READ ME

Thanks for downloading my tool! With it you will be able to design and generate level layouts much faster than the usual. You just need a text (.txt) or an image (.bitmap, .psd, and .png) file.

Here are the steps on how to use it:

- Create a new project in Unity (2D template) A screenshot of a computer

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- Copy and paste the folder LevelEditorTool to the root of your projectA screenshot of a computer

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- Now, in Unity, inside of the LevelEditorTool folder, open the Prefabs folder

- If you want to use a text file to generate your level layout, drag and drop the prefab named TextLevelGenerator to the HierarchyA screenshot of a computer

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- If you want to use an image file to generate your level layout, drag and drop the prefab named ImageLevelGenerator to the HierarchyA screenshot of a computer

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- Single click on this new object you decided to put in the Hierarchy, its Inspector tab should openGraphical user interface, text, application

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