Unzip and Open Json project via unity hub, my project version is 2022.3.9f1 better to open the project in that version.

In Window tab you will able to see JSON Loader Window option click that to open, so by that you will able to see the Json Loader window.

Then in that window you will see a text box field provide the JSON format string to that field

The below para is the sample JSON format

**{**

**"Objects":[**

**"{\"Name\":\"One\",\"Type\":\"Image\",\"Position\":\"0~0\",\"Color\":\"0.9~0.6~0~1\",\"Parent\":\"Null\"}",**

**"{\"Name\":\"Two\",\"Type\":\"Image\",\"Position\":\"105~0\",\"Color\":\"1~0~0~1\",\"Parent\":\"One\"}"**

**"{\"Name\":\"Three\",\"Type\":\"Text\",\"Position\":\"50~0\",\"Text\":\"kove\",\"Parent\":\"Two\"}"]**

**}**

Here we gathering collections of object data from the JSON String and creating the hierarchy of object as we want

After Providing the correct format as above click LOAD button to create the instance of the object in game scene note, pressing the load again will create another instance.

You can also delete the all loaded object using DELETE button.

You can edit the already loaded object by using the EDIT button.

