

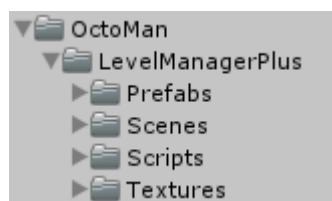
Level Manager Plus by OctoMan

Thanks for your purchase of Level Manager Plus!

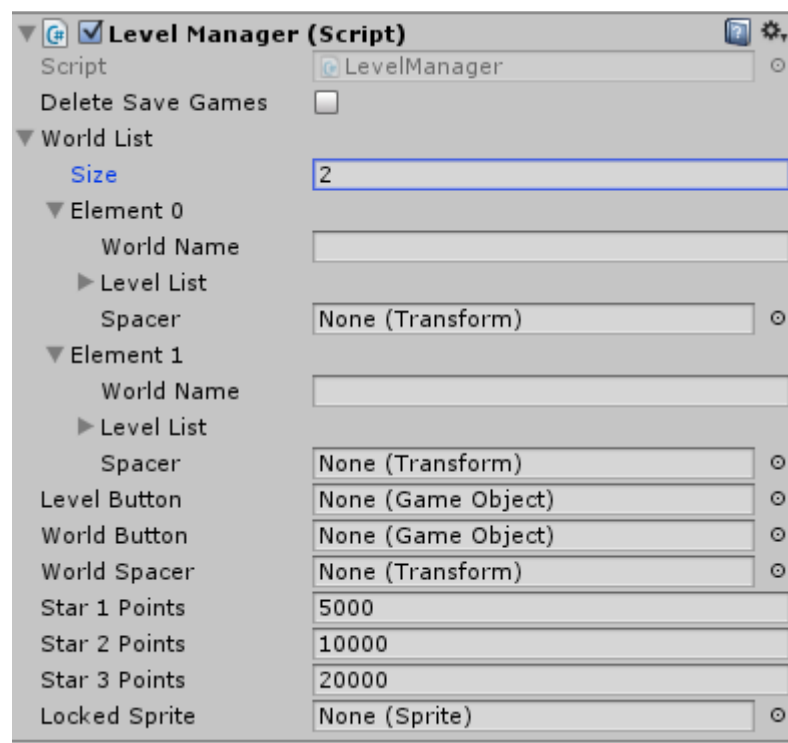
Setup Guide:

Import the asset.

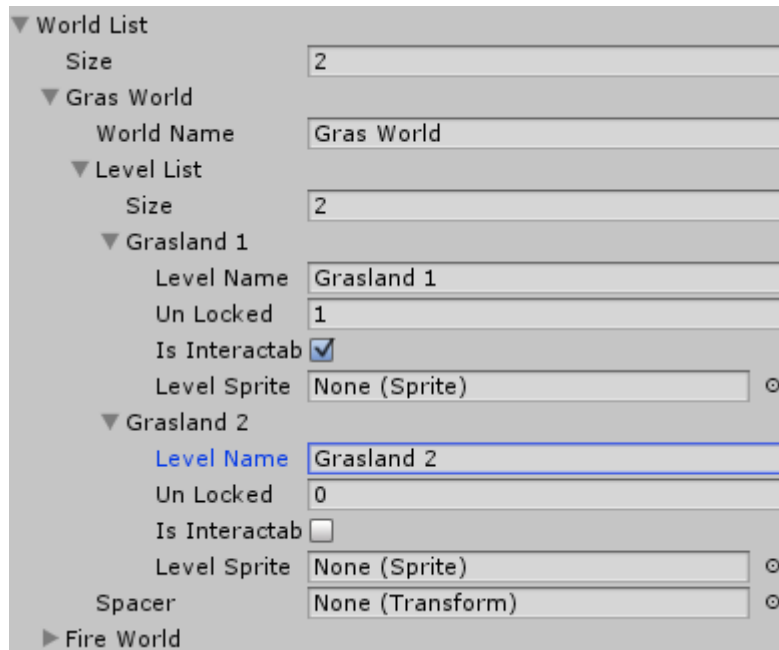
Everything can be found in the OctoMan Folder.



