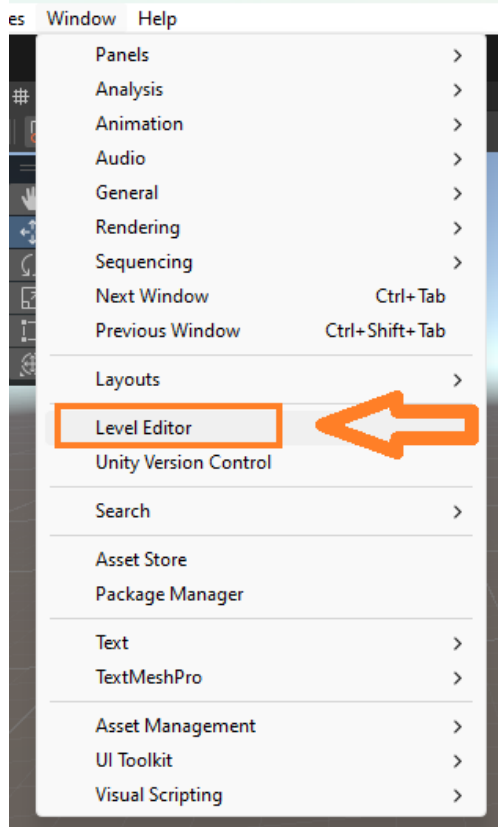
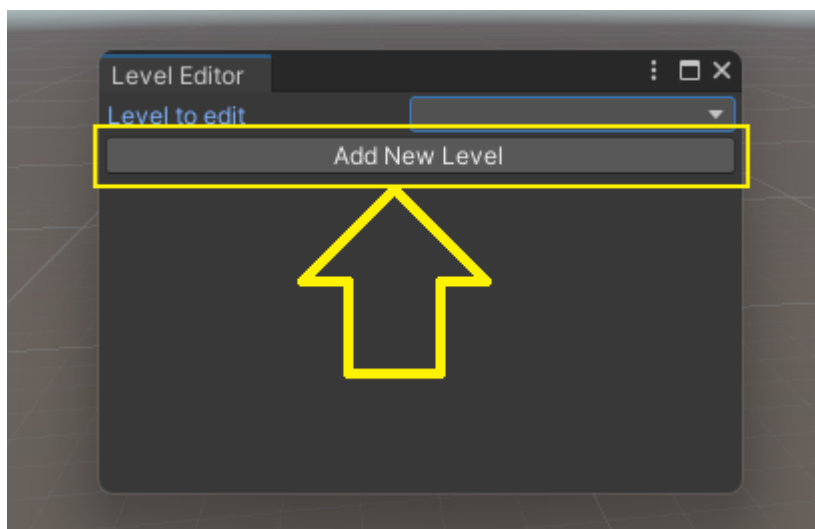


Level Editor Documentation

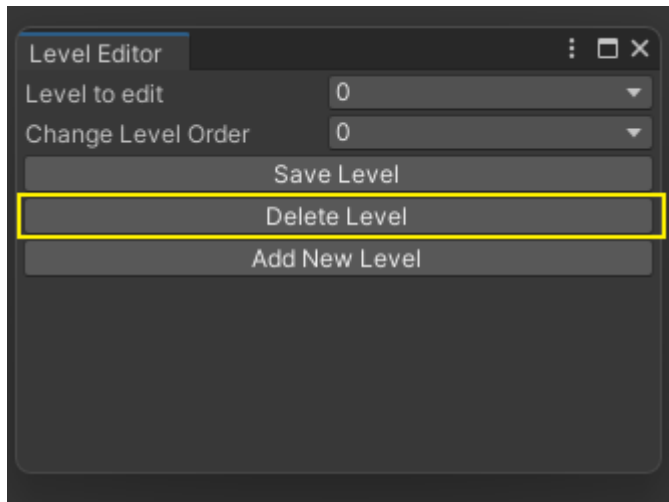
1. Open "Assets/00Scenes/LevelEditScene.unity"
2. Open level editor via Window/Level Editor



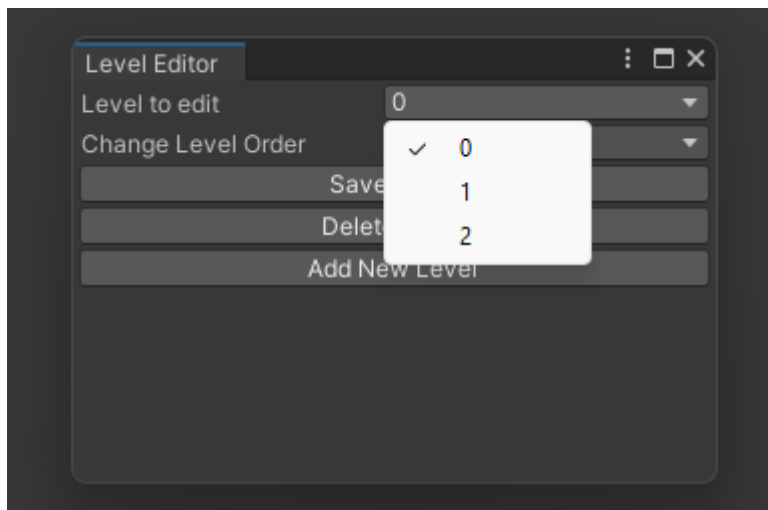
3. To add new level, click the add new level button



