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
-StartSegment (first Segment to appear in the level)

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 right joint must have PlayerTrigger=true while the led joint must have PlayerTrigger = 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

StartSegment additional requirements:
-Player spawn position (in Segment space)

SEGMENTJOINT

A SegmentJoint is the beginning and ending of every segment. It should therefore not be too long and quite simple. You MUST you the same SegmentJoints on each Segment in the level or it will not work. Note that you could 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 right Joint and disabled on left Joint.