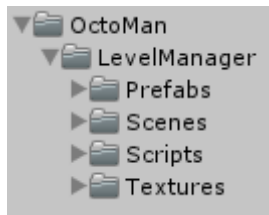


Level Manager by OctoMan

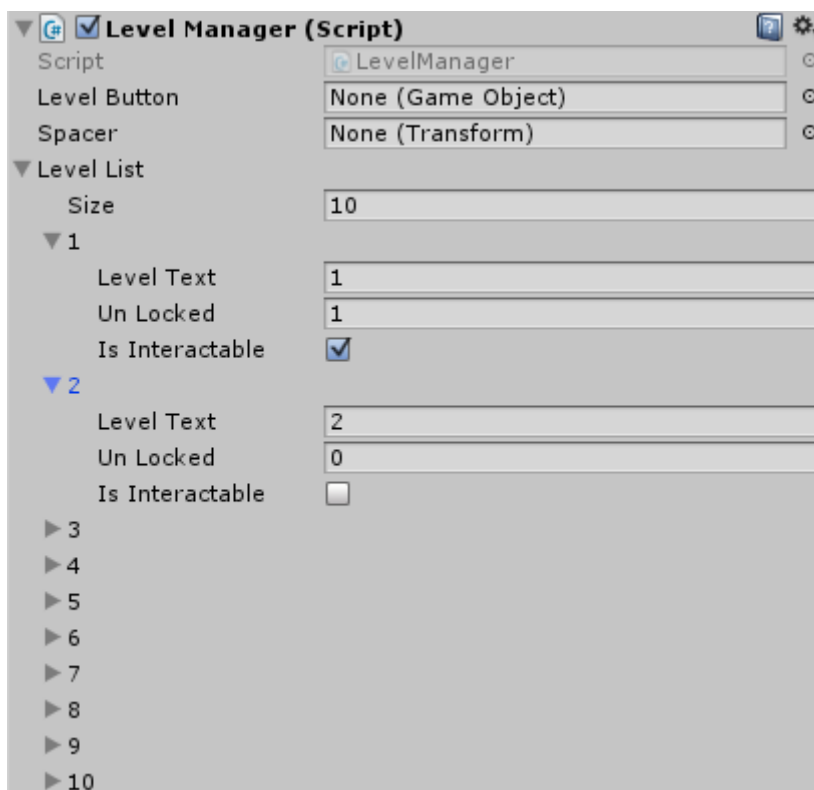
Setup:

Import the Package.

All stuff will 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 Level List enter the amount(Size) of levels you have in my case **10**.
4. In Level 1 set **Level Text to 1, Unlocked to 1, IsInteractive to true**.
5. For all other levels just enter the right numbers 2, 3, 4, 5 and so on in **Level Text**.



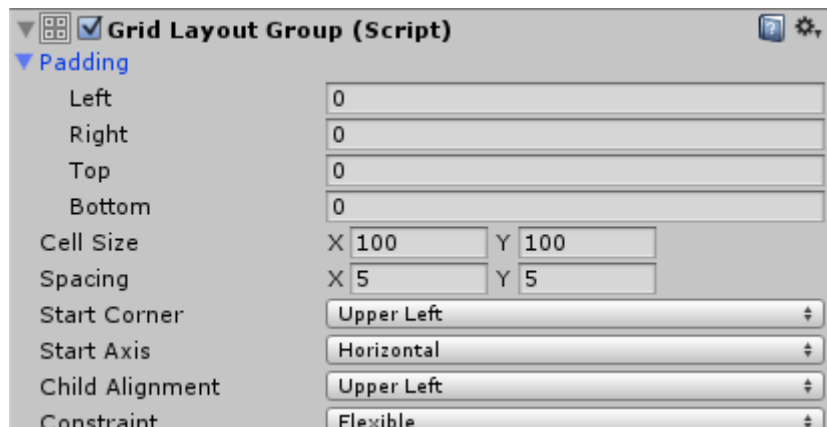
6. You can also set the **Points** a Player needs to unlock a Stars in the fields. Make sure you don't give the player too much points in harder/ higher levels. These numbers are for all levels!

Star 1 Points	5000
Star 2 Points	10000
Star 3 Points	20000

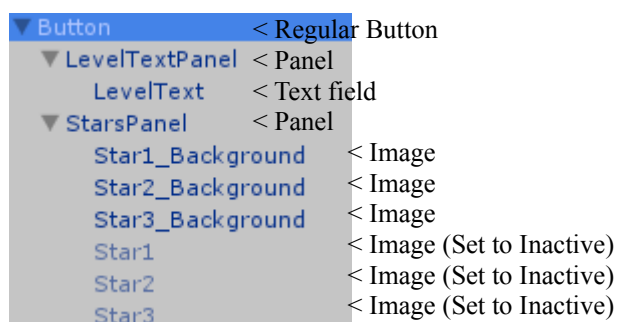
7. Create a Canvas and a Panel where your Buttons will appear As a child create an **empty GameObject** to that Panel and call it **Spacer**.



