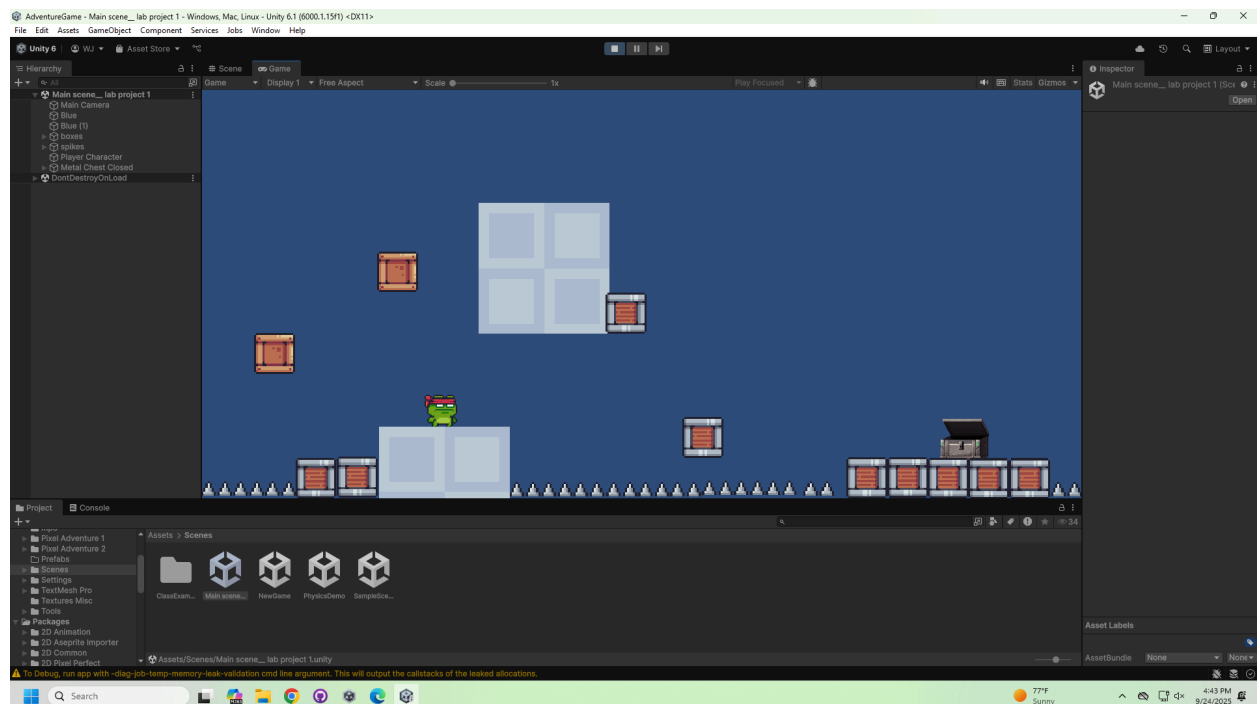
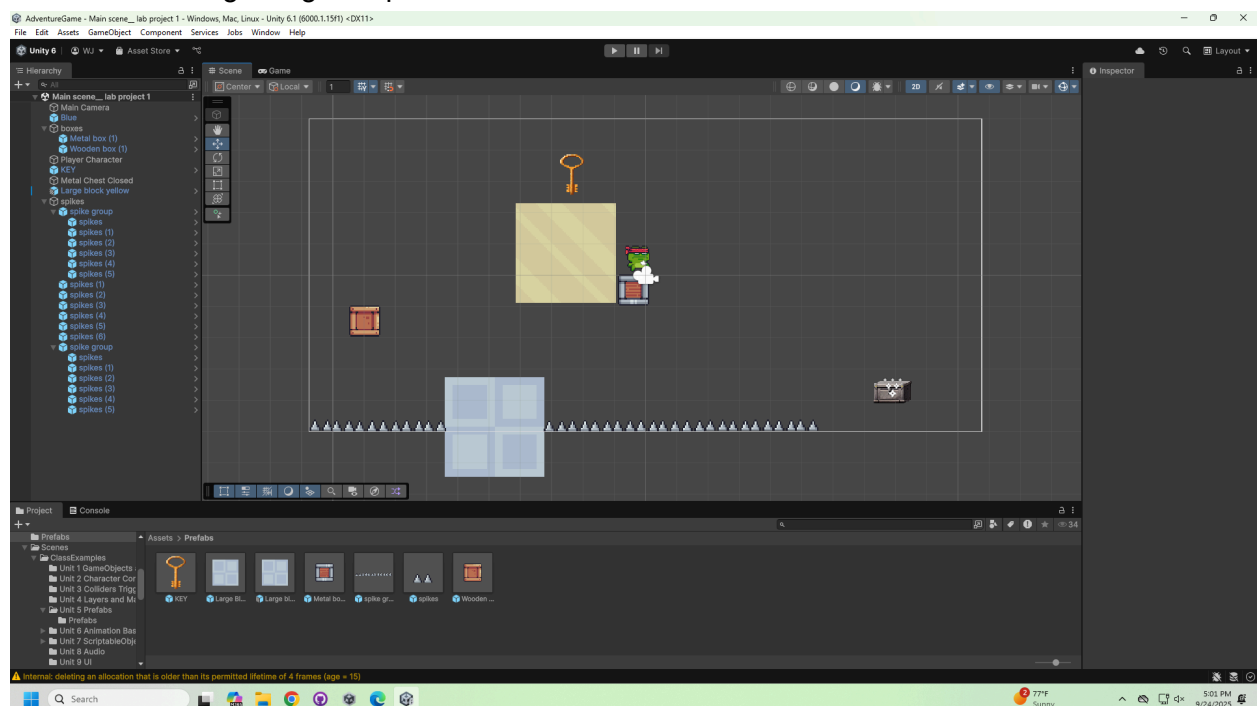


