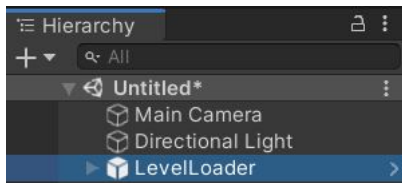


Level Editor usage:

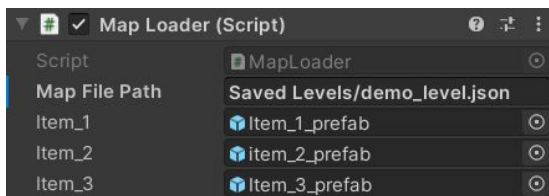
The level editor scene is saved in ...*ProjectDirectory*/**Assets/Scenes**

The level loader prefab is saved in ...*ProjectDirectory*/**Assets/Prefabs**

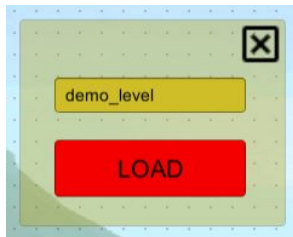
To use the level loader, drag the **LevelLoader** prefab into your scene.



Click on the LevelLoader prefab in the **Hierarchy** window.



In the Inspector window you will see a **Map Loader** script. Next to **Map File Path** you can set the filename of your .json file that holds the level data.



When loading or saving levels from the editor, type in the file name only (without the .json extension).

Levels are saved and loaded from ...*ProjectDirectory*/**Assets/Saved Levels**