

Quest 2 - ProBuilder - Steps

1) Create level landscape

Start a new scene “Q2”. Your level must consist of three unique challenges of varying difficulty.

Example usage:

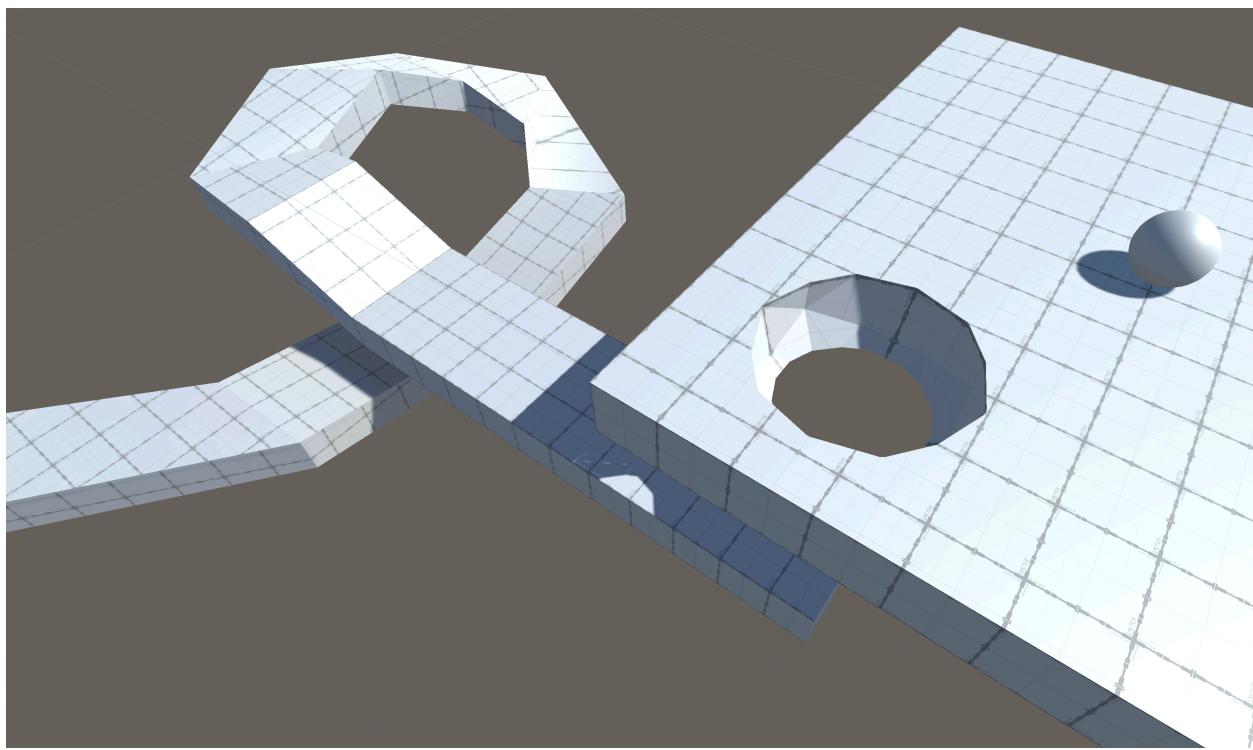
<https://youtu.be/i2IT4VBqfGI> - Dev ShowCase

<https://youtu.be/a8JOk8nuK0k> - Learn ProBuilder in One Minute

https://youtu.be/Ta3HkV_qHTc - Getting Started

<https://youtu.be/lmLG4nC9tm0> - Props

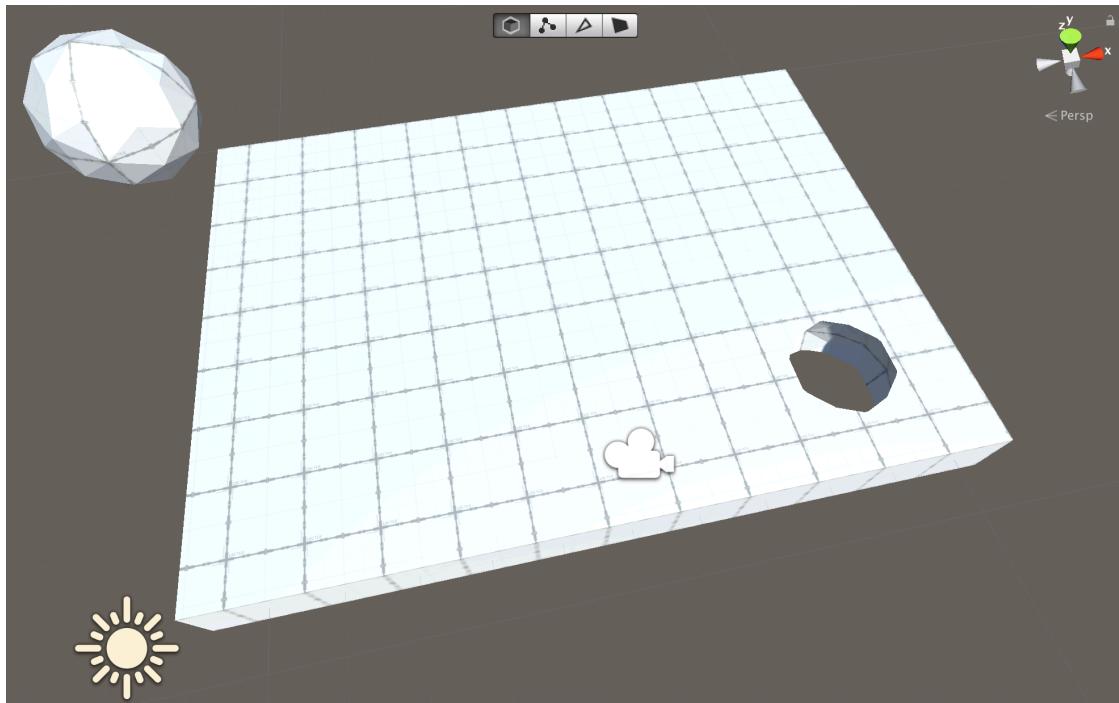
<http://www.procore3d.com/docs/probuilder/general/fundamentals/> - Documentation



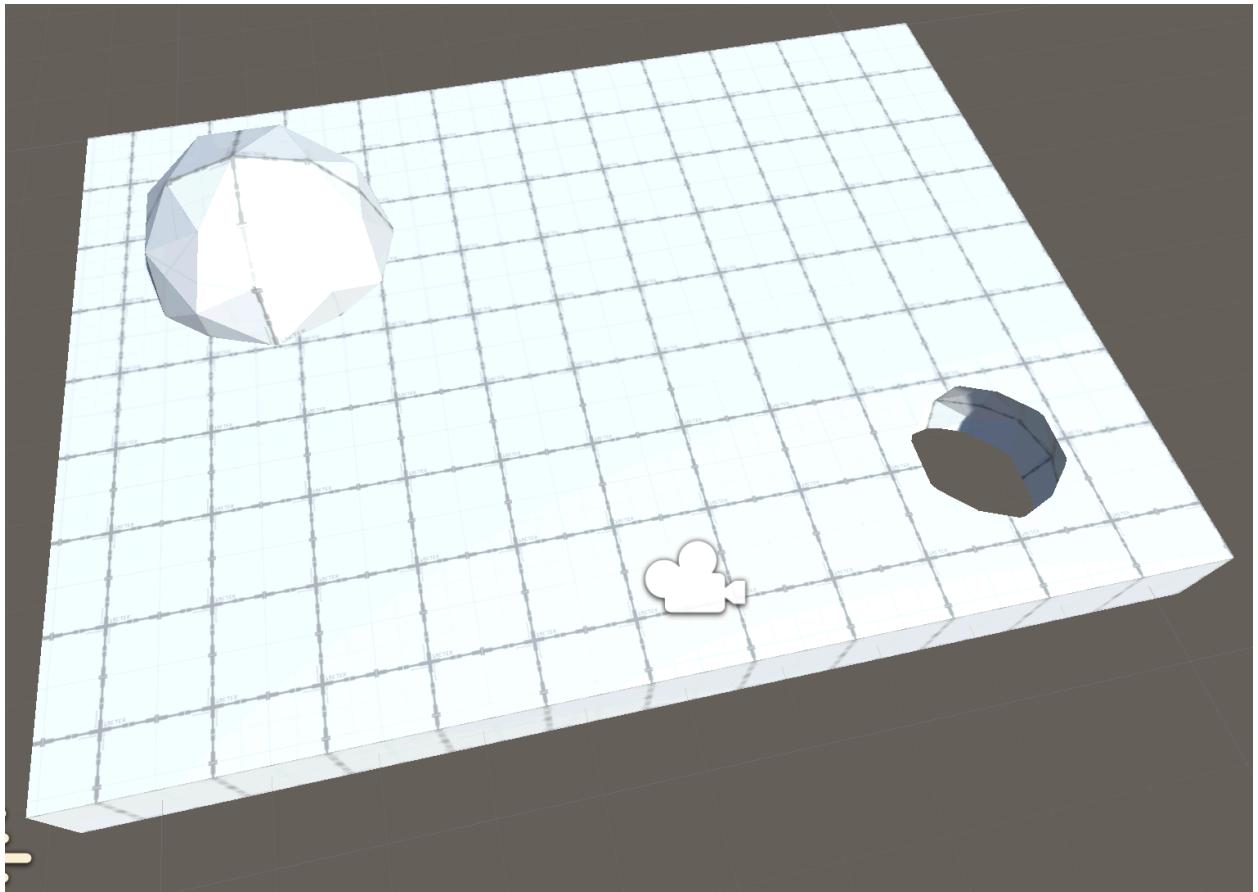
SAVE FREQUENTLY when using ProBuilder (especially the Beta/Experimental tools) in case of crashes.

2) Additional Technique - Boolean Sculpting

A) Create two shapes you would like to subtract from one another



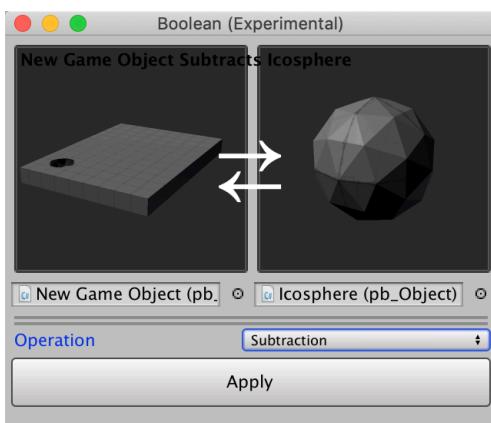
B) Overlap the two objects where you want the subtraction to occur



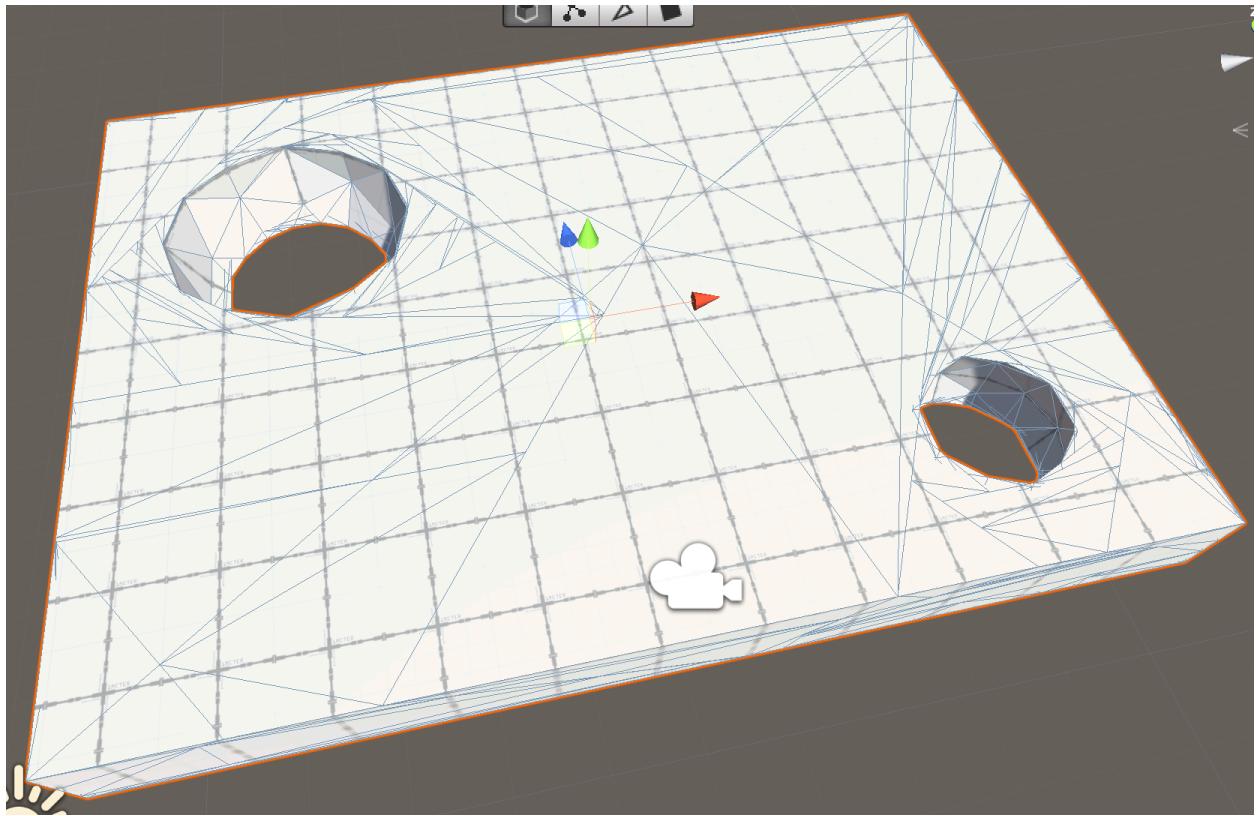
C) Open the ProBuilder Boolean Tool

Tools->ProBuilder->Experimental->Boolean (CSG) Tool

Drag the two objects into the blanks (in the proper order) and switch to Subtraction. Apply.

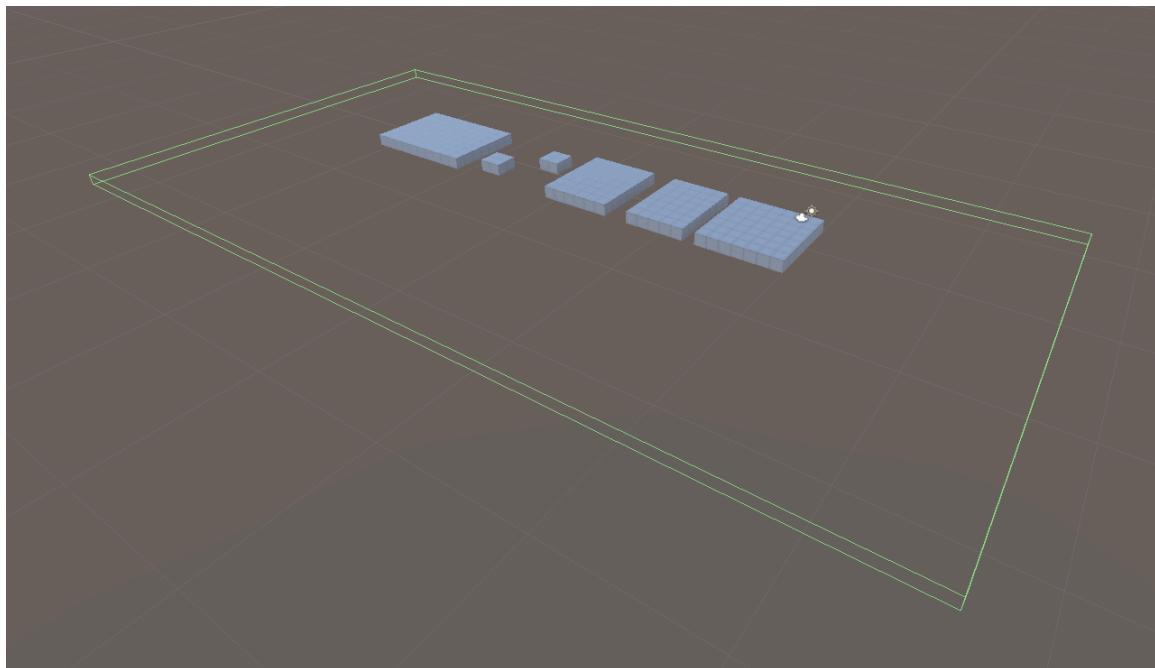


D) A new object will be generated based on the boolean operation

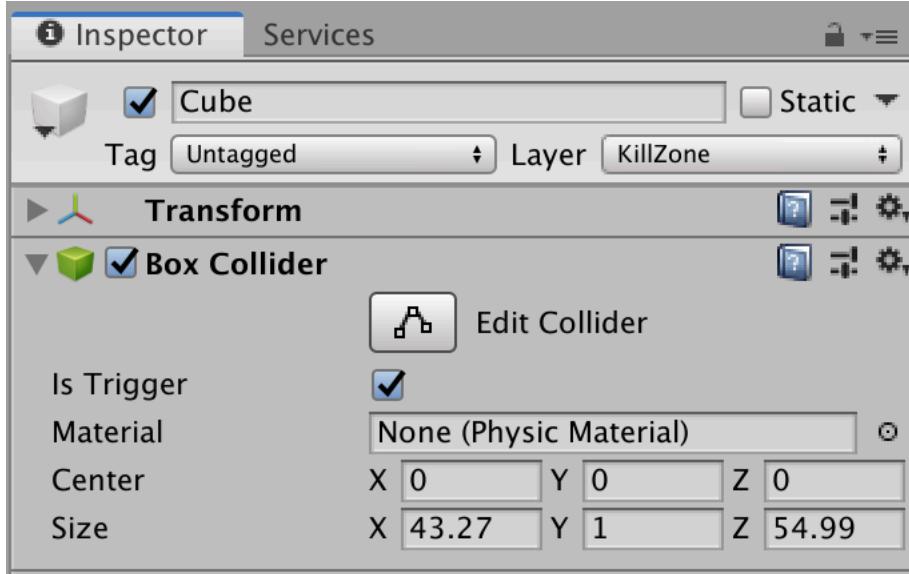


3) Trigger Zone for Resetting the Level

Create an unavoidable TRIGGER collider below your level. Later, this will be the zone that triggers a level restart.



Set it's Layer to "KillZone"



4) Code Reset for Trigger Zone

On the Ball script, code an event that will reload the CURRENT SCENE when the player touches the Reset Trigger Zone.

Don't forget to add using UnityEngine.SceneManagement; to the top of your file.

```
void OnTriggerEnter(Collider other) {
    if(other.gameObject.layer == LayerMask.NameToLayer("KillZone")) {
        SceneManager.LoadScene(SceneManager.GetActiveScene().name);
    }
}
```

5) Playtest

Playtest and tune for difficulty.