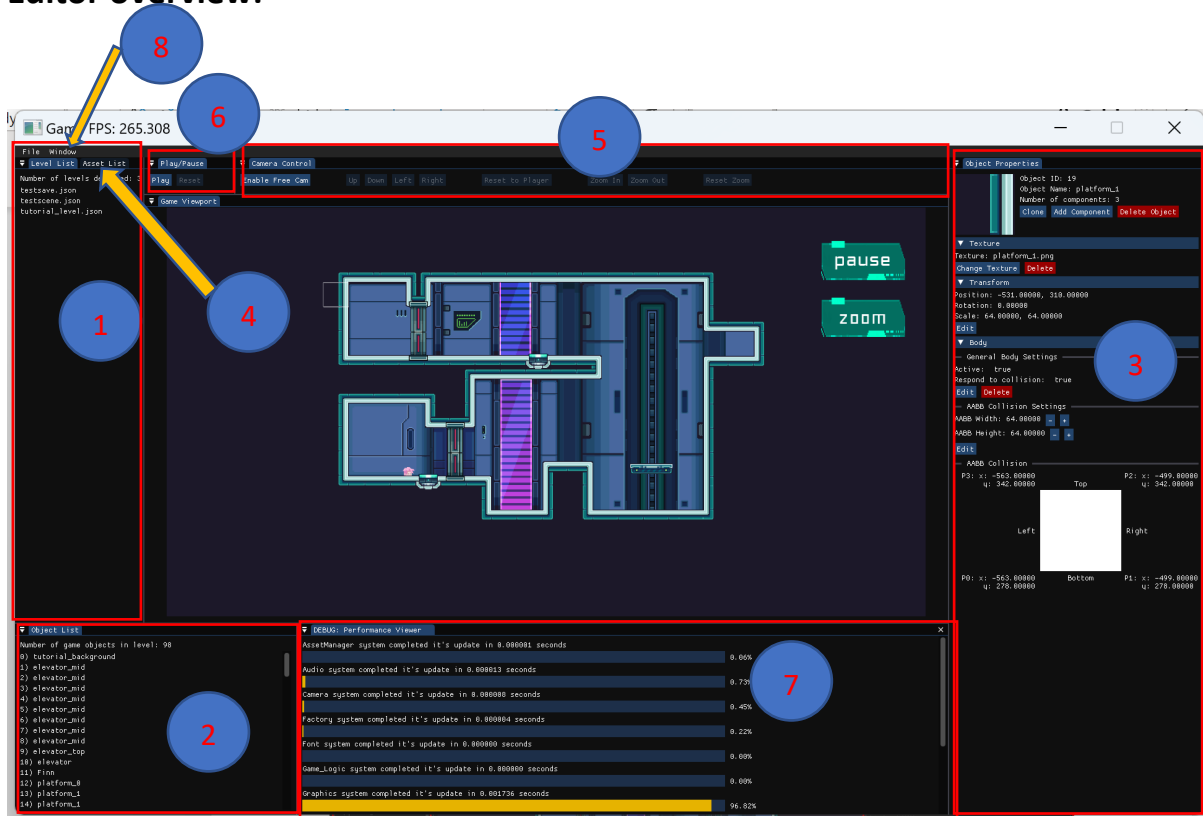


## Editor overview:



### 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

- Access a list of objects and select them by simply clicking on them.

### 3. Object Management

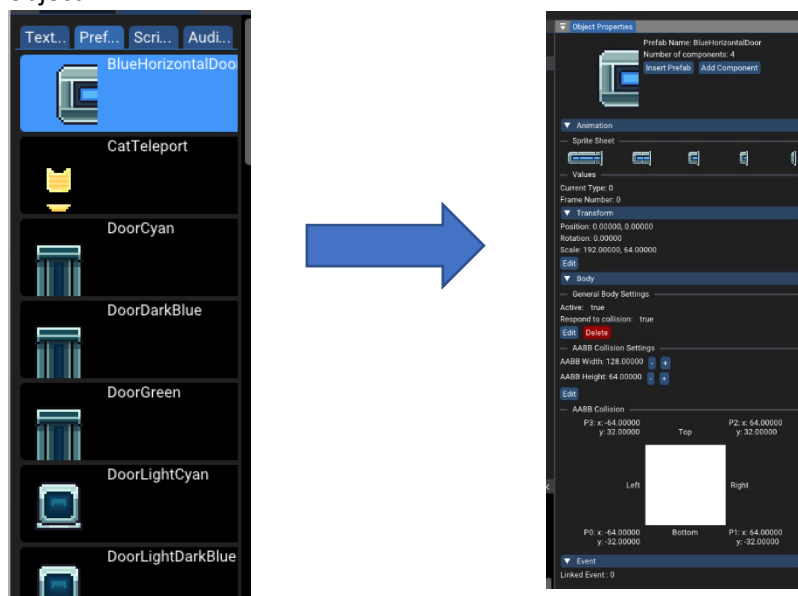
- Navigate the Object Properties page to perform various actions:
  - Create a copy of an object using the "Clone" option.
  - Delete the currently selected object with "Delete Object."
  - Add component for the selected object.
  - View, edit and delete component data in the Component List.

