

# Sleepy Scene Management

Author: He Yiran (SleepyCat)

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## Description

In many projects, there is a designated entrance scene from which the project must be started each time.

However, developers often need to switch to and edit other scenes, making the process of scene switching tedious and cumbersome.

Sleepy Scene Management simplifies the scene transition workflow, making it easier to focus on the development and editing process.

The system aims to streamline this workflow with the following features:

- Automated Scene Listing:

Automatically fetches all scenes and provides a convenient list for selecting the entrance scene.

You can also use out filter to list only the scenes in the build settings or include the others.

- Easy Scene Access:

Directly open or additively open scenes from the list for editing, saving you the hassle of manual searching.

- Quick Play from Entrance Scene:

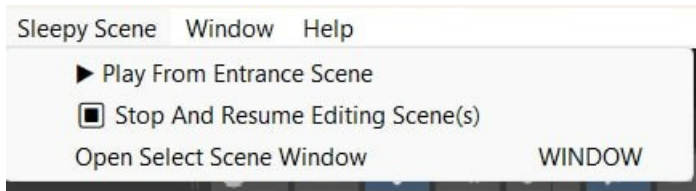
A menu option to quickly launch the project from the entrance scene, no matter which scene(s) you are currently editing.

- Seamless Stop and Resume:

Another menu option to stop the running project and swiftly resume editing the previously open scene(s).

## Usage

All the actions are included in the **Sleepy Scene** menu.



🖱️ You shall see this menu after importing this package correctly.

- Opening Scene Selector Window:

Use the **Sleepy Scene/Open Select Scene Window** menu option to open the Scene Selector Window.

This is the central control of our plugin.

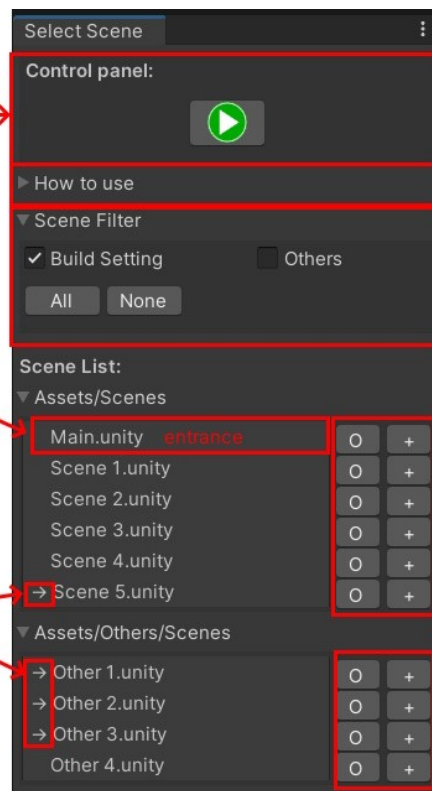
In this window, you can choose the entrance scene and switch between scenes as needed.

Fast Control Panel

"Play from Entrance" button  
is displayed when the app is not playing.  
"Stopping and Resuming" button  
is displayed when the app is playing.

Click the scene name  
to mark it as the entrance

Indicate which scene(s)  
are being editing



Opening the collapsed panel  
reveals a simple usage guide.

Selectively display scenes from  
the "Build Settings" or  
all scene files existing in the project.

Press "O" to open the scene  
Press "+" to open the scene additively

- Playing from Entrance Scene:

Use the Sleepy Scene/ ► Play From Entrance Scene menu option to load the entrance scene and start running the project.

(\*\*Note:\*\* If you haven't pre-selected an entrance scene via the Scene Selector Window, the default scene path "Assets/Scenes/Main.unity" will be used as the entrance.)

- Stopping and Resuming:

**While the project is running**, use the Sleepy Scene/ ☐ Stop And Resume Editing Scene(s) menu option to stop the project and resume editing the previously open scene(s).