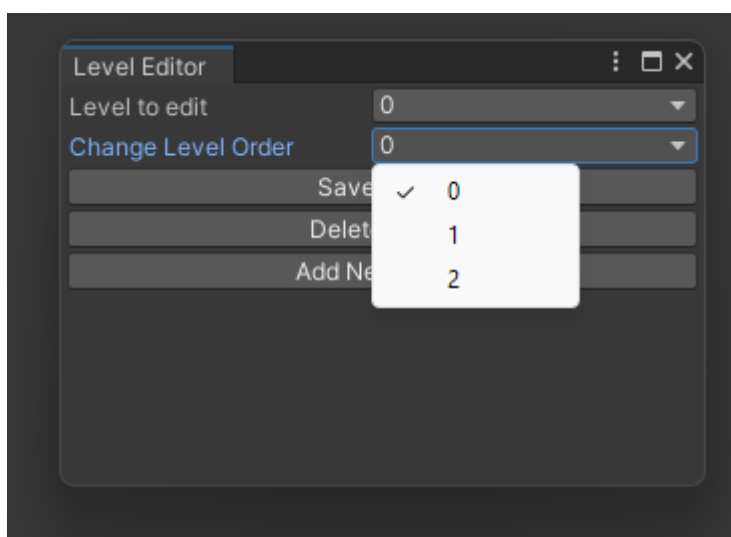
4. To delete an existing level, click the Delete Level button



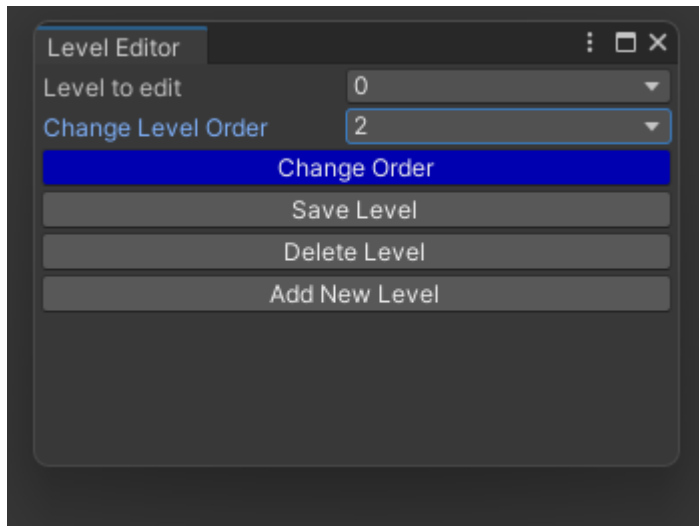
5. To choose a level to edit, click on the “Level to edit” dropdown and select a level



6. To change a level's order, click on the “Change Level Order” dropdown and select its new order.

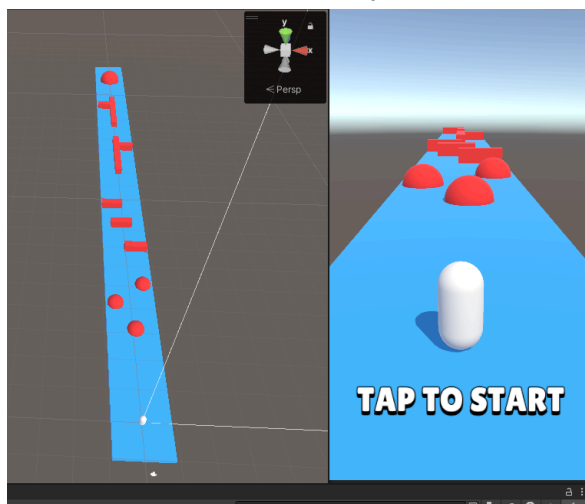


A new button will appear after you select a different order of the level's current order. Click the button.

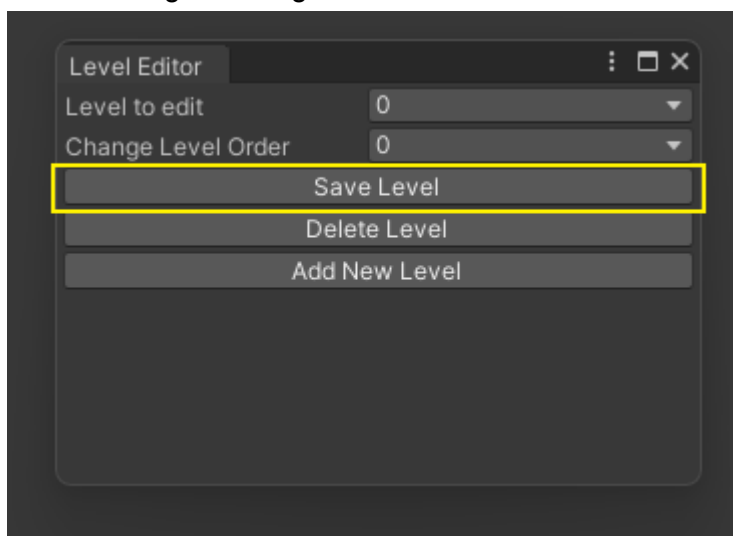


Other levels' orders will be moved by one. For example if you move the level 1 to the level 3, level 2 will be new level 1, and level 3 will be new level 2.

7. After selecting the level design a scene using prefabs in the "Assets/02Prefabs/Gameplay" folder.



8. After finishing the design click on the Save Level button in the level editor.



9. To play the game you can either use LevelEditScene or GameplayScene but make sure the level editor window is closed before clicking on play button.