**CI4 Populate Level Selection Menu**

You've recently started working on a new game, however, since it's so early in production no one has a clue about how many levels will be in the final game. Nevertheless, it's your job to create a Level selection menu and make sure it'll be usable throughout the production. In order to do so, you decide to create a custom inspector with a button for updating your Level Selection names and references.

Exercise
- Create a custom inspector with a button that goes through the scenes in Build Settings
- If the scene is active in the Build Settings it stores the scene's name in a list or array of strings.