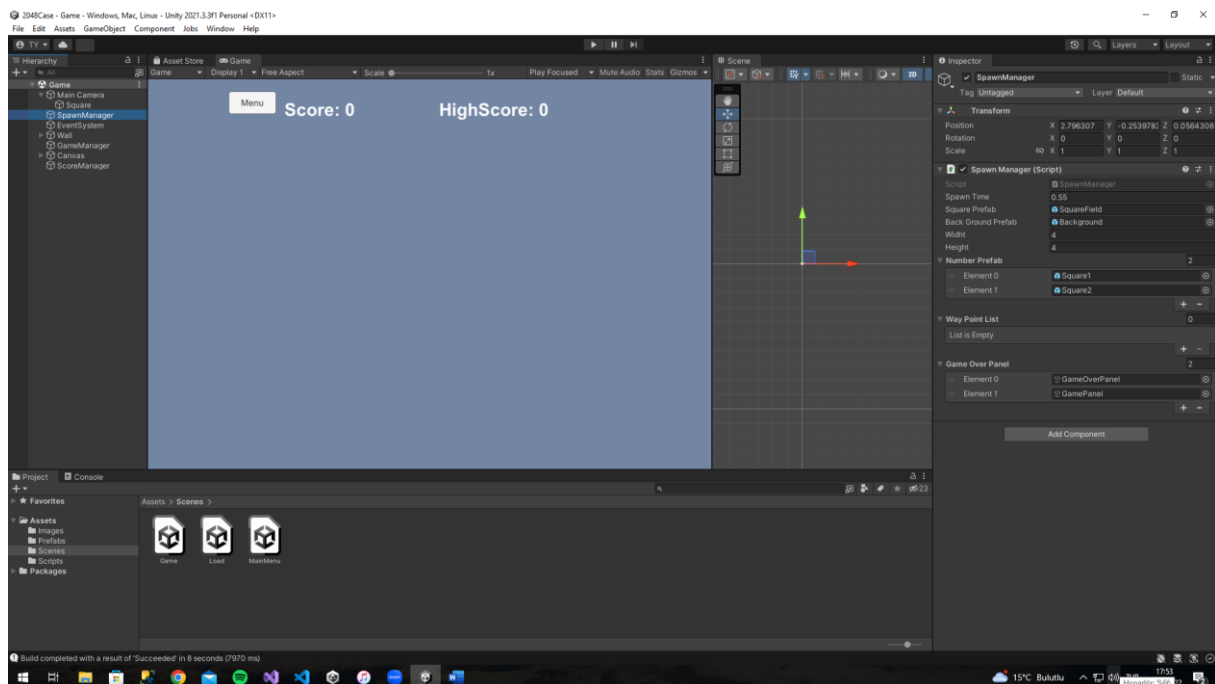
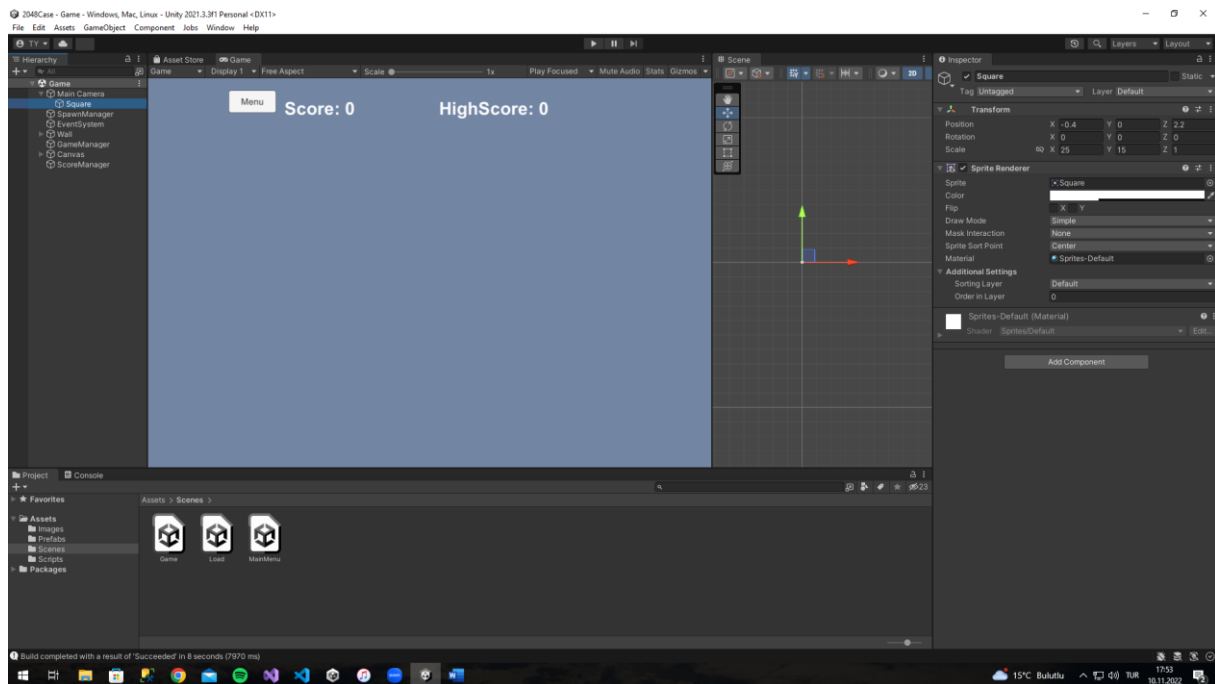
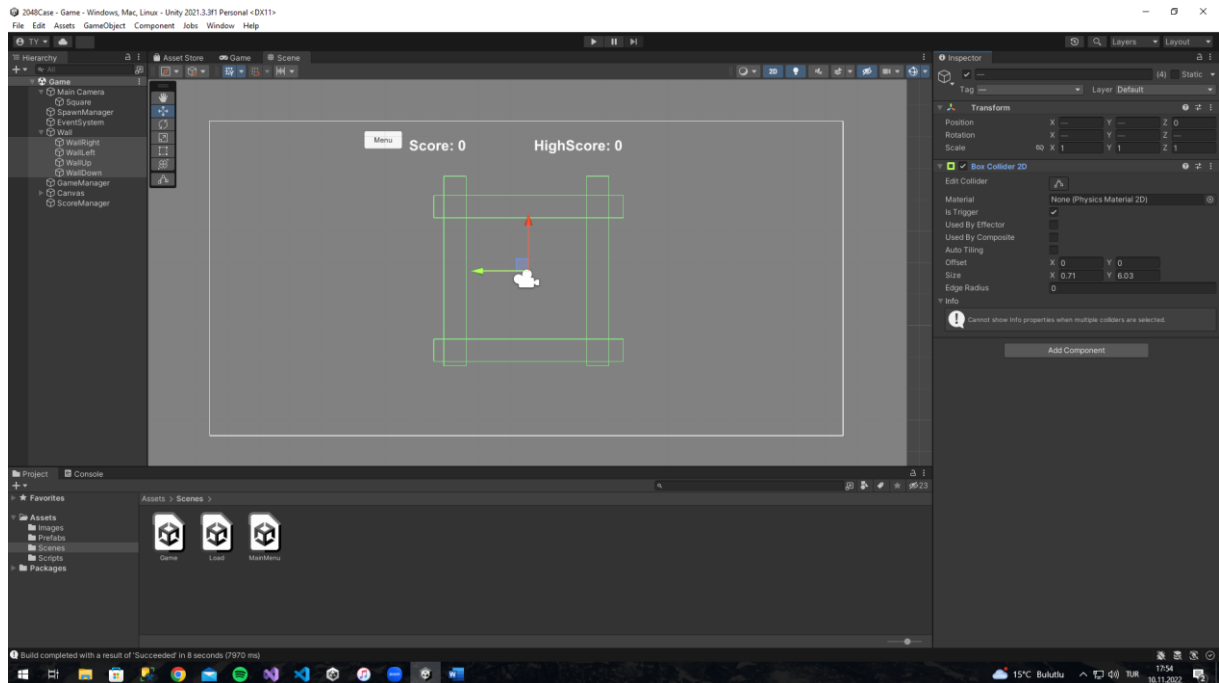


The components of the objects