

LEVEL GENERATION INSTRUCTION

Level Structure:

LevelHandler - Segment - SegmentJoint

LEVELHANDLER

Each level requires a LevelHandler. This object will construct the level out of Segments. Simply attach the LevelHandler to a Empty GameObject (Note: use one LevelHandler per scene).

LevelHandler requirements:

- Player transform
- List of Segments to use
- Special StartSegment (more below)

SEGMENT

A level consists of many segments. They are reused throughout the level and therefore require a Randomize function which is supposed to rearrange the segment for more variation. A segment MUST begin with a SegmentJoint and end with a SegmentJoint. Also note that the first joint should have PlayerTrigger=true. The only exception is StartJoint which should have both PlayerTriggers = false.

Segment requirements:

- Points for completing the segment
- Difficulty level of the segment
- Randomize function (it can be empty if the segment should always look the same)
- Link to both of the SegmentJoints

SEGMENTJOINT

A SegmentJoint is the beginning and ending of every segment. It should therefore not be too long and quite simple. You MUST use the same SegmentJoints on each Segment in the level or it will not work. Note that you can have a different SegmentJoint for the beginning and end as long as they they can be merged (right side of endJoint = left side of beginningJoint).

SegmentJoint properties:

- PlayerTrigger - Sends a message that the player has passed. Should be enabled on left Joint and disabled on right Joint. On the StartSegment it should be disabled on both ends.