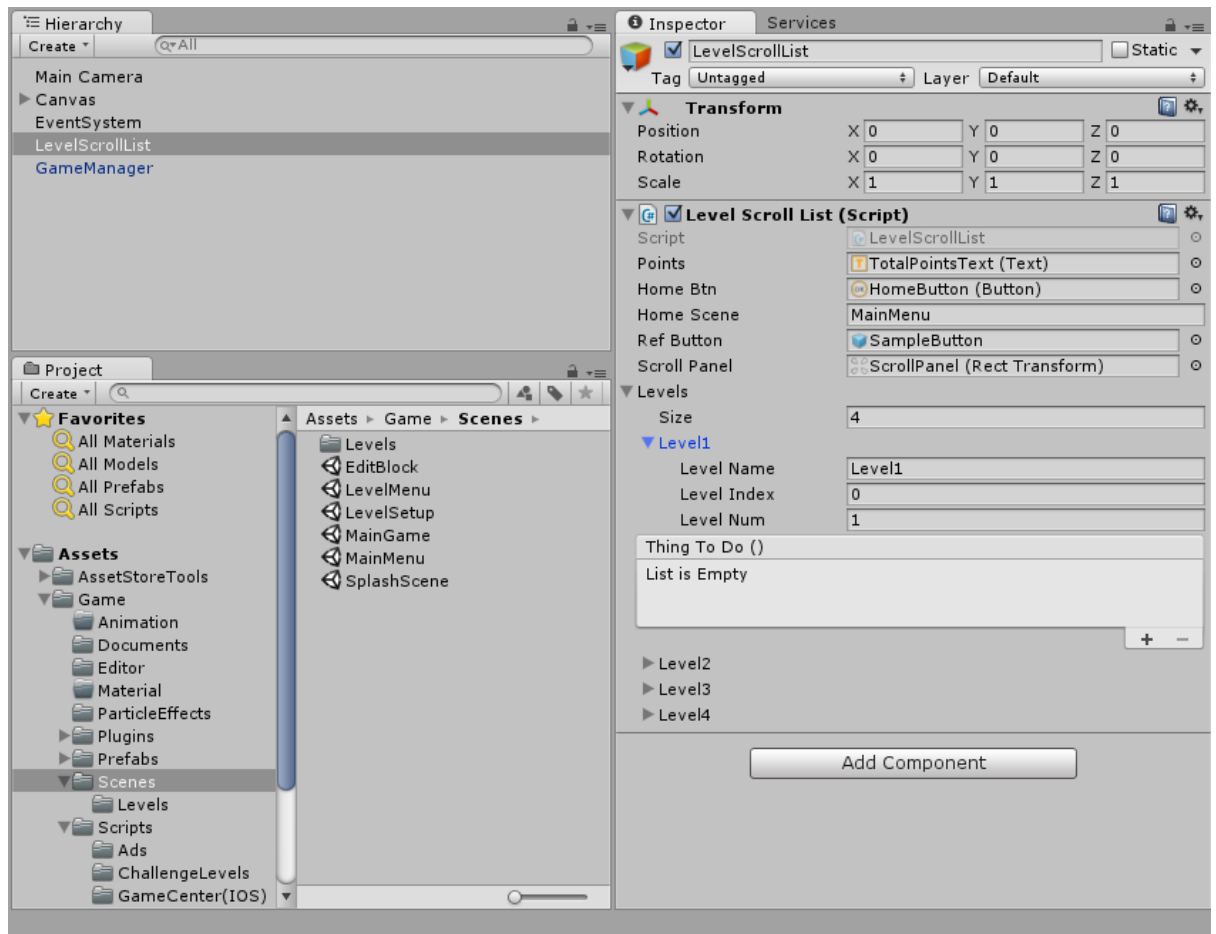


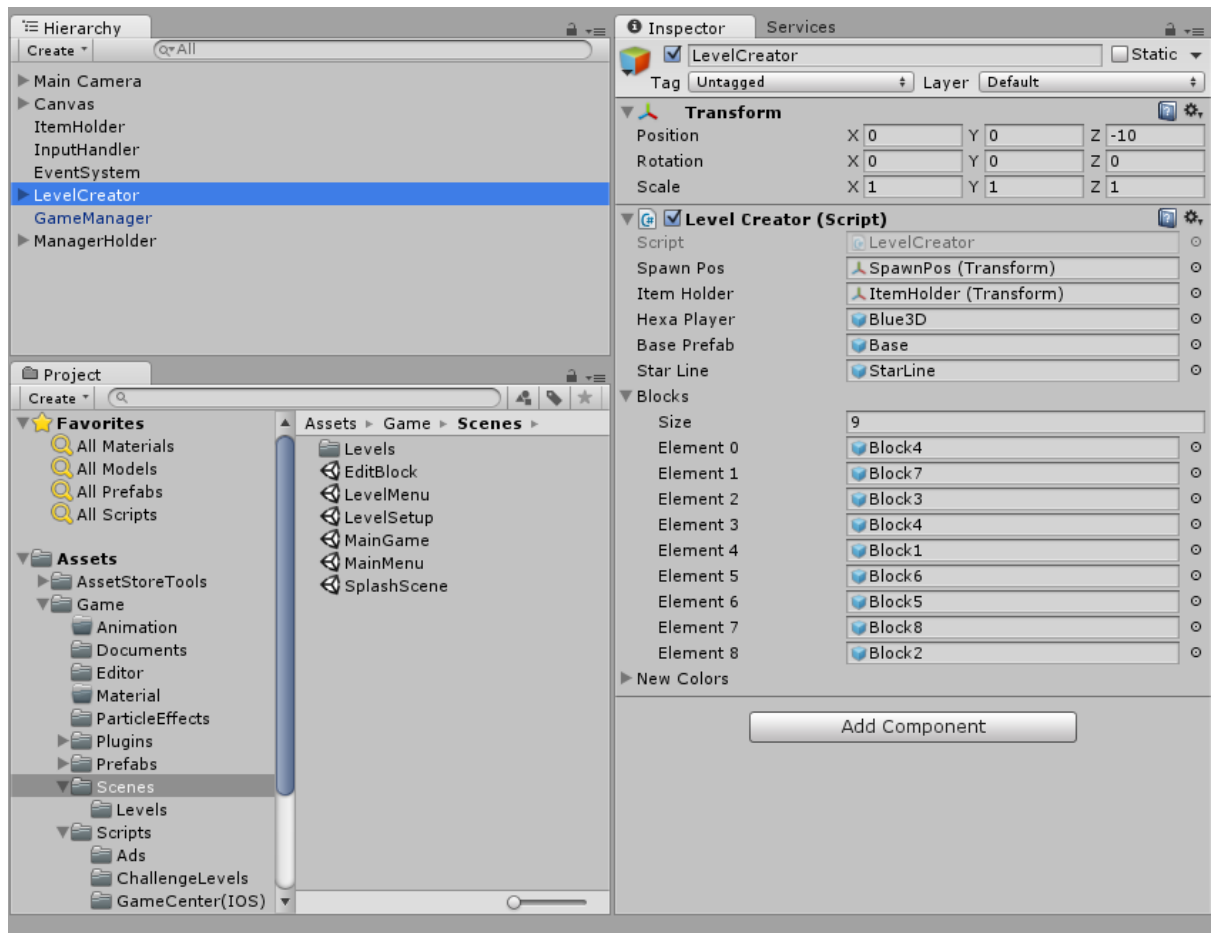
Level Info

Scripts:-

- 1) LevelScrollList – This script creates the button for the level menu.



2) LevelCreator – This script creates the level by spawning specified object (blocks , hexa , starLine). The positioning is done by the script no need to specify.



3) LevelGuiManager:- This script handles the gui of level.

