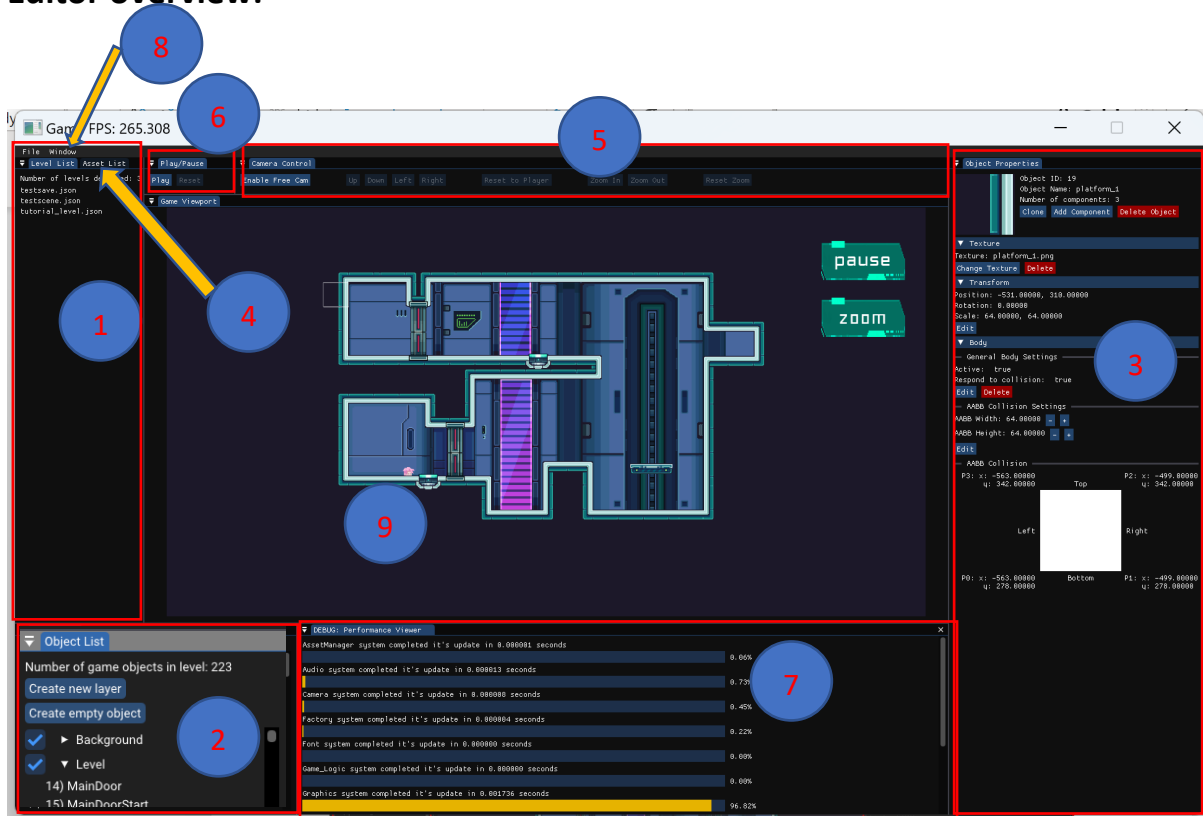


Editor overview:

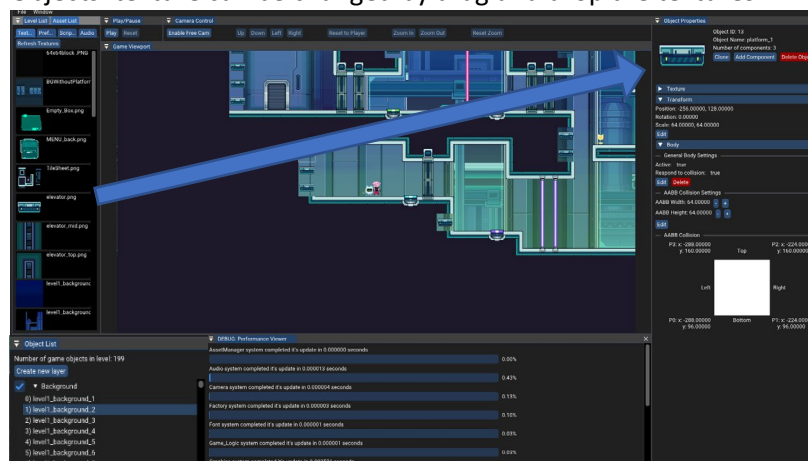


1. Level Selection

- View a list of available levels and switch between them for editing.
- To save your progress, go to "File" (on top right of window) and choose "Save" to save to the currently selected level.

