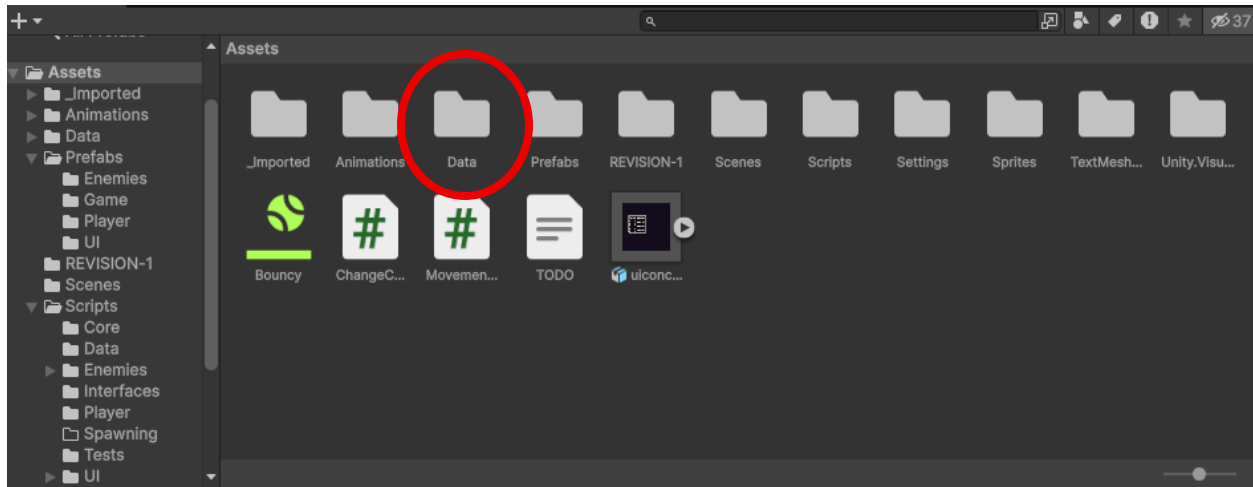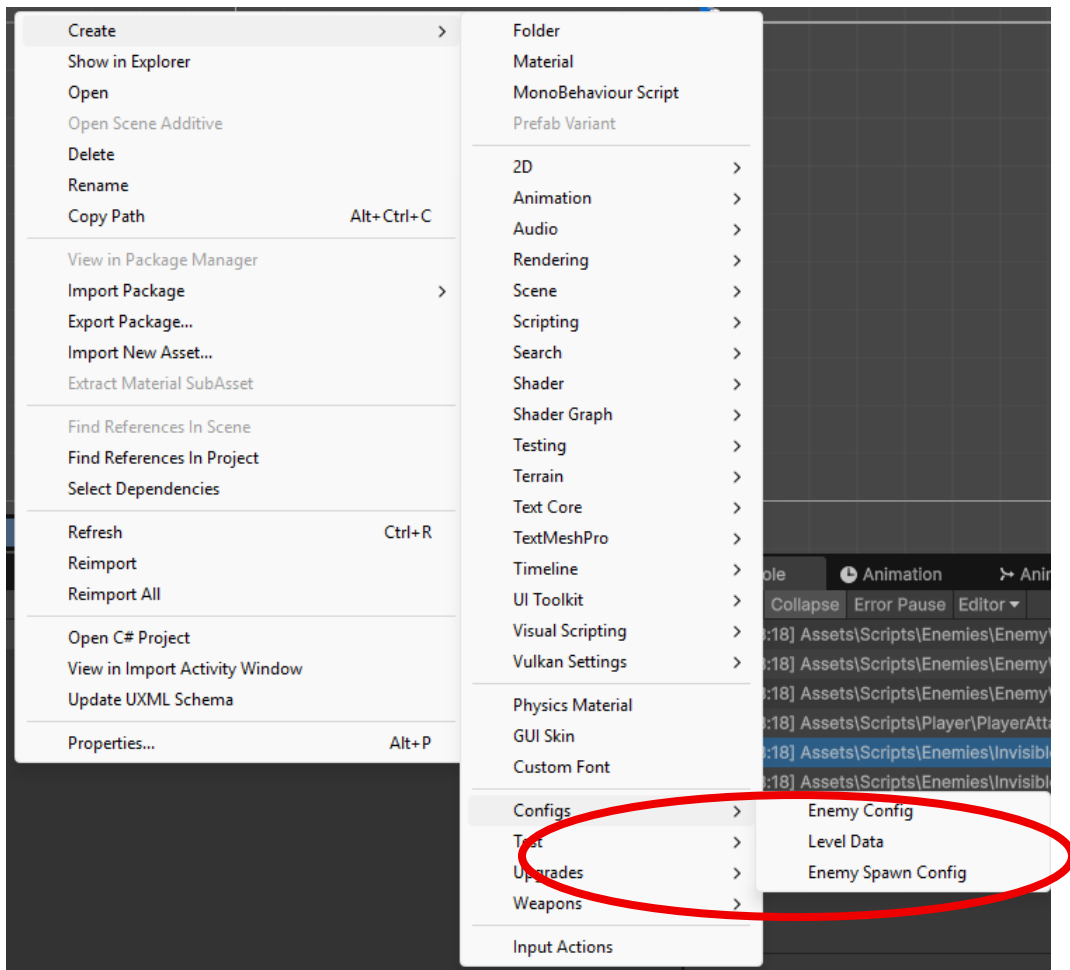1. In