CEE5 Only one Rare Item per Scene
In this project, you are working on a game that has very huge levels. Each level, that is saved in a scene, contains a lot of different assets so it can be a bit difficult to get a good overview sometimes. The Game Designers have decided that there is going to be a Rare Item in each level, but only exactly one. Unfortunately, the Level designers haven't kept track of which levels already have a rare item and which don't, so you decide to make it easier by making a tool.

Exercise
- Create a Class called RareItem and a Custom Editor Window called CheckRareItemInLevel.
- In this Editor Window, there should be a button named "Check Level"
- Clicking this button should scan the currently open scene in the Editor for the RareItem class.
- If the Editor only finds one object with this script attached, everything is fine.
- If the Editor doesn't find any objects with this script attached, add a game object to the scene.
- If the Editor finds more than one object with this script attached, delete all instances, except for the first one, from the scene.

Optional Exercises:
1. Add, so the user (ie. level designer) can open the different levels (scenes) from the Editor Window, instead of having to do so manually.
2. Instead of having the user do this for each level, how would you automate this process, so the user only needs to click one button and when all scenes will be updated correctly?