

Office Level Kit

V1.4

[Nitrous Butterfly](#)

Description

The Office Level Kit includes over 200 prefab level pieces that can be easily snapped together to create various interconnected office hallways, rooms and lobbies. There are three themes for most pieces that can be easily re-configured for even more possibilities. Door models have both an interactive and static prefab. The interactive doors contain a custom interactive door script.

Pieces

29 Hallway Prefabs (x3 themes)

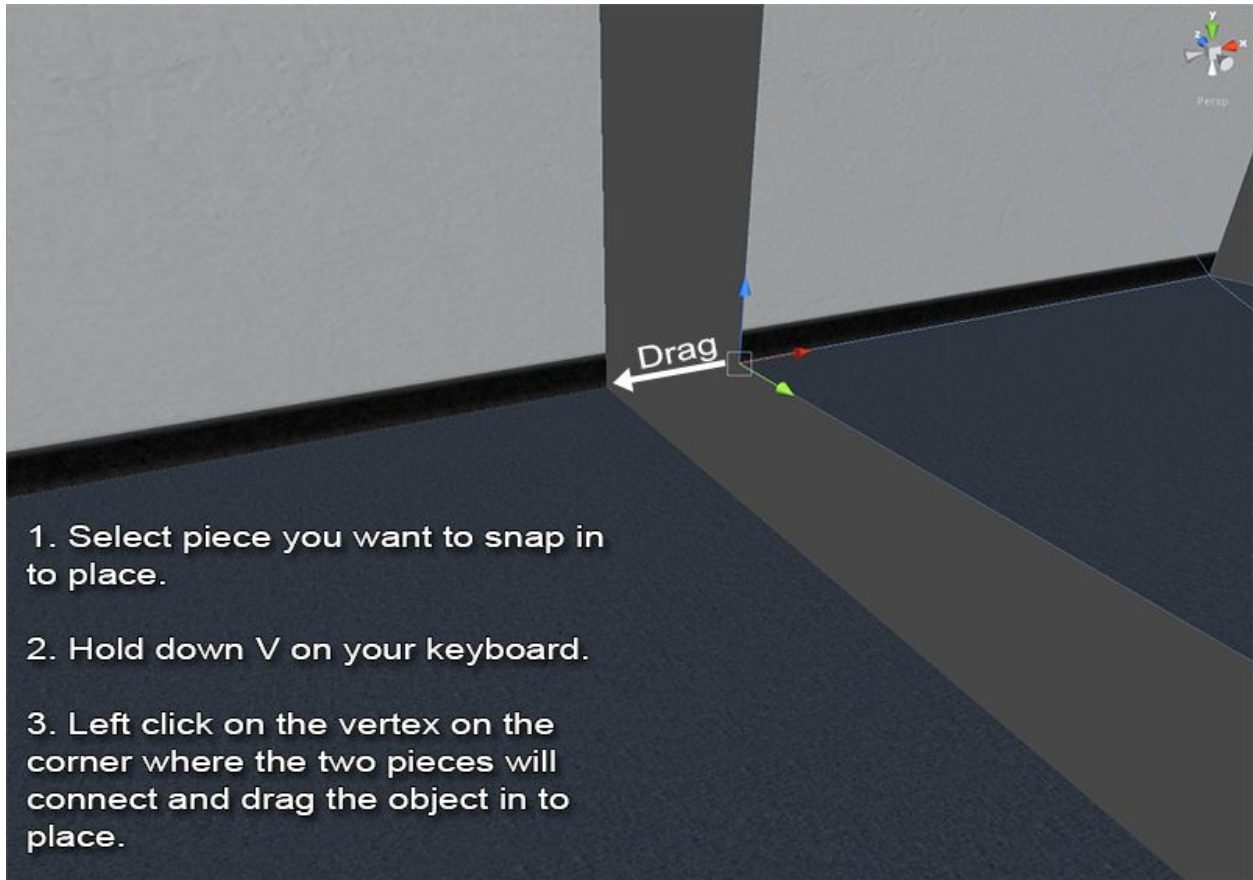
33 Room Prefabs (x3 themes)