in the hierarchy in the Game Scene in the inspector should be like this.





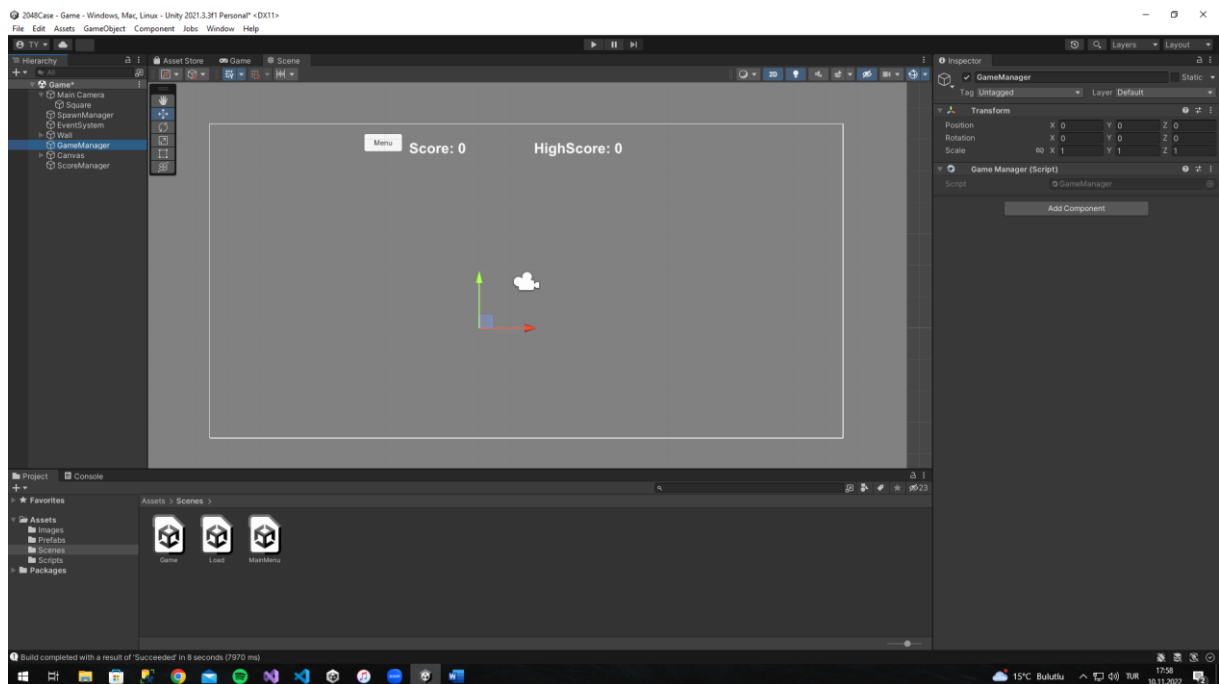
Position:

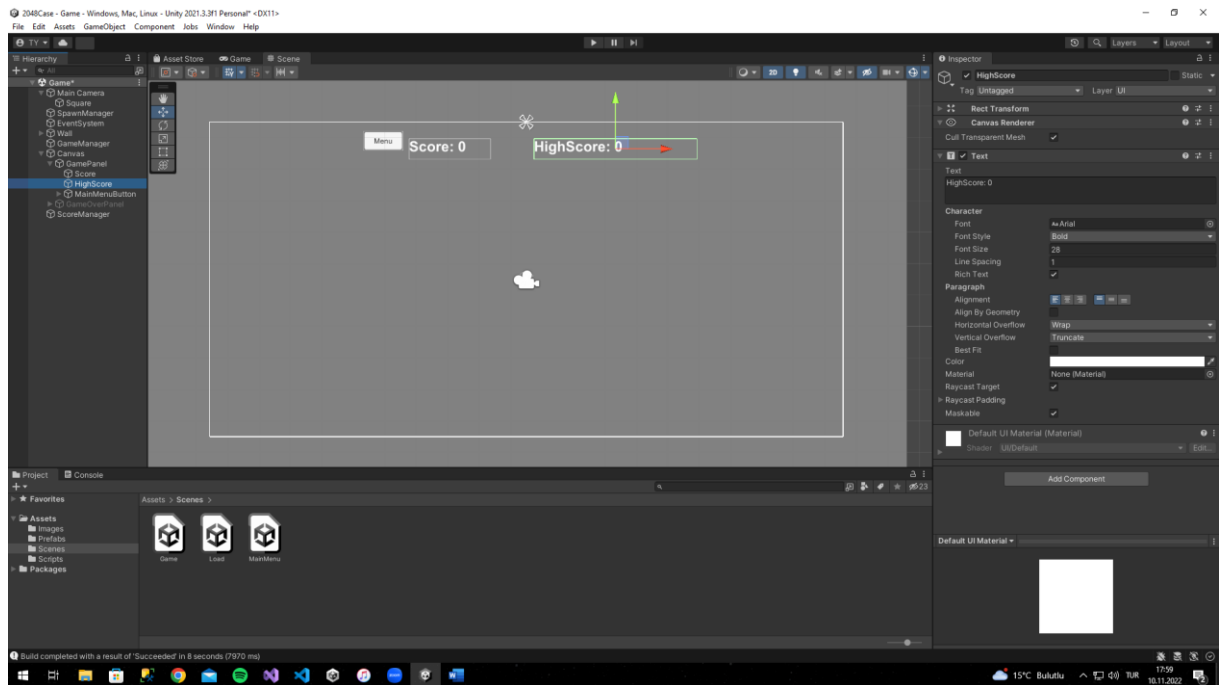
