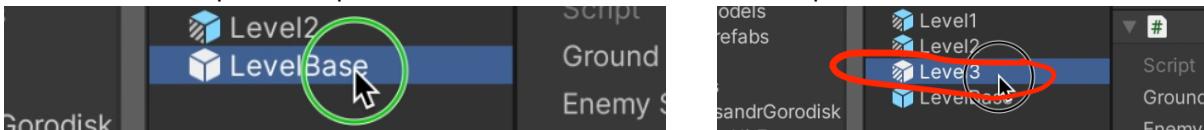


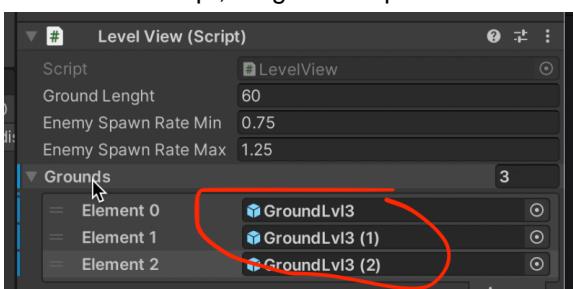
1. Find "LevelBase" prefab, duplicate as Prefab Variant, rename and Open it.



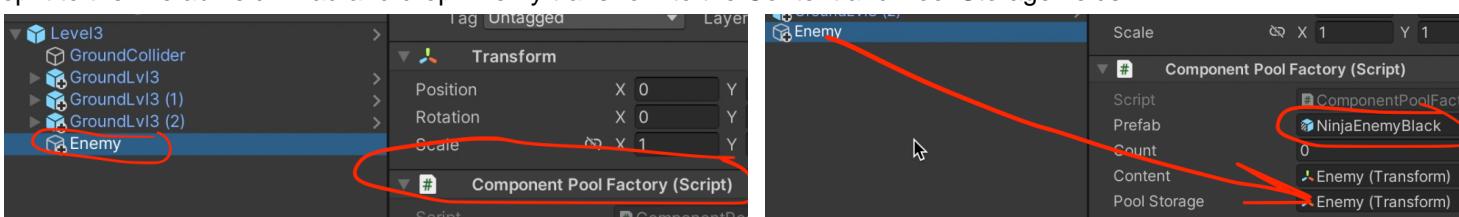
2. Find "GroundLvl3" prefab, drag and drop 3 copies of it inside Level3. Select Level3 root object.



3. "LevelView" script, drag and drop all the Grounds prefabs to the "Grounds" field.



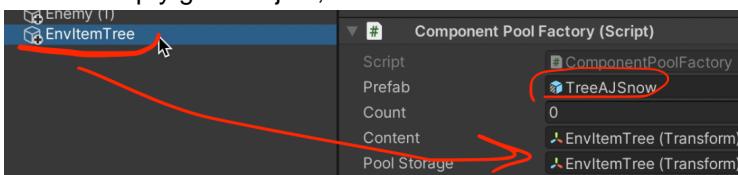
4. Add empty gameobject name it "Enemy". Add "ComponentPoolFactory" script. Find "NinjaEnemyBlack" prefab, drag and drop it to the Prefab field. Drag and drop Enemy transform to the Content and Pool Storage fields.



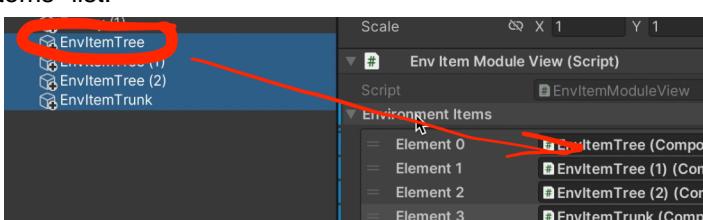
5. Select Level3 root object. "EnemyModuleView" script. Drag and drop "Enemy" gameobject to the "Enemies" field.



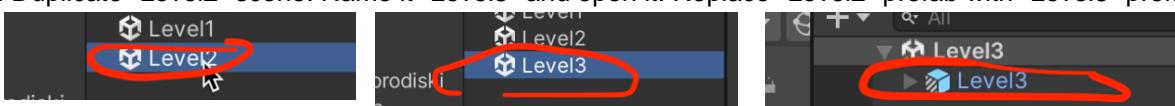
6. Create empty gameobject, name it as "EnvItemTree". Fill all the fields as on screen. Select Level3 root object.



7. Select Level3 root object. "EnvItemModuleView" script. Drag and drop "EnvItemTree" gameobject to the "Environment Items" list.



8. Duplicate "Level2" scene. Name it "Level3" and open it. Replace "Level2" prefab with "Level3" prefab. Save this scene.



9. Go File -> Build Settings. Add "Level3" scene. Check "HowToAddPlayer" doc or video to get to use created scene.