1. Create an empty gameobject and **rename it to LevelManager** or any name which will fit best for you.
2. Open the scripts folder and drag the LevelManager Script on the LevelManager gameobject you just created.
3. In the World List enter the amount of worlds you need, in **my case 2**.
4. You can set names for the worlds too.
5. In Level List in each World enter the amount of levels you have in my case **2 for worlds 1 & 5 for world 2**.
6. In Level 1 set **Unlocked to 1, IsInteractable to true**.



7. You can also set the **Points** a Player needs to unlock a Stars in the fields. Make sure you don't give the player too much points in harder/ higher levels. **This numbers are for all levels!**
8. Now it's time to set up the first Levels in World 1. Open up the level list and increase LevelList to whatever your level amount is. In my case 2.
9. You can name every Level by Level Name. I choose Grasland 1 and Grasland 2
10. Also make sure you **set the first Level to Unlocked (1) and Interactable**.



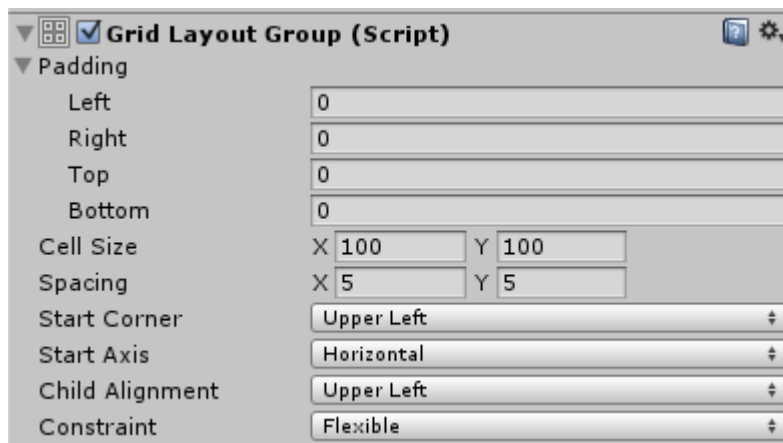
11. In the Level Sprite Field you can place Sprites to show a World-, Level- or even Monster Sprite on the Button, once the Level is unlocked. In my case the center sprite.



12. Do the same stuff for your other worlds, but do not unlock/interactable any other buttons. Just the first in the first world.

Creating the Canvas:

1. Create a Canvas and a Panel where your Buttons will appear. As a child create an **empty GameObject** to that Panel and call it **Spacer1**.
2. Add a Layout group to it. In my case a Grid Layout Group.



3. Duplicate that Spacer as often as you have Worlds. In my case 1 more, and name it properly(**Spacer2**).
4. Create another Panel for the World Buttons. As a child create an **empty GameObject** to that Panel and call it **WorldSpacer**.
5. Add any Layout Group you need, mine is Horizontal.

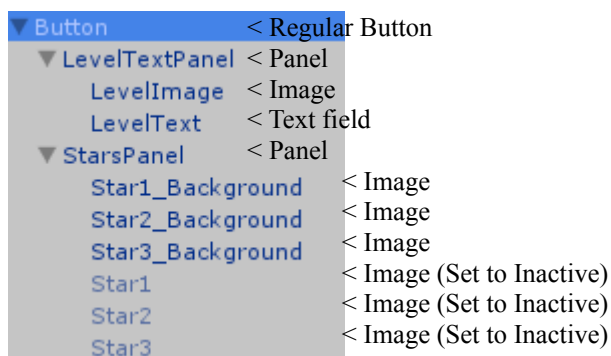
Creating the Buttons:

