## Launch Unity 2018

## Open “Level Design” project

## Create a new, named scene in the Scenes folder

Go to the Scenes folder in the project

Right click and select new->scene

Name your scene

## Load your new scene into the Unity Editor

Double-click your scene to load it into the editor

## Using Probuilder, create a flat playfield 50m x 50m

### Open tools->Probuilder->Probuilder Window

#### New Shape -> Plane

##### Set size to 50 x 50

Set subdivisions to 49 x 49

## Center the Pivot of the playfield (just to make things easier)

## Move the plane to the 0,0,0 position

## Add the main character to your scene

Open Prefabs folder in the Project folder

Find the main character

Drag the main player into the scene

## Move the player to 0,0,0

## Try running the game :)

Press the ‘play’ button at the top of the screen.

## You need a proper camera system. Add the game camera.

Delete the ‘Main Camera’ from your scene

### Open the Prefabs folder

#### Drag the CameraManager prefab into the scene

### Set the CameraManager’s target and target render

## Move the camera into a nice position behind the character

Start by moving the camera to 0,0,0

Translate the camera behind the character to desired position

## Set the point on the character where the camera should focus

### Click on the main character in the Hierarchy

### Select CameraPivot

### Move CameraPivot to your desired location.

## Run the game and adjust the camera to your liking

## Make a new object for the character to jump on, using Probuilder

## The object should be 1m tall, and 4m by 4m square

### Open Probuilder window

#### Select New Shape

##### Select cube

##### Make cube’s dimensions X,Y,Z: 4,1,4

##### Click “Build Cube”

### Move the object so it is level with the ground

## Run the game, and have the character jump on your new object

## Now, make your object 2m high, using ProBuilder tools (do not scale the object). Do this with handles, and again with inspector

### In the Probuilder toolbar, select FACES (the far right object)

#### Select the top face of the object

##### Use the handles to raise it to 2m

Look at the textures on the box to see height

Also, look at values in inspector

##### Use the ‘quick offset’ in the inspector to lower it back to 1m, then raise it again.

## Note that each time you do this, the object is re-set. Scaling objects is bad. Moving surfaces is good.

## Make a few