

CEE2 Reorganize the Hierarchy

You are working on a game project where each scene is containing a lot of game objects. This makes it a bit difficult to get an overview of which game objects are used for the level design, and which game objects contain code logic. To make it easier to reorganize the Hierarchy you decide to make a smart shortcut.

Exercise

- Make a Menu Item that will regroup the selected game objects together under a new empty game object, that has position (0, 0, 0).
- The Menu Item should have a shortcut (fx Shift+Alt+P)
- The Menu Item should not be active if no game objects are selected.

Optional Exercises:

1. In case the Level designer wants to Undo the change, how would you handle this?