

In the configs folder you see three folders with a couple of files in there. I will explain how to create new configs and what the current configs do precisely. To create a new config, right click anywhere in the project view, and navigate to Custom/Keybinds, Custom/Furniture or Custom/Level.

Configs/Keybinds.

Here you can rebind all the keys pressable by the player.

Configs/Furnitures.

In here are all the configs of the furnitures. If you click on one, you'll see a couple of things:

Custom name:

- This will for now just be the same name as the furniture you want to create. Looking at other examples, the configs might be called 'Closet' and the custom name of 'Closet' is Closet.

Cost:

- This is how much material the furnitures cost to place down.

Seeable face:

- This one is less straightforward. In the dropdown you can choose from 5 options.
- Seeable face shows which side of the object is visible if it is a target. A good example would be the TV, which is only visible from the front, not the side. In the TV config, seeable face is marked as Front.
- Which direction 'Front' is is determined by the rotation of the furniture prefab, but if everything is done well, 'Front' should be the front of the object and so forth for the other sides.

Spawn / Destroy Particle Prefab:

- This is the particle shown when the object is spawned and / or destroyed.

Configs/Levels

If you created a new scene, you should make a new config for the level and drag it onto the 'Door' object. Level configs only contain one thing, a list of required furnitures:

Required Furnitures:

- Which specific furnitures do you need to complete the level, it doesn't matter if you drag in a furniture with a target or not, because the script looks at the custom name of the furniture.