

CEE8 Screenshot tool

You are in this project working on a platform game concept, where the different levels are going to be very focused on the atmosphere. The art style, therefore, has a very high priority and it's very important that the color schemes for the different levels are very distinct from each other. The artists are spending a lot of time comparing screenshots of the different levels. You decide that instead of having the artists open scenes in Unity and taking screenshots manually that you could make a tool for them.

Exercise

- Create a Custom Editor Window called TakeScreenshots.
- In this Editor window, you should present a list of all scenes in the project.
- For each scene in the project, you should show the following two UI elements:
 - A label with the name of the scene
 - A toggle named "Include"
- The "Include" toggle will tell if the selected scene would be included when you want to take a screenshot of each scene.
- Underneath the Scene list there should be a button called "Take Screenshots"
- Clicking the "Take Screenshots" button will take a screenshot of each scene in the included list and save it on the computer (Either in a folder in the Unity project or on the Desktop)

Hint:

Check out the ScreenCapture class:

<https://docs.unity3d.com/ScriptReference/ScreenCapture.html>

Optional Exercises:

1. With your current implementation, would it be possible to have a more generic setup, so you could easily add other actions to perform on each scene?