the **assets** folder, open the **Data** Folder
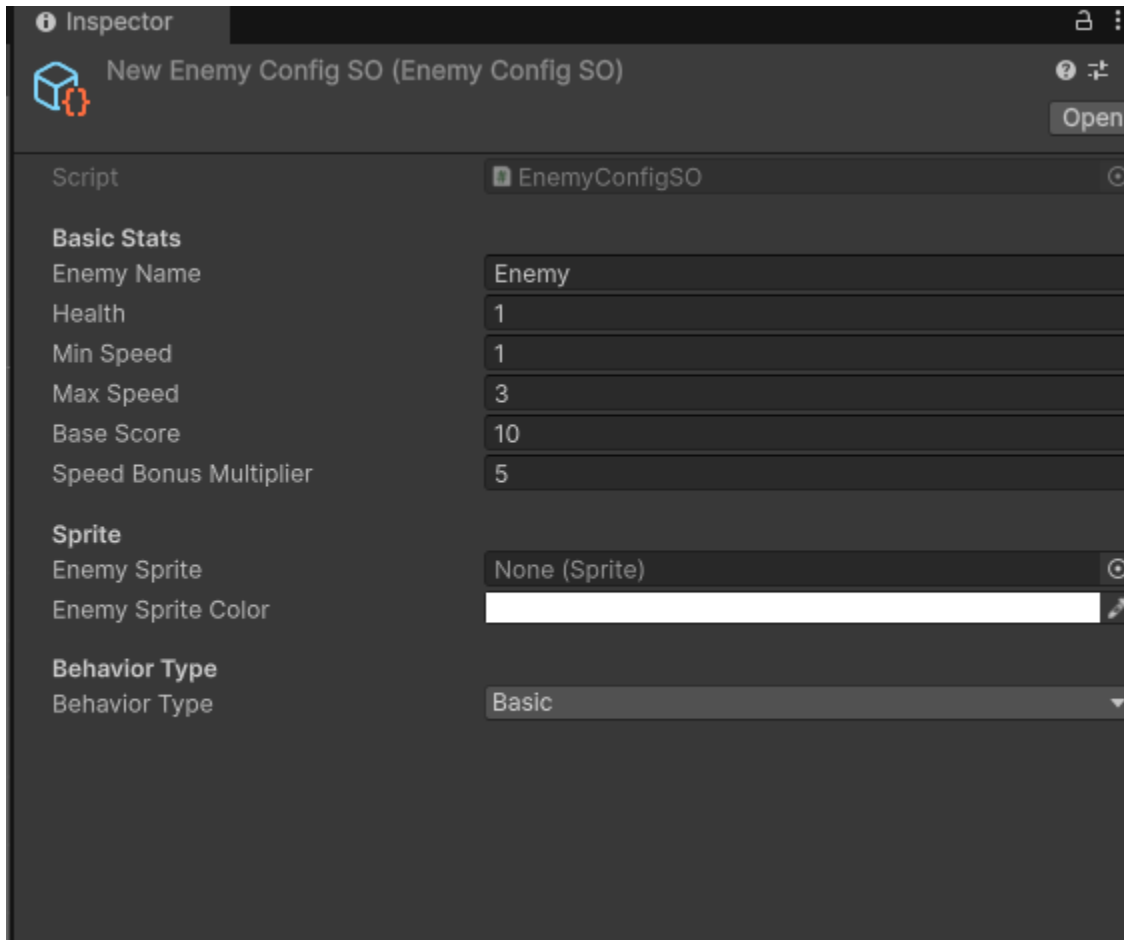

