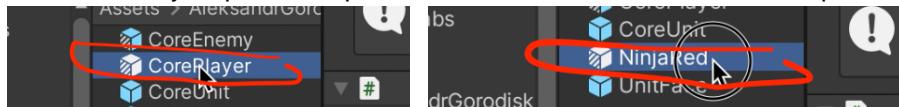
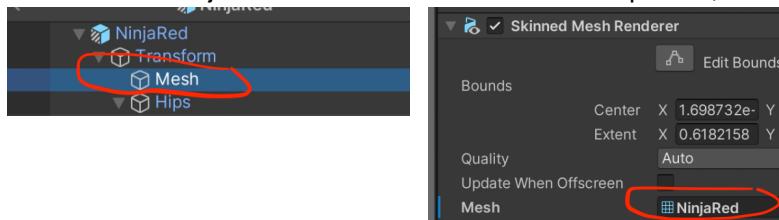


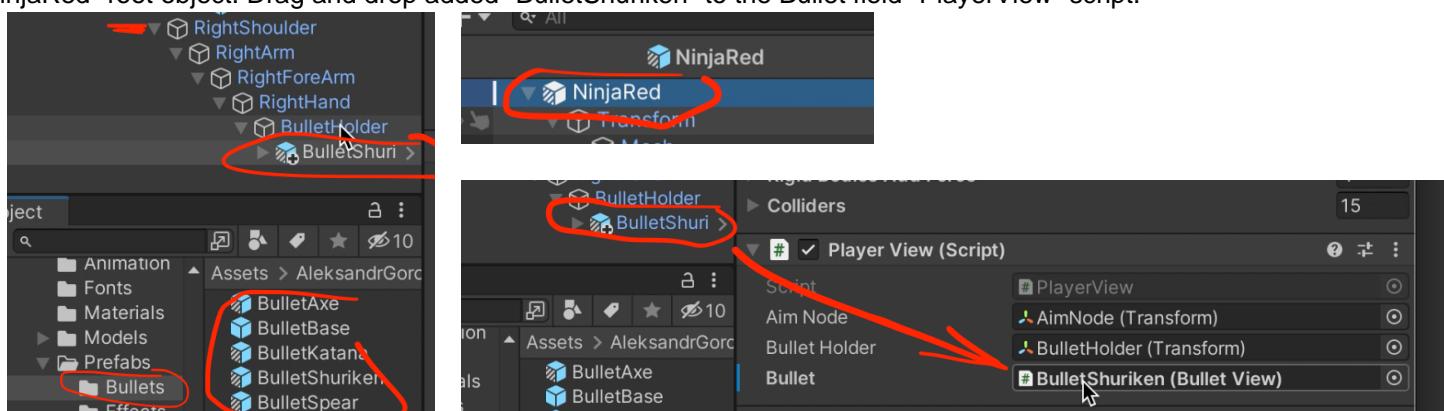
1. Find "CorePlayer" prefab, duplicate as Prefab Variant, rename and Open it.



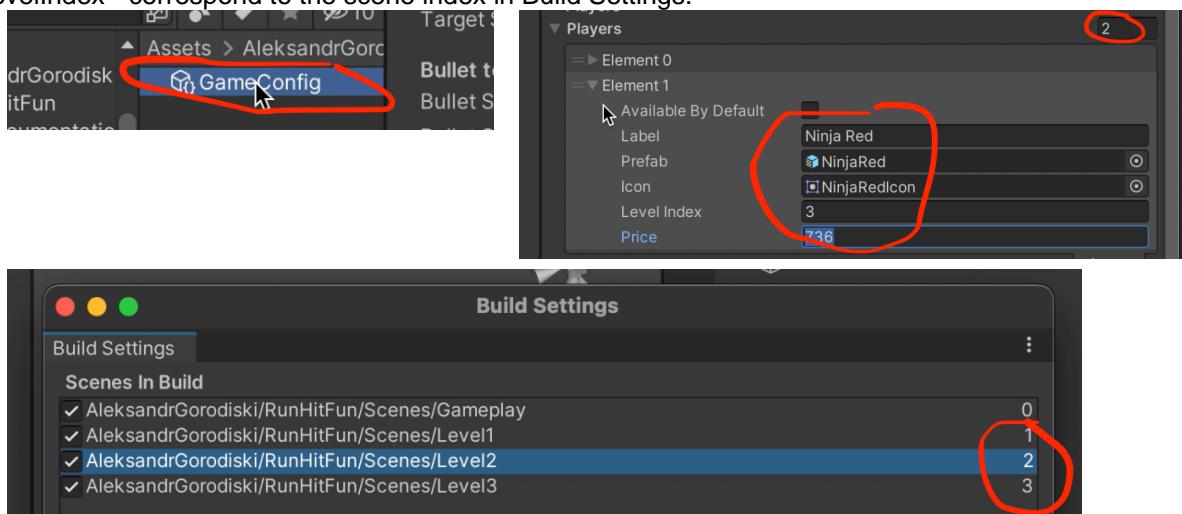
2. Select "Mesh" object. "Skinned Mesh Renderer" component, into Mesh field put "NinjaRed" model.



3. Find "BulletHolder" object inside NinjaRed's hierarchy. Put any Bullet as child of "BulletHolder" object. Select "NinjaRed" root object. Drag and drop added "BulletShuriken" to the Bullet field "PlayerView" script.



4. Find "GameConfig" object. Increase "Players" list to 2 elements. Fill in all the fields as on screen. LevelIndex - correspond to the scene index in Build Settings.



5. Select "GameConfig" scriptable object. Set "GameMenu" as Start State. Press "Play".

