# [SCENE SETUP]

Minimal Scene Requirements

In the Top Down Shooter Engine like in most Unity projects, a level is made of a Scene. This can be huge or small, it's up to you. But whatever you do, there are a few elements required for the engine to work properly on a scene. These are:

- **GameManagers**: a gameobject containing a GameManager, Scoremanager and the InputManager.
- **Camera**: a gameobject acting as a camera rig and containing the PixelCameraFollower and has the actual camera as a child of it with two scripts attached to it: the CameraShaker and the PixelArtCamera which makes the camera render the scene properly in a pixelated way.
- **UI-Canvas**: holds the canvas for actual UI and GUI elements such as score, weapon icon and health bar. That's where you'll want to put all your GUI elements.
- **LevelGrid**: this is where you'll place all of the different objects in your level, such as coins, background, walls, traps and pretty much anything that is not the player. Has all the correct physics layers for collisions and Sorting Layers already setup.
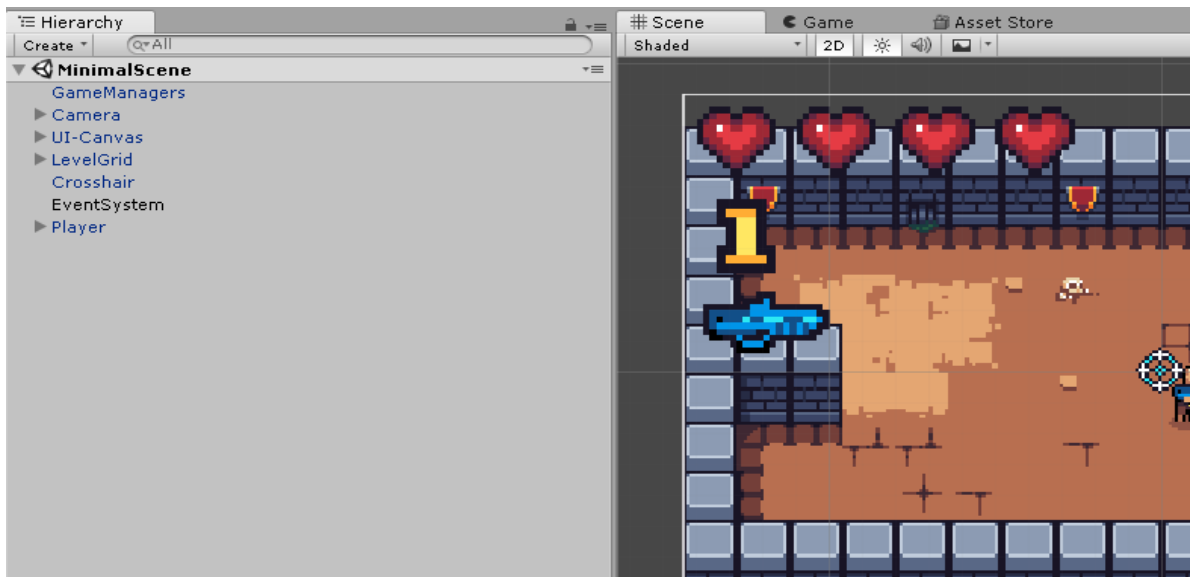
How to create a new scene

The easiest way to create a new scene is to create a copy of the **MinimalScene** found on **Demos/MinimalScene** and use the copy as a base to expand on. This Scene already has all of the required components for the scene to work properly and the LevelGrid has the correct structure to place all your different scene elements (Background, Solids front and back of the player, Prefabs and pits).
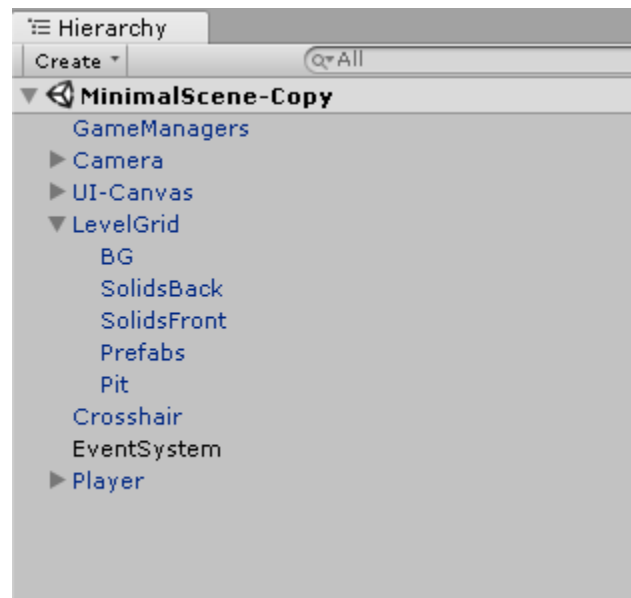
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Disclaimer: This is part of the documentation for the Pixel Top-Down Engine made by MooseStache.