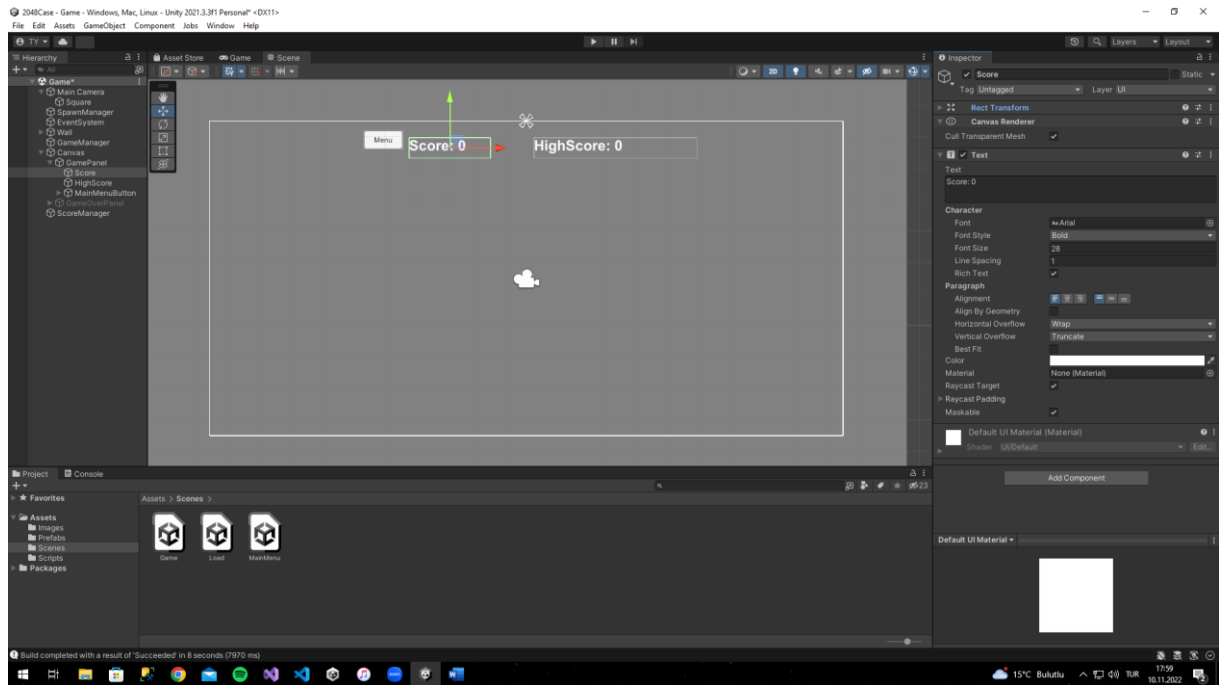
Wall Right: X:3.75 Y:1.73 Z:0

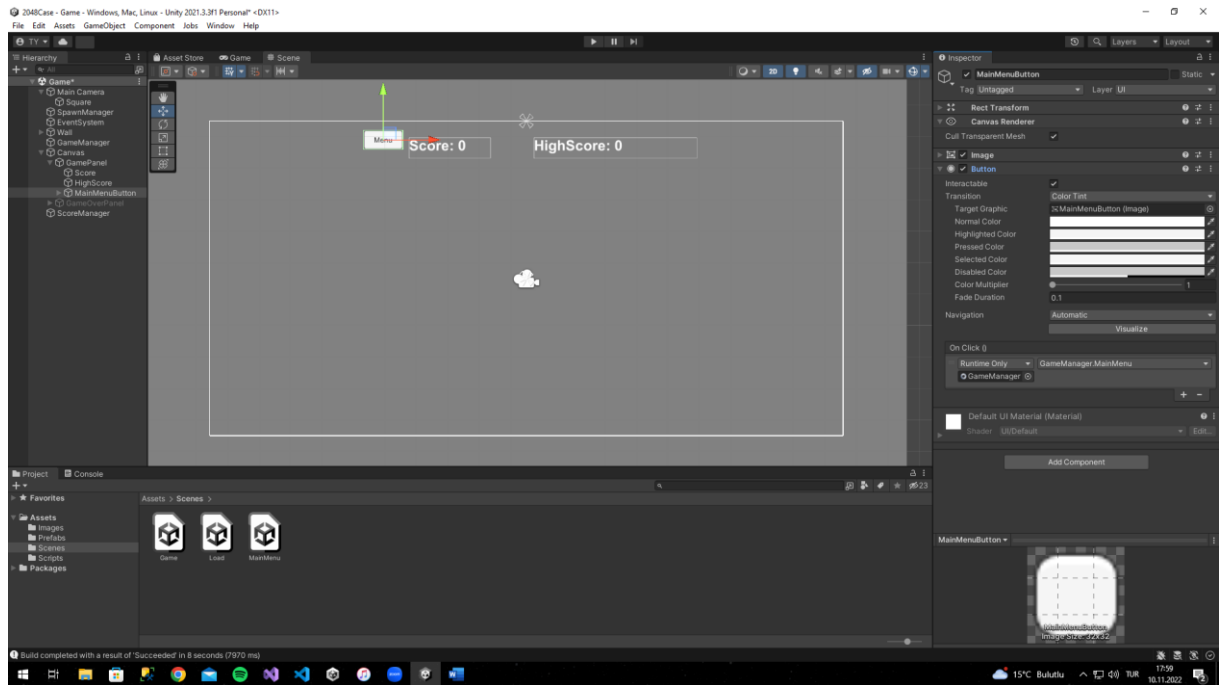
Wall Left: X:-0.75 Y:1.73 Z:0