#### 4. Asset Management

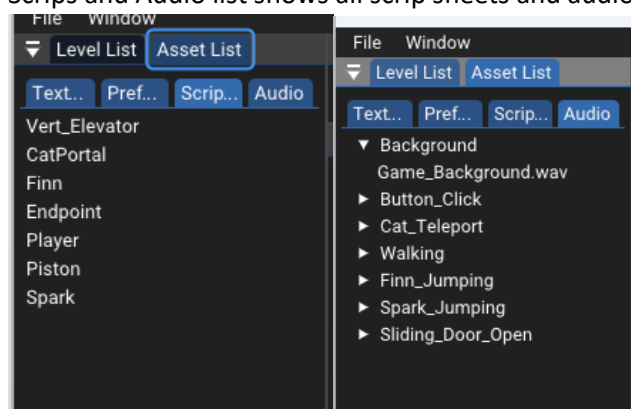
- Find and manage all textures and prefabs in the Asset List.
- Enjoy real-time updates by refreshing the list.



- 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 scrip sheets and audio we had in assets file



## **5. Camera Control**

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

## **6. Play/Pause**

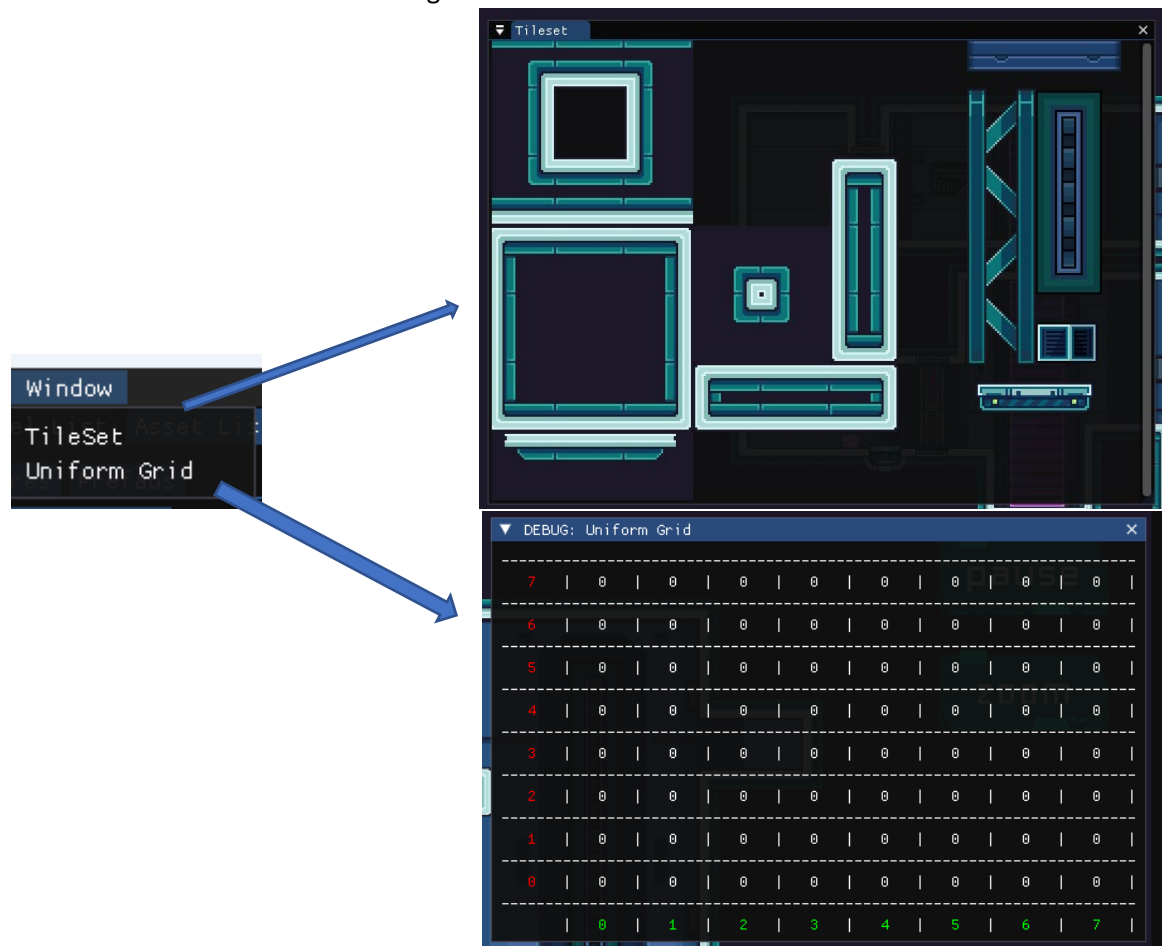
- Use the Play/Pause feature to start or pause the game within the editor only if Finn and Spark are inside the level
- Reset button will reset the objects back to their initial state

## **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