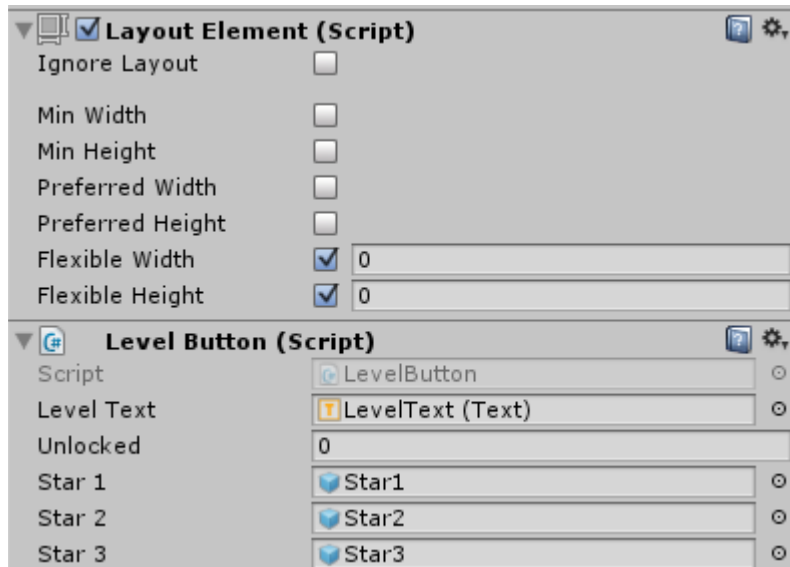
8. Set the spacer to uniform stretch and add a Grid Layout Group, Horizontal Layout Group or Vertical Layout Group to it. Which ever fits your needs for the Buttons. I used Grid Layout Group.



9. Create your Button to your needs or use mine(located in the Prefabs folder). Make sure you create it in the Spacer to see how it looks.



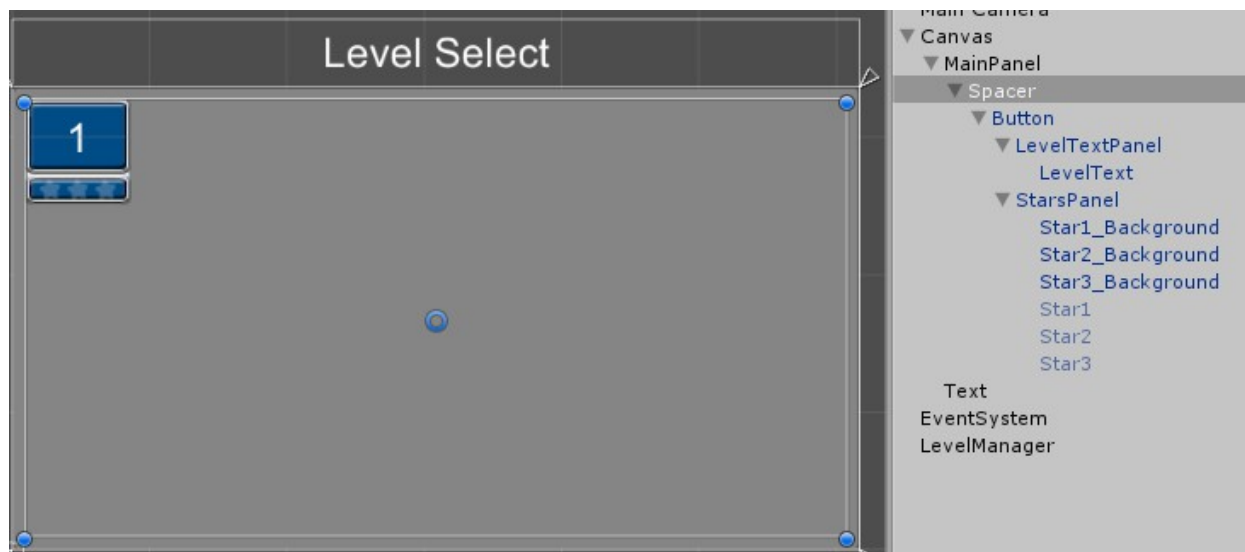
10. Now add a **Layout Element** to the **Button** and the **LevelButton Script**



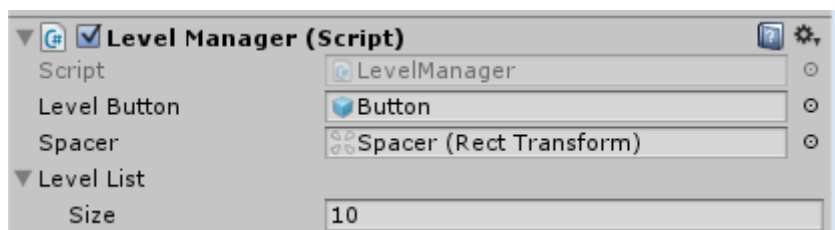
11. Drag in The LevelText located on the Button, and the corresponding Stars Images