Wall Up: X:1.57 Y:3.75 Z:0

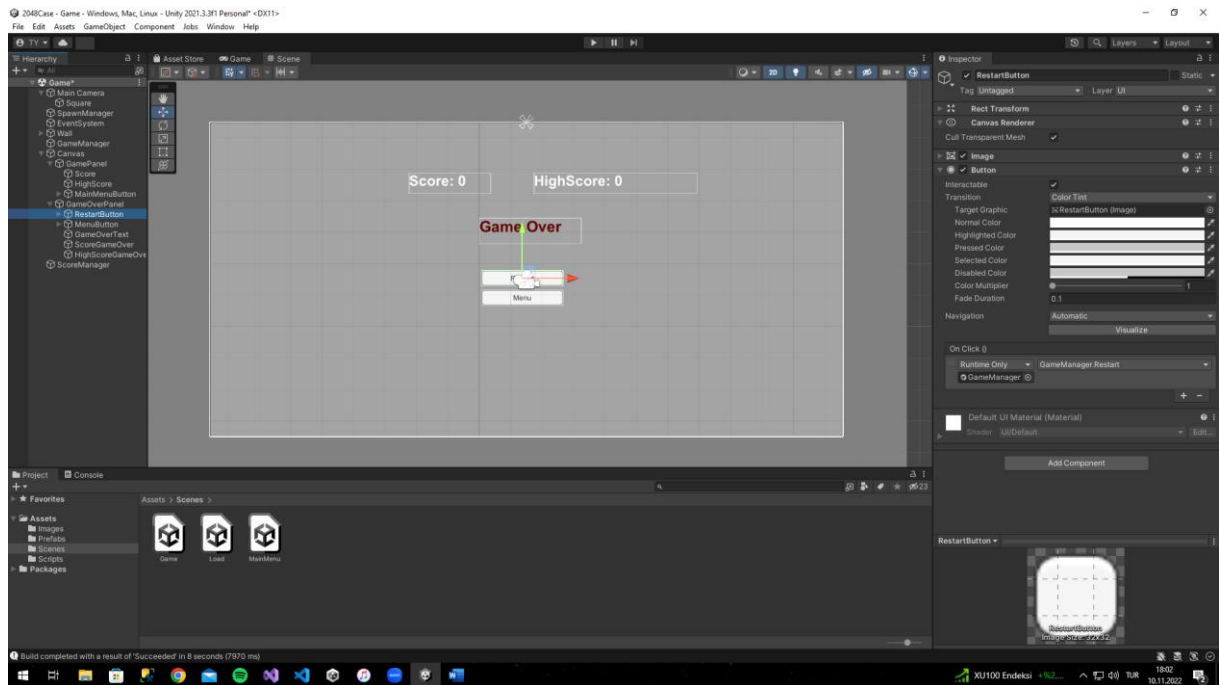
Wall Down: X:1.57 Y:-0.75 75 Z:0

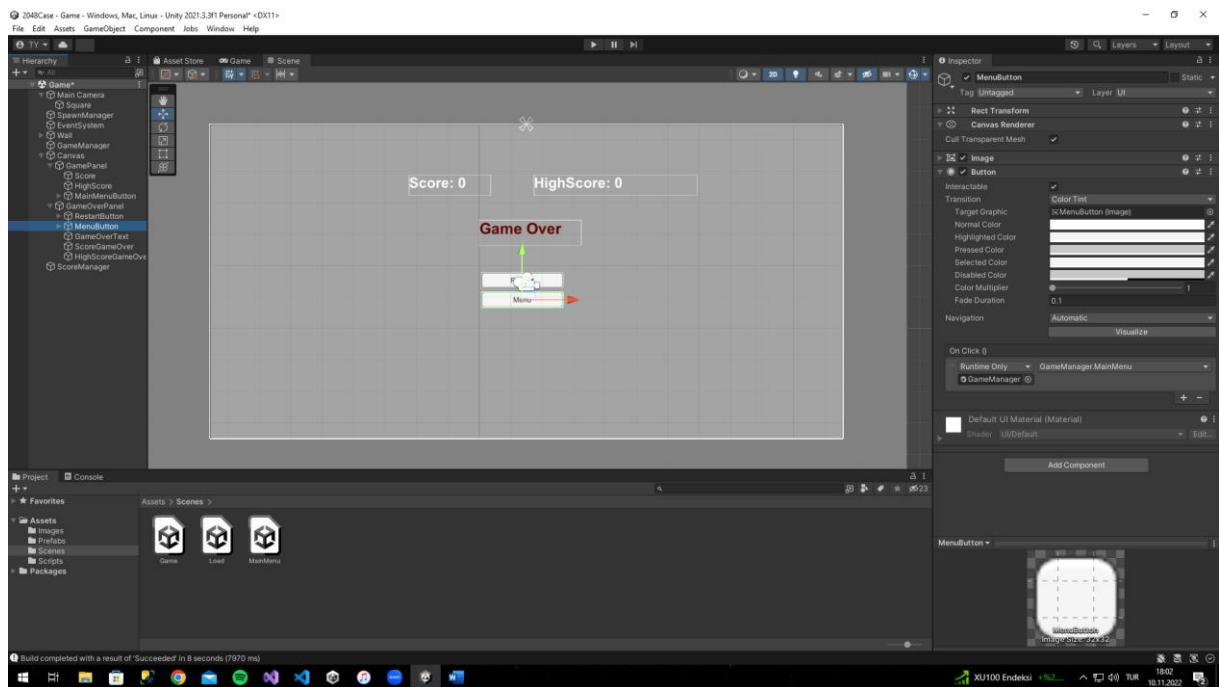