16 Lobby Pieces (x2 themes)

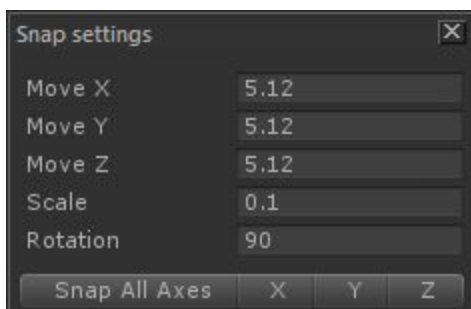
22 Door/Frame prefabs (including interactive & static options)

Snapping Level Pieces Together

The Office Level Kit is made up of many parts and pieces that are meant to be snapped together to make hallways, rooms and lobby areas. The easiest way to snap the pieces together is using the Vertex Snapping in the Unity editor.

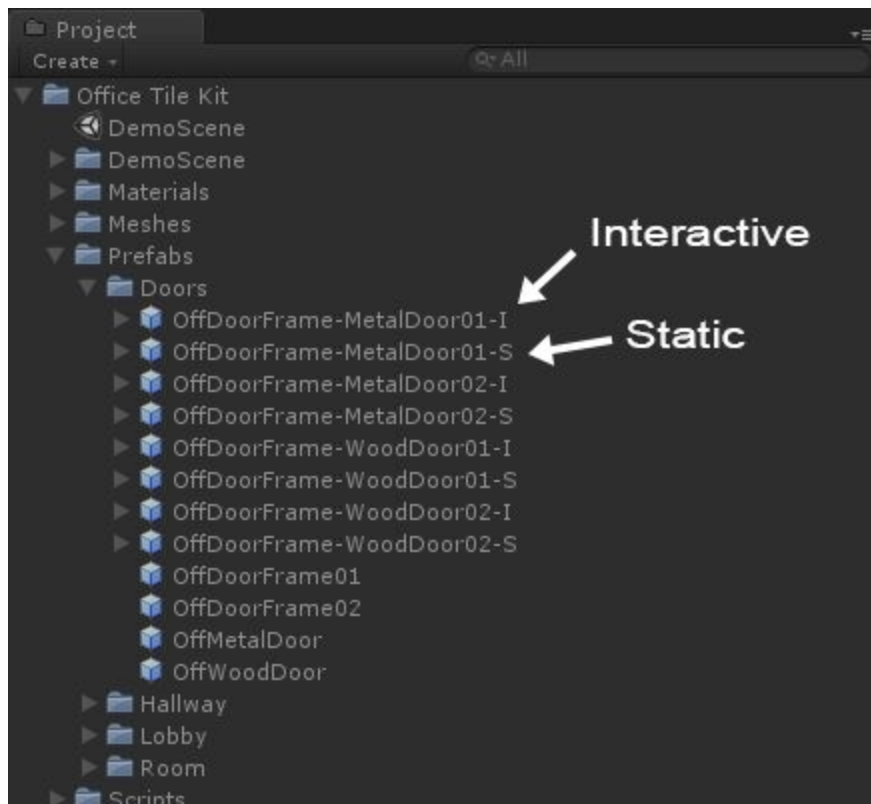


The room and hallway pieces also easily align to grid snapping. It is recommended to have your snap settings as shown below.

