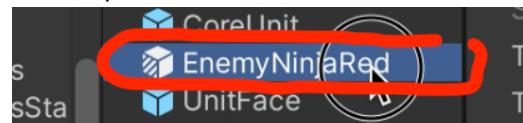
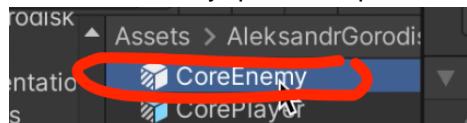
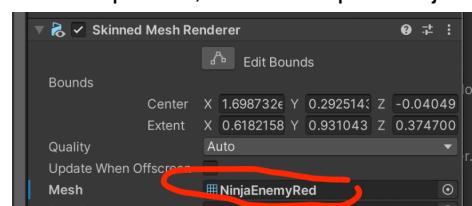


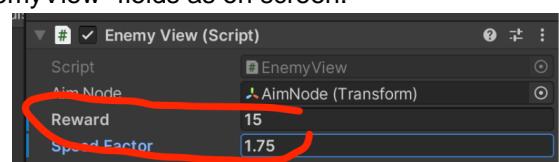
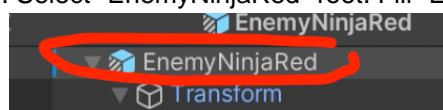
1. Find "CoreEnemy" prefab, duplicate, rename and Open it.



2. Select "Mesh" object. "Skinned Mesh Renderer" component, Mesh field put "NinjaEnemyRed" model here.



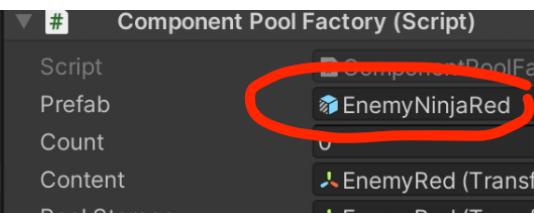
3. Select "EnemyNinjaRed" root. Fill "EnemyView" fields as on screen.



4. Find "Level1" prefab and open it. Duplicate "EnemyBlack" object, name it as "EnemyRed".



5. Select "EnemyRed" object. Put "EnemyNinjaRed" prefab to the Prefab fied of "ComponentPoolFactory" component.



6. Select "Level1". Drag and drop "EnemyRed" object to the "Enemies" list of the "EnemyModuleView". Enemies will be spawn randomly from the "Enemies" list.