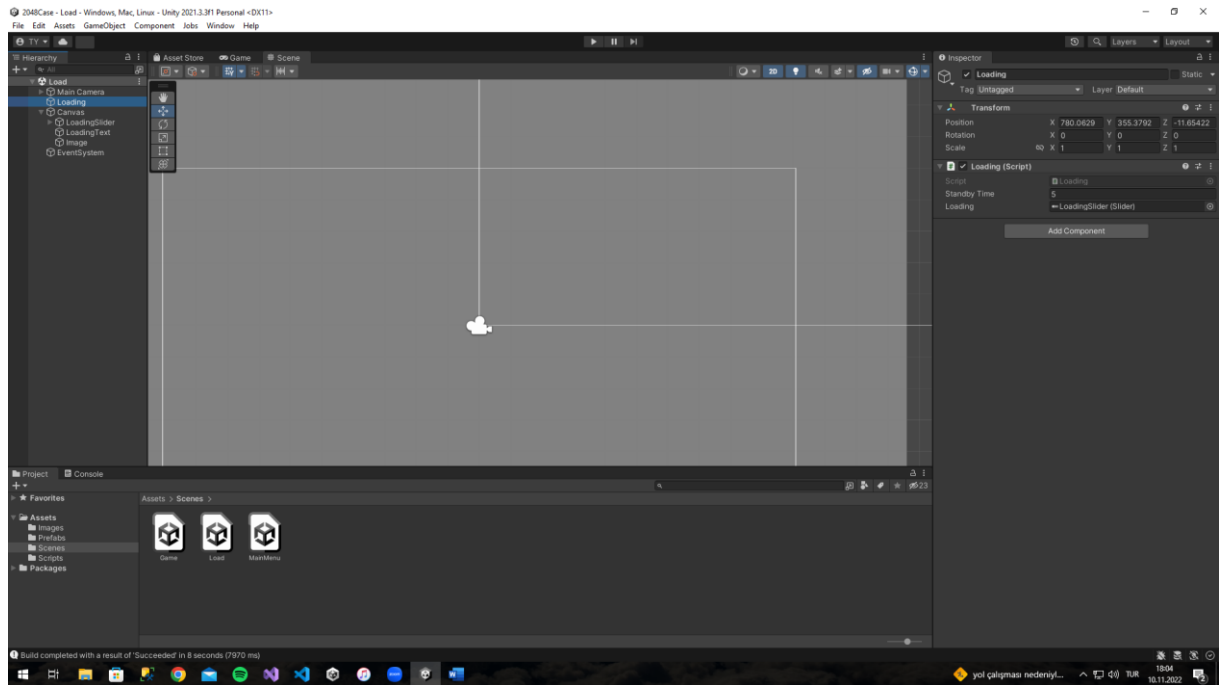




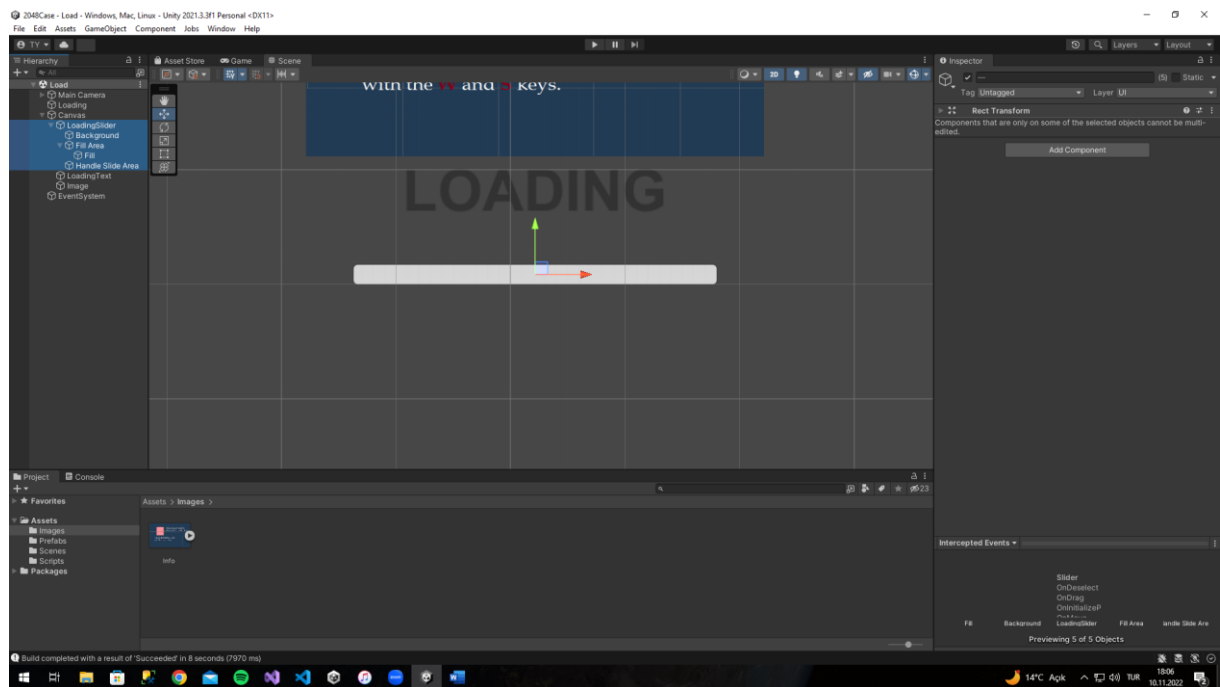
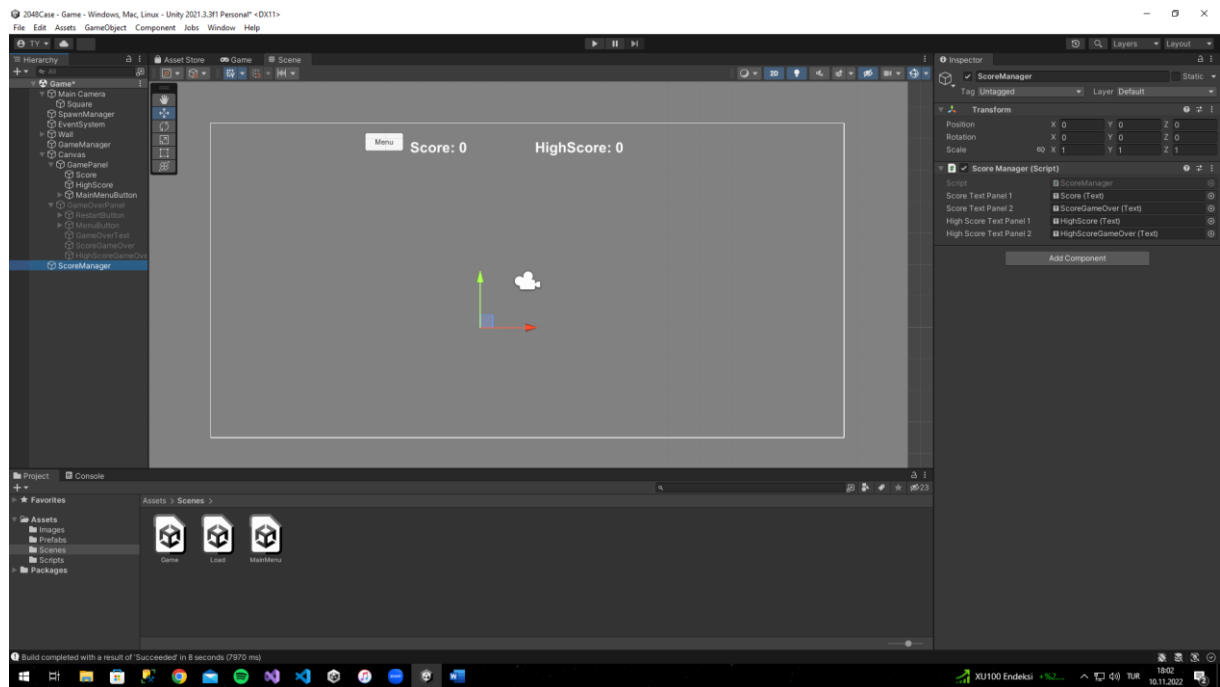


Game Over panel should be