Getting Started

1. Clone [our github](#).
2. Follow our instructions to build with WebGL [here](#).

Overview

Unity uses Scenes, which are similar to pages within a website. Since they are implemented within the Unity editor, they're not covered by DocFX. Here's a brief summary of our scenes:

Main Menu:

A simple main menu to connect the game, level editor, and settings. Uses Unity's built-in UI components to render buttons, behavior is handled by our [Menu](#) script.

Editor:

Allows users to build levels, placing tiles and enemies. They can then upload these levels to our backend, where they can be played by other players.

Game:

The core gameplay loop, where players fight enemies and progress.