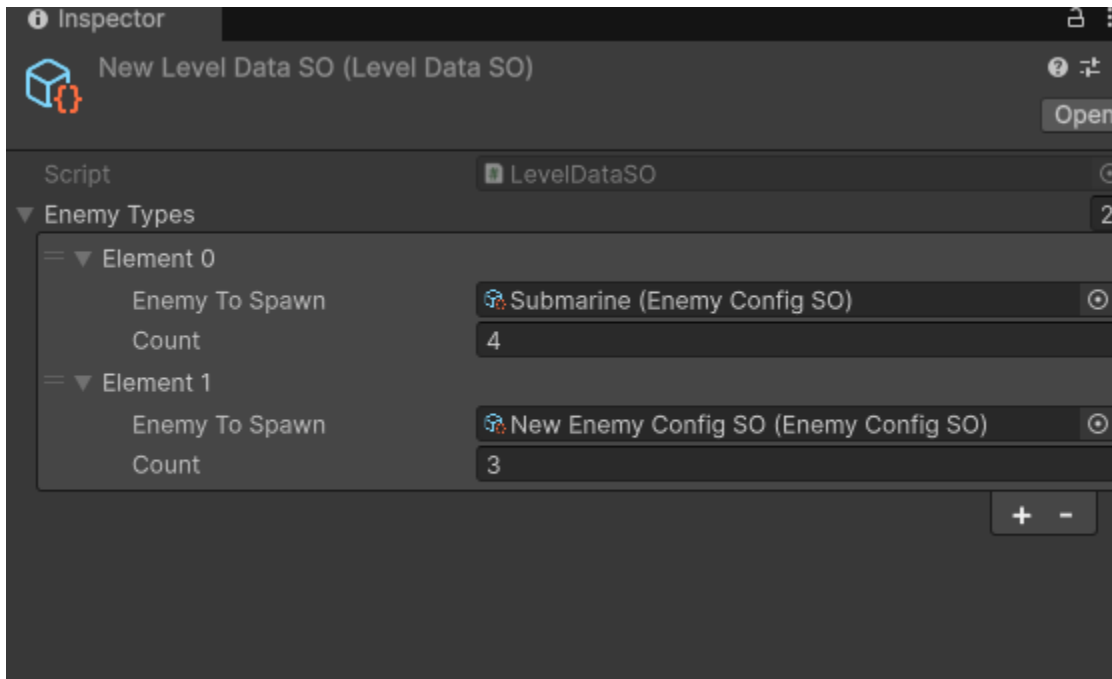2. Right click and create a new **Enemy Config**