initialized as set active false

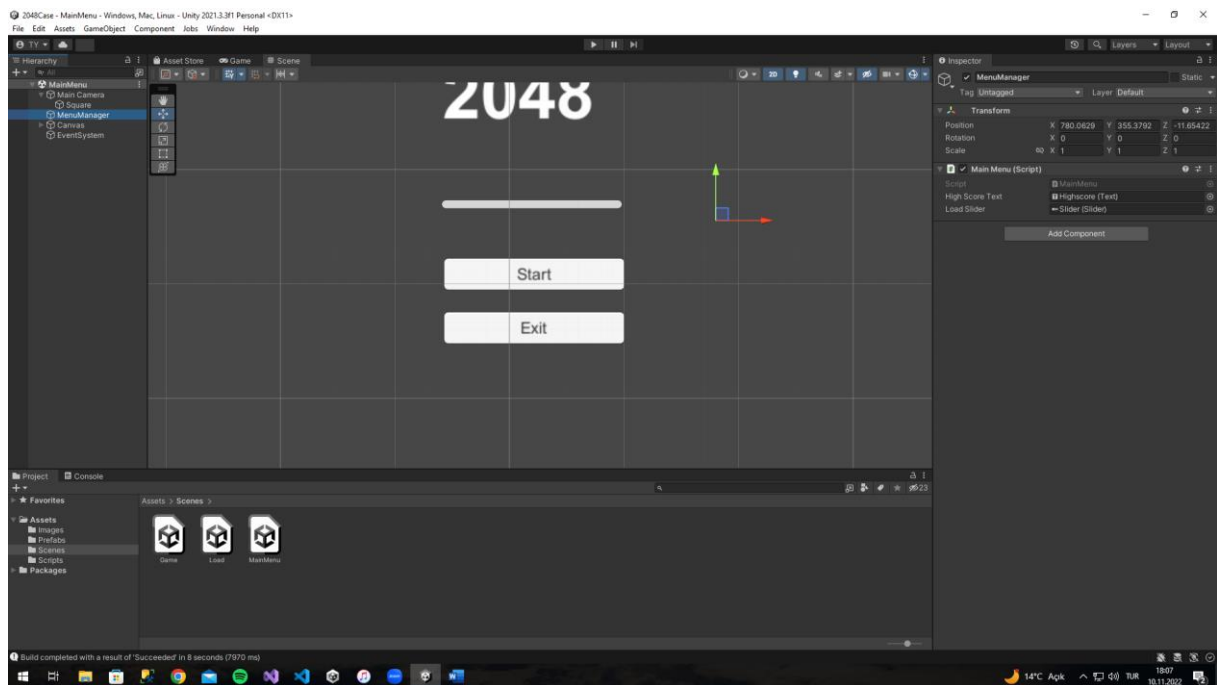
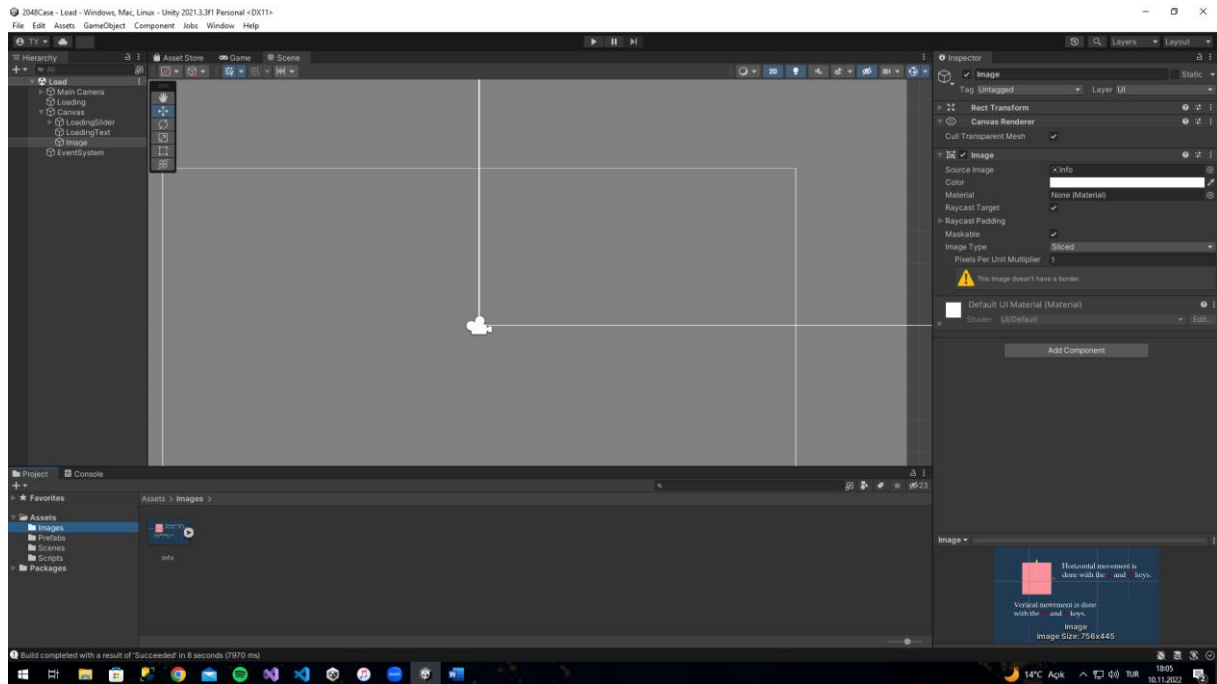


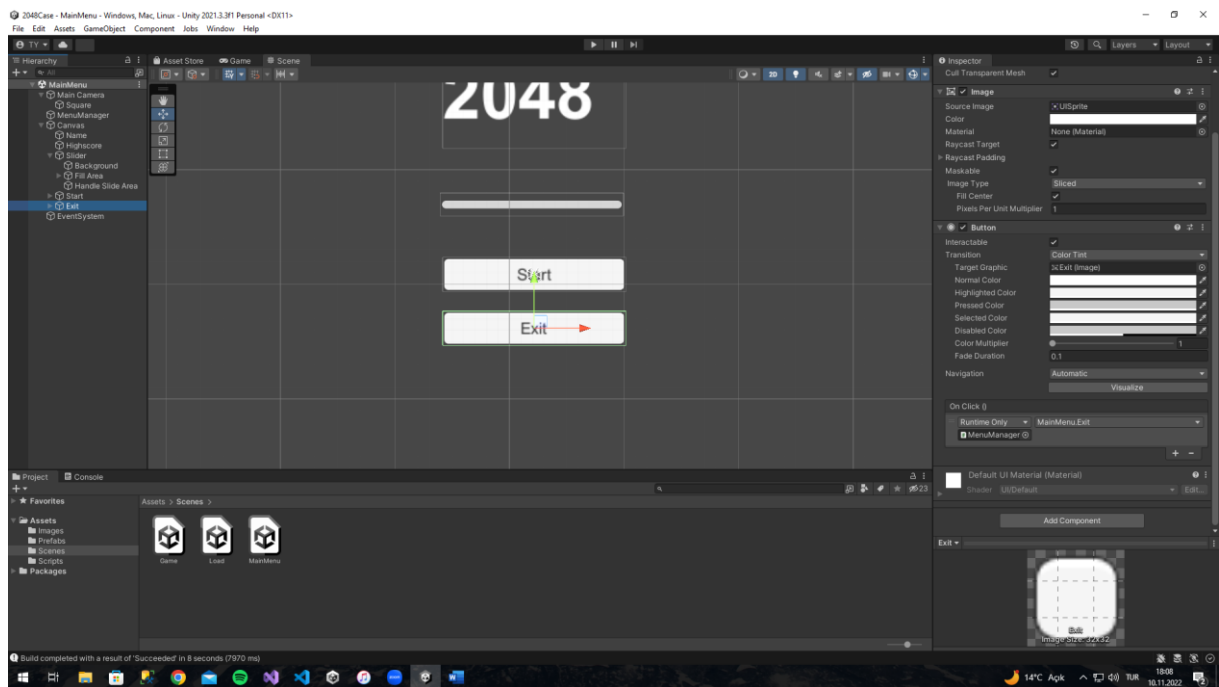
