

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 the **SideewalkEditor** and **BuildingEditor** scripts to the Editor folder.

Creating a building:

- 1- Add an empty game object to your scene.
- 2- Add the script **BuildingController** to this new object.
- 3- Navigate to 'Prefabs/Modular Pieces', choose one building and assign the prefabs to the script on your object.
- 4- Click on generate.