12. The Layout Element can be setted up as shown above

13. Now create a prefab of the Button



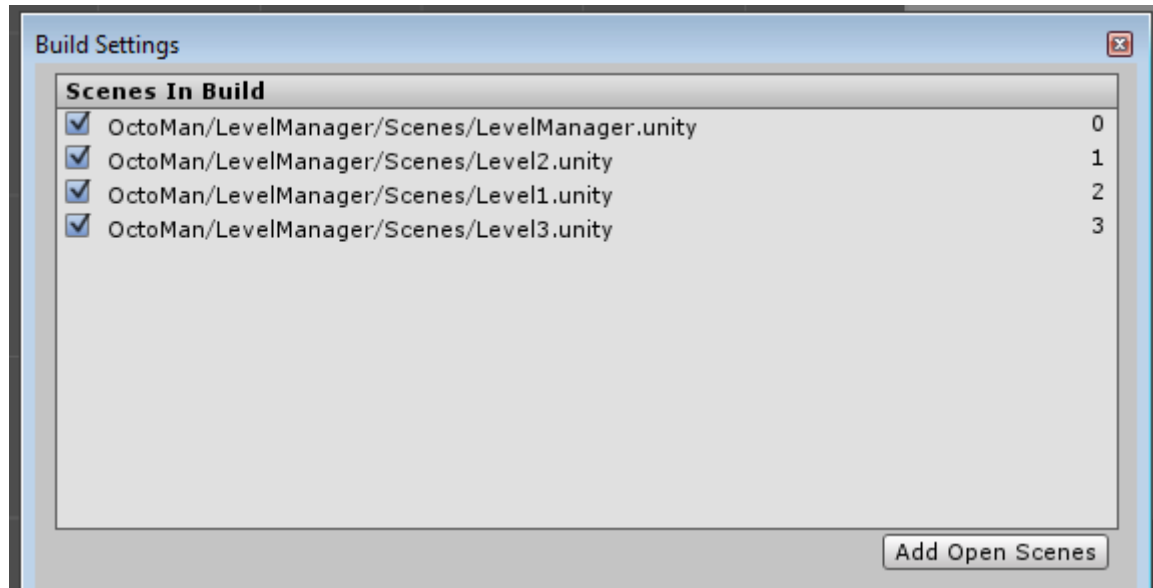
14. Delete the Button now from the Spacer and navigate to the LevelManager again. In here drag in the Button Prefab created and the Spacer Into the corresponding Slots of the LevelManager.



15. Save the Scene you are done here

Time to create Levels. **Important!!!** Make sure you name all your Levels like this: **Level1, Level2, Level3, Level4 ...Level10** and so on.

Add all levels and the LevelManager to the Scene!

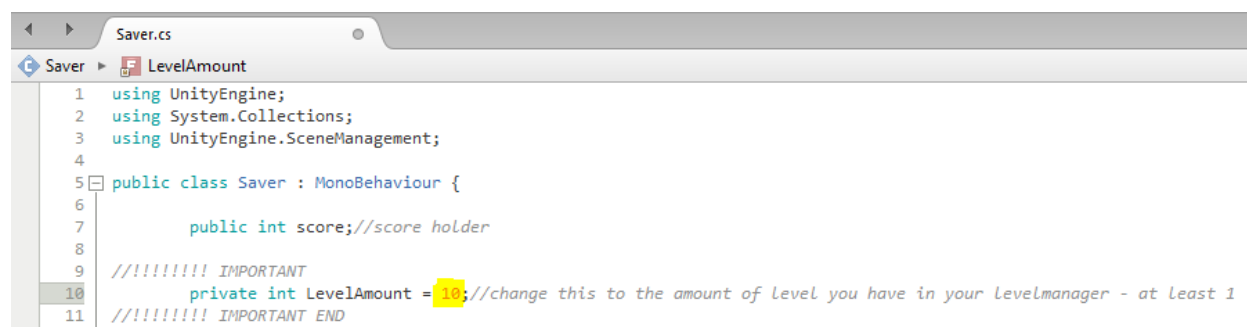


Saving

1. In your levels create an empty GameObject(name it SaveManager or use an existing) and add the Saver Script to it. **Set Level Manager Name** to the **scene name** of the **LevelManager Scene**.



2. When the Player has completed your level send the score(in my case an integer) to the saver Script.
SetScore(5000);
3. Also In the Saver script you have to modify a value depending on the **amount of Levels** you have. You only need to do it once, except you add more later!



4. Now all should work. Check the Sample Scenes if you're unsure.

Need help? Write me a mail: octoman@arcor.de