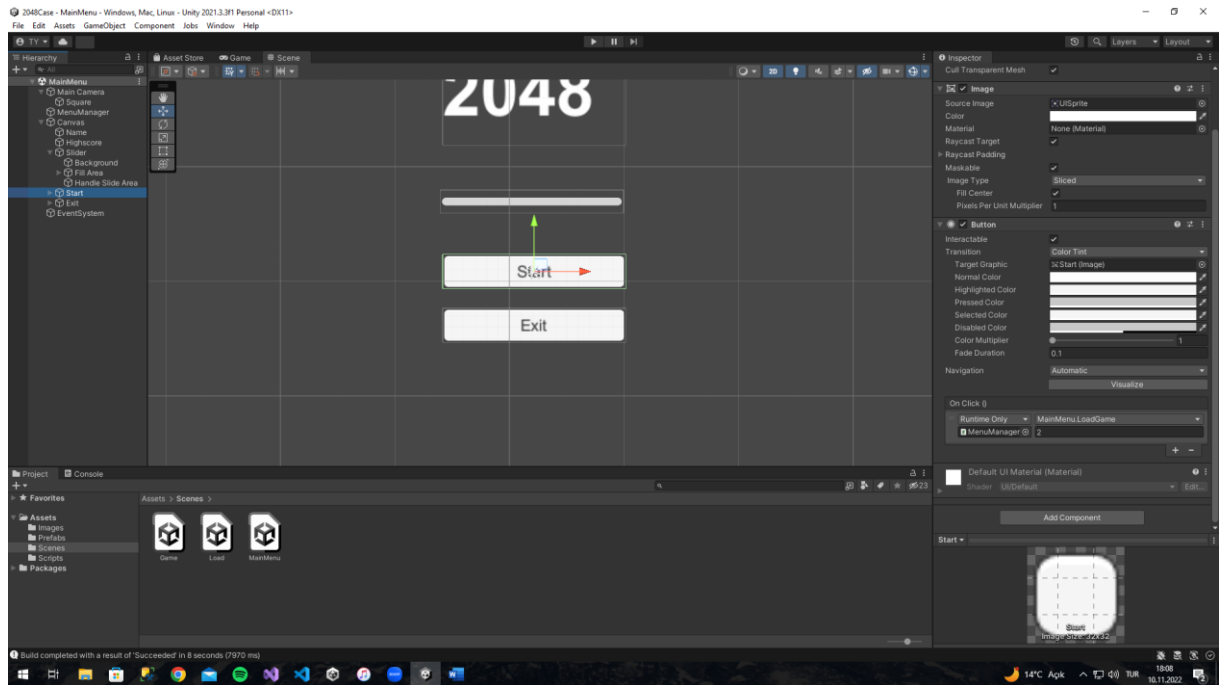


The components of the objects in the hierarchy in the Load Scene in the inspector should be like this.



The components of the objects in the hierarchy in the Main Menu Scene in the inspector should be like this.





The prefabs settings should be as follows.