3. Set up the Enemy in the **Inspector**
  - Hover over the **variable** to get a **tooltip** on what they do

4. On the same right-click screen, create a new **Configs** -> **Level Data**
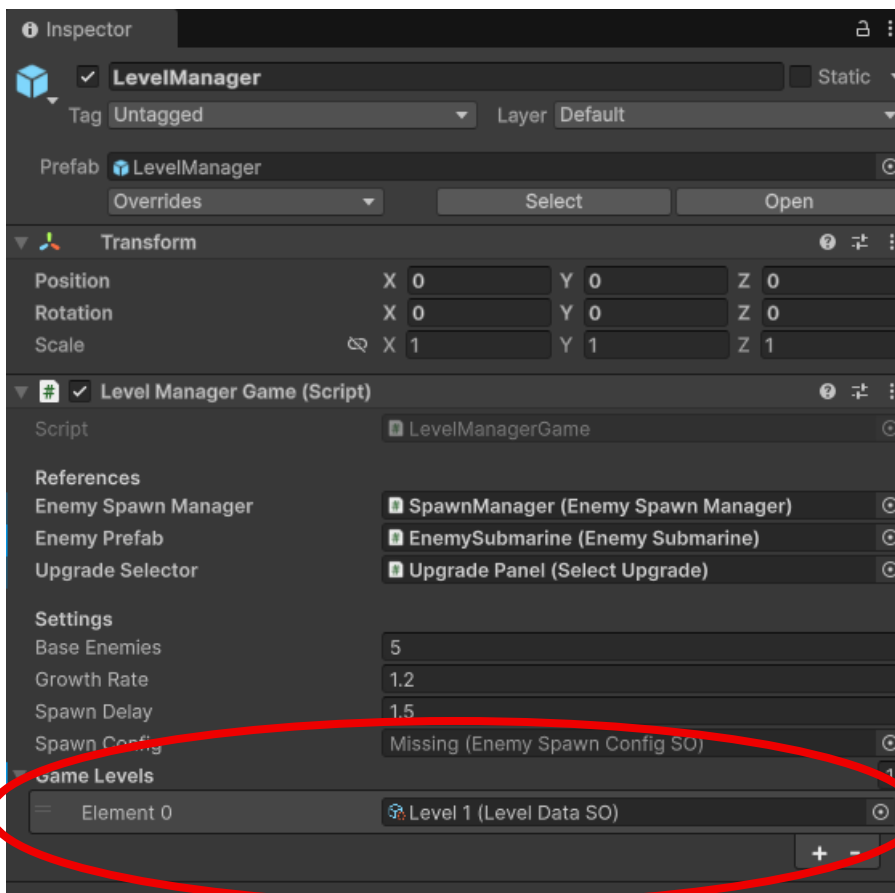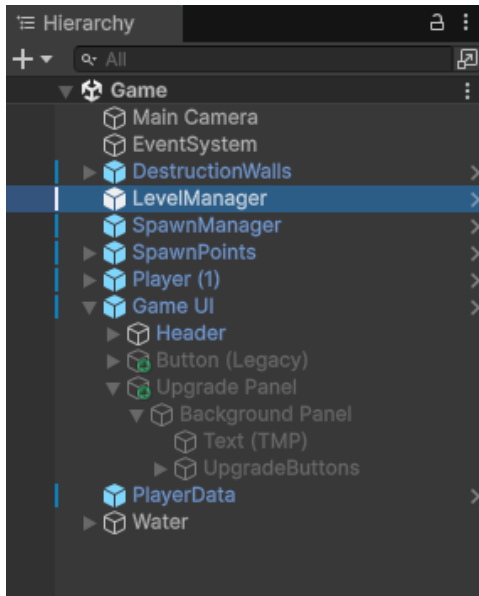

Click the ⊙ Icon next to where it says **Enemy to Spawn** and then use the new enemy you created

The **Count** is the number of that type of enemy that will spawn for that wave.

It will randomize the order.

You should only put one of each enemy type for that level. There is no reason to have the same enemy multiple times.

5. Select the **LevelManager** from the **Hierarchy**.

Click on the **+** button to add another level. Again, click on the ⦿ icon to add in the level data. Levels will go in order.