The World Button

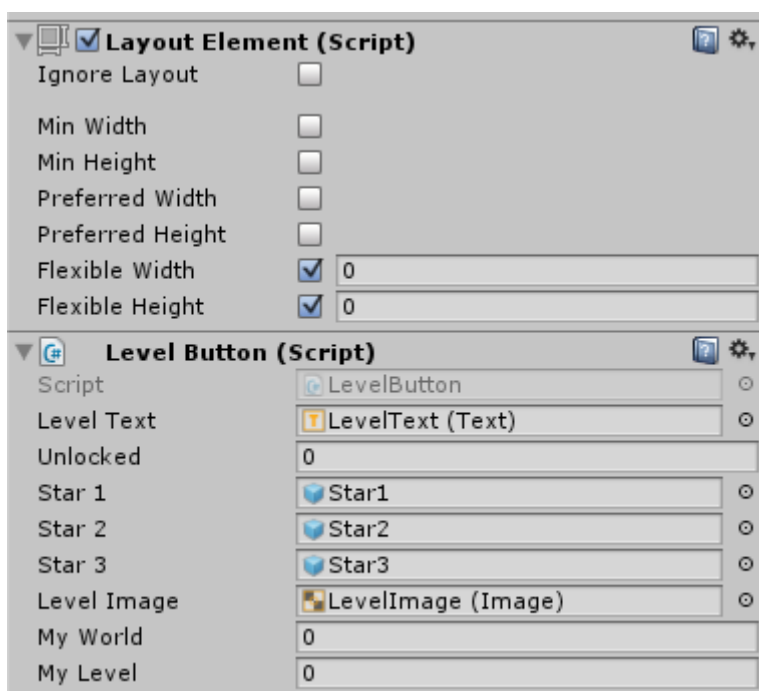
1. Create your WorldButton as you like but make sure you have a **Text Component** on it.
2. I used a Layout Element Component for sizing it as i like later in the Layout Group.
3. Add the **World Button Script** on it.
4. Drag the Text Component in the **World Text Slot** in the Script.
5. Tag the Button with **WorldButton**
6. Create a prefab of the WorldButton
7. Done

The Level Button

1. Design your Button as you like or use mine(located in the Prefabs folder). Make sure you create it in the Spacer to see how it looks.



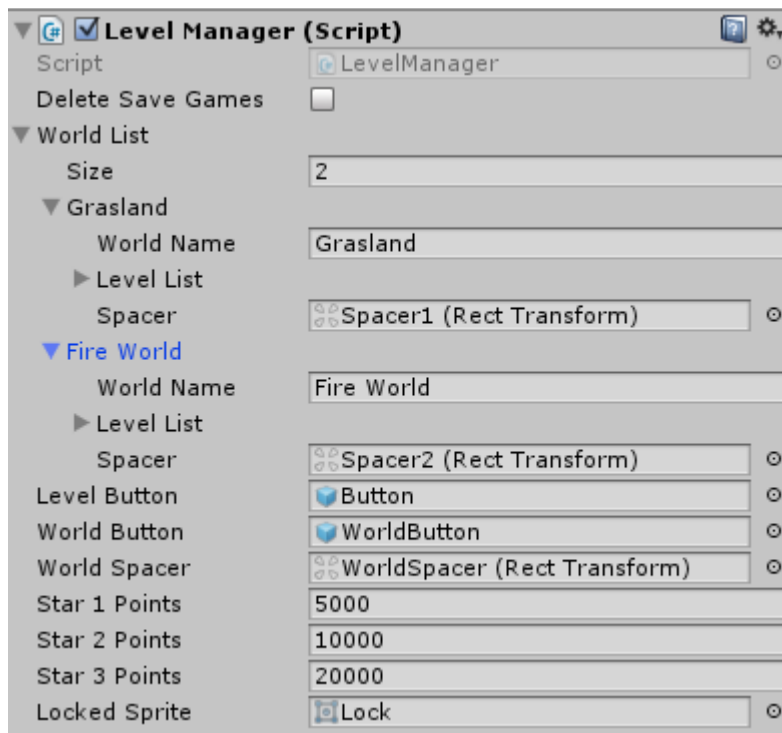
2. Now add a **Layout Element** to the **Button** and the **LevelButton Script**



