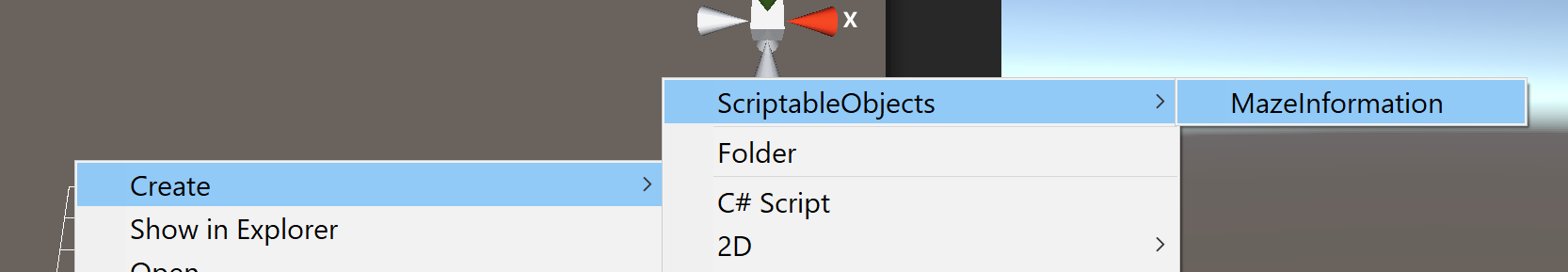
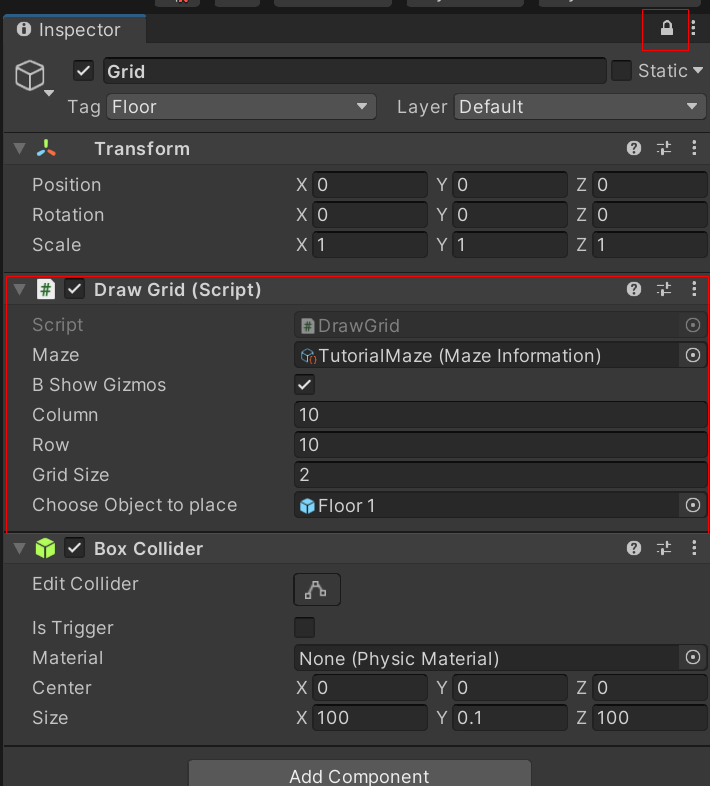
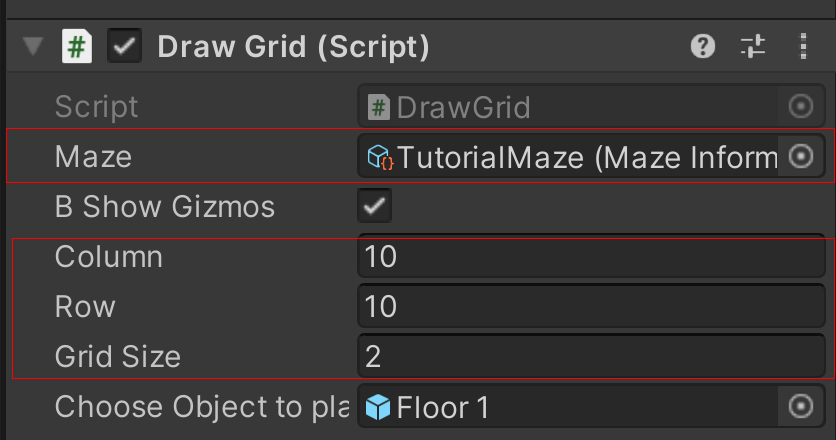
Step 1： Copy a grid to the scene and create a maze information for it:

Go into Maps/, right click and create a new MazeInformation.

Create one Information file for each maze you make!! I made a new one “TutorialMaze” for now.

Step 2: Inspector:

Click on the lock so that you can make modifications to the maze all the time.

Drag the information file into the inspector. Also, can change column and row parameters of the grid here:

Step 3: Drag the object you want to place into the inspector: (Prefabs should be under Prefabs/ArtAssets for now).

Left click on the grid to place a object, Right click to delete an object

Mouse hover on the object and press left shift to rotate an object.

Try not to use undo function since it’s also writing map information.