors, double check that each module is pointing to the correct module.

