Adding a New Area

1. Create a new scene and put it in the Scenes folder
2. Open the “SceneLoaderTriggers” scene
3. Duplicate one of the scene loader triggers
   1. Change its name to [new scene name]+”Loader”
   2. Change its SceneName field to the name of the new scene
   3. Load scenes (additive) that are adjacent to the new area
   4. Move the new scene loader trigger to the position of the new scene
4. Press CTRL+SHIFT+B (to open the Build options dialog)
5. Make sure the new scene is open
   1. Select it in the list
   2. Right-click
   3. Select “Open Scene Additive”
6. Select “Add Open Scenes”
7. Check the box next to the new scene

Test to make sure it works, and then Done!