3. Drag in the LevelText, LevelImage located on the Button, and the corresponding Stars Images
4. The Layout Element can be setted up as shown above
5. Tag the Button with **LevelButton**
6. Now **create a prefab** of the Button
7. Add a OnClick Event on the Button prefab.
8. Drag in the prefab itself and choose **LevelButton>PushData()**
9. Done

Fill the LeveManager

1. Add LevelSprites for all your Levels.
2. Add Spacer1 into World1 > Spacer(Rect Transform)
3. Repeat for the rest of the Worlds.
4. Drag in the LevelButton prefab in the Level Button Slot.
5. Drag in the WorldButton prefab in the World Button Slot.
6. Set the Starpoints or keep them if you like.
7. Add a Lock Sprite in the Locked Sprite Slot.



8. Done.
9. If you have tested inbetween, or change amount of levels later on, make sure you delete the savegames and then run it normal.

Important!!!

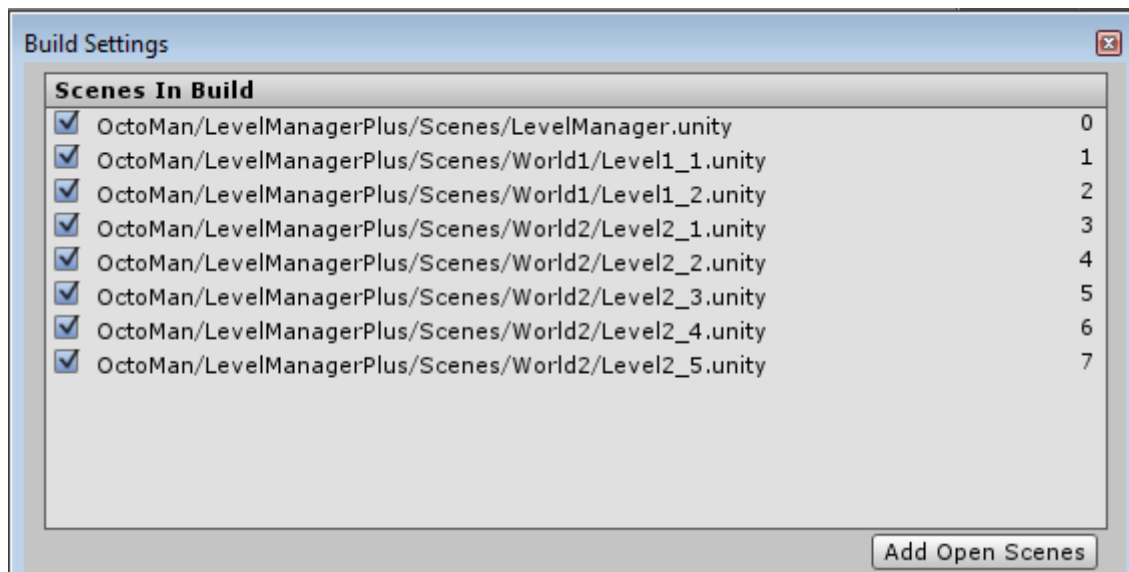
Save/Rename all your levels to: Level1_1, Level1_2 and so on. This means:

The 1st number represents the World, 2nd number is the Level.

So Level2_4 = World 2 – Level 4

So Level5_2 = World 5 – Level 2

Add all levels and the LevelManager Scene to the Scenes in Build!



The GameManager

1. Create an empty GameObject and call it GameManager
2. Drag the GameManager Script to it.
3. Done

The Saver

1. Create an empty GameObject and name it SaveManager.
2. Drag the Saver Script on it.
3. Enter the Name of the LevelManager Scene in the LevelManager Name Slot.
4. Create a prefab of the SaveManager.
5. Add this prefab in all your Levels!
6. Done.

That's all you need for the LevelManager to work!

Questions? Feel free to write me a Mail: octoman@arcor.de

There will be also a setup video available in the Unity Asset Store.

Cheers OctoMan