To start for this lab, I looked through all the objects in the scene deciding which are duplicates or likely to be duplicated. And went through to make them perfabs, and delete all of the extra copies that are not the prefab.



This is before beginning with prefabs

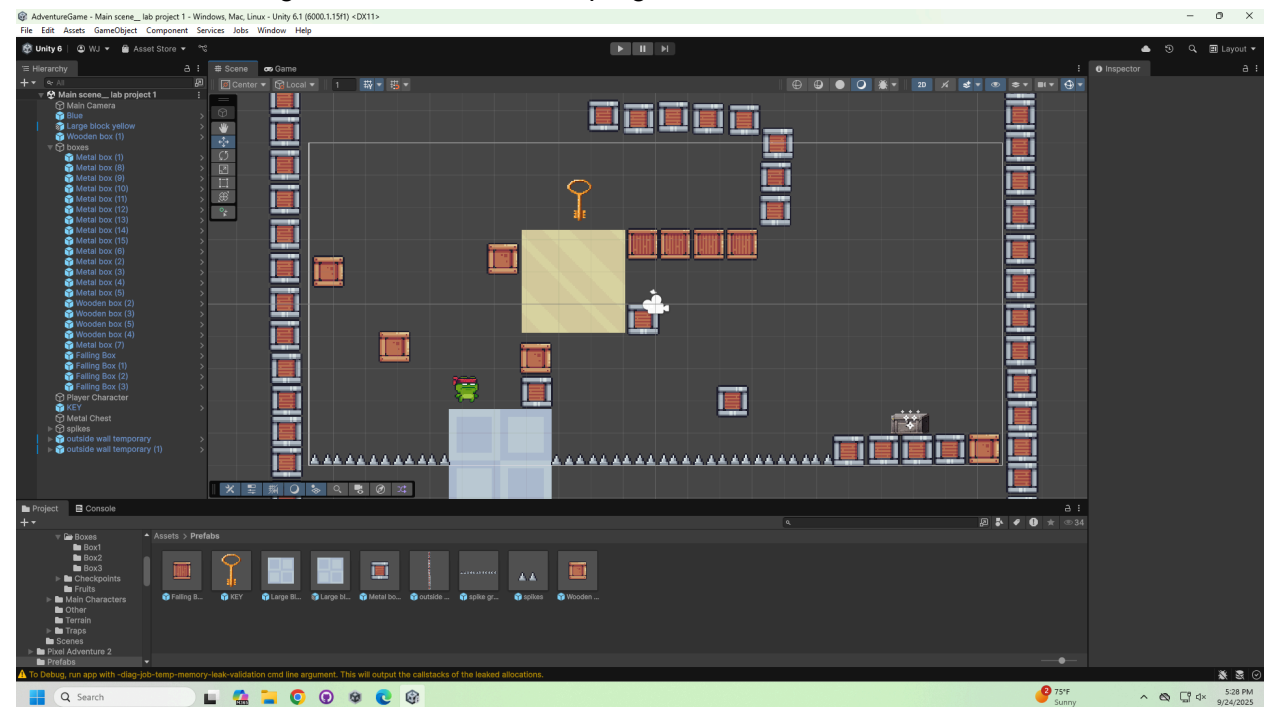


This is after making the objects into prefabs

One thing I did accomplish which is fairly exciting, is I managed to make a prefab that is a collection of spikes put together, but the spikes in that prefab are the original spike prefab itself

The screenshot displays the Unity 6 development environment. The main view is a 2D scene with a grid background. A player character is positioned in the center. To the right, there is a large, light blue rectangular area. The Hierarchy panel on the left shows the scene's structure, including a Main Camera, a Player Character, and a group of spikes. The Inspector panel on the right shows the properties of the selected object. The top of the window shows the Unity 6 logo and the file name 'AdventureGame - Main scene_lab project 1 - Windows, Mac, Linux - Unity 6! (6000.1.151)'.

I used a new box prefab to make a falling platform to make a simple collapsing floor on the top of the level. I also added new boundaries both in and out of the camera bounds to improve the flow of the level and give a clear direction of progression.



My github URL:<https://github.com/Squishitron/Essentials>