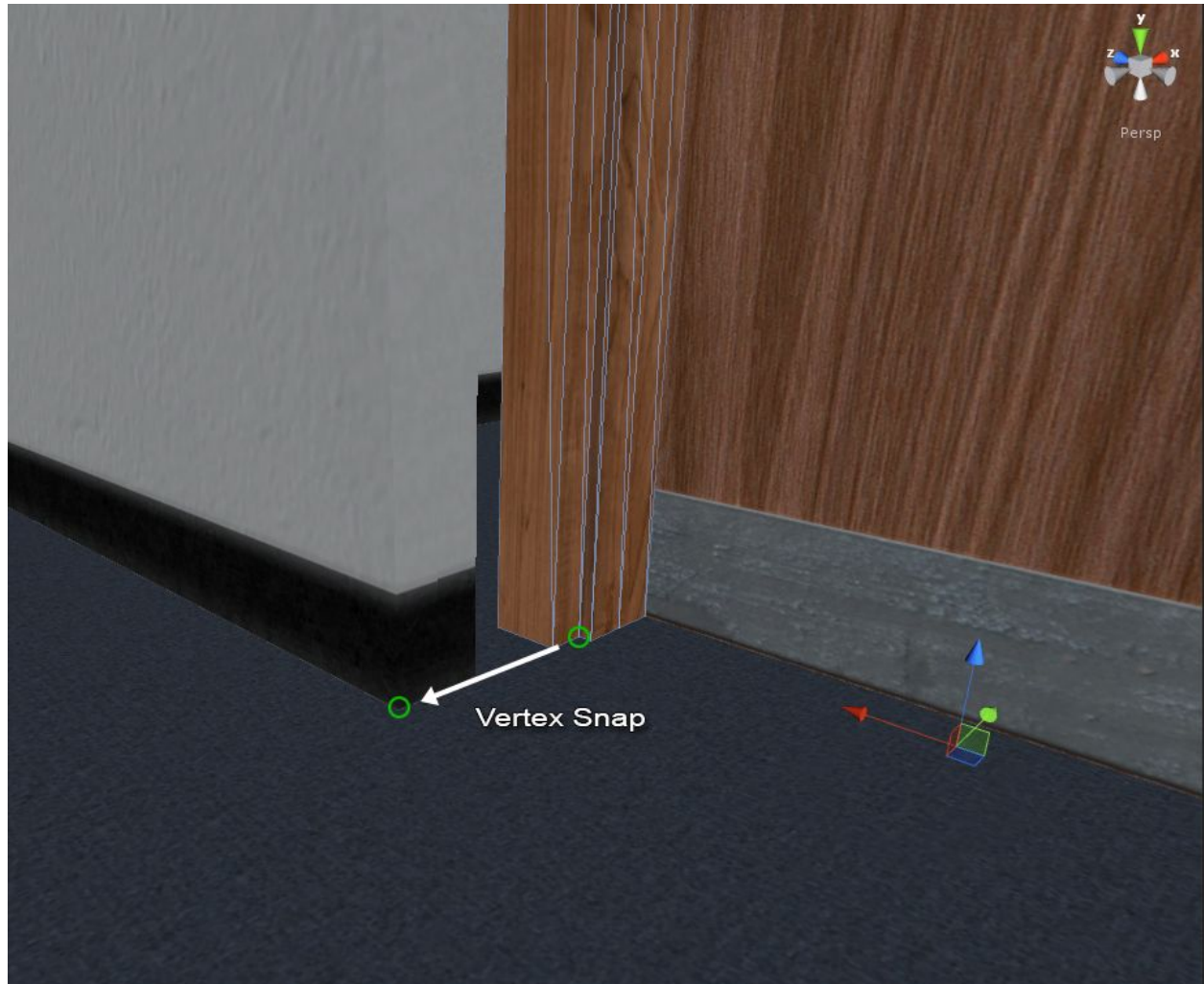


Doors

The included door pieces come with an optional interactive door script. Under the Prefabs->Doors folder the interactive versions of the Doors end with an I (for interactive) and static versions end with an S. The static versions are helpful if you want doors the player should not be able to open.



When snapping door frames in place it is recommended to use Vertex Snapping and snap the inner corner vertex to the outer door frame wall as shown below.



This will ensure the door frame/door lines up perfectly. Door frames without the doors are also included and should be snapped together the same way.