Instructions

This package depends on editor scripts to work correctly, so the first step is to create the 'Editor' folder in the 'Assets' directory of your project, then go to the scripts folder of this package and move all the scripts to the Editor folder.

Creating a towers, bridges and walls:

1- Add an empty game object to your scene.
2- Add the desired script to this new object.
3- Assign the modular parts to the script and set the parameters.
4- Use the buttons available on each script to generate and control the building.