2. Object Selection

- Objects are stored in layers and user is able to add new layer and empty object
- Access a list of objects and select them by simply clicking on them.
- Objects can be directly selected in viewport and move them around
- Objects' texture can be changed by drag and drop the textures in Asset List

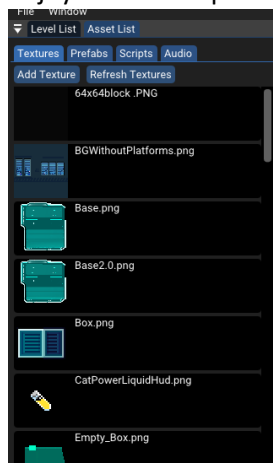


3. Object Management

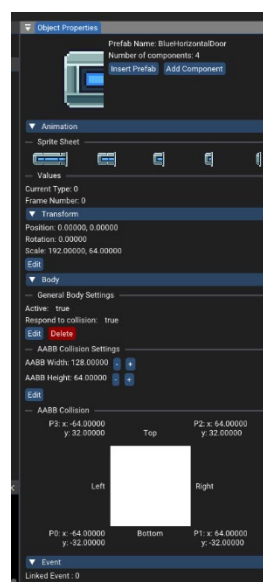
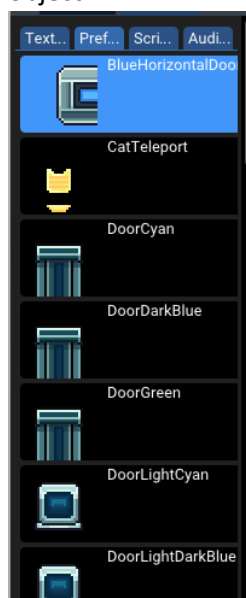
- Navigate the Object Properties page to perform various actions:
 - Create a copy of an object using the "Clone" option.
 - Delete the currently selected object with "Delete Object."
 - Add component for the selected object.
 - View, edit and delete component data in the Component List.

4. Asset Management

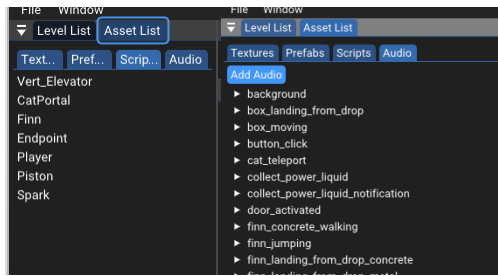
- Find and manage all textures and prefabs in the Asset List, texture can be added and deleted
- Enjoy real-time updates by refreshing the list.



- Selected prefab will appear under object properties and there is a button to insert prefab instead of clone, we also can drag and drop prefabs in viewport to add new object



- Scripts and Audio list shows all script sheets and audio we had in assets file, audio can be added and deleted



5. Camera Control

- Utilize the Camera Control system for navigating and zooming in or out within the editor.

6. Play/Pause

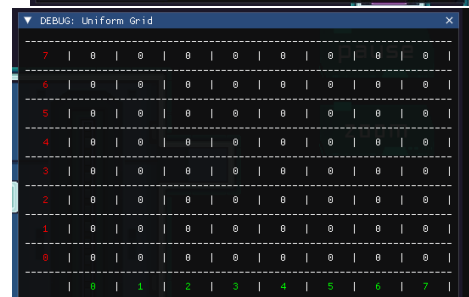
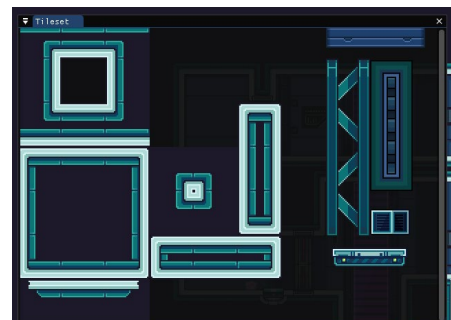
- Use the Play/Pause feature to start or pause the game within the editor only if Finn and Spark are inside the level
- Reset button will reset the objects back to their initial state

7. Performance Monitoring

- Keep an eye on the time taken by different systems and the frame rate in the Performance Viewer.

8. Window

- TileSet demos the rendering tiles sheet



- Uniform Grid prints how many objects are in each grid

9. Gizmo

- Change the scale, rotate and translate for the object



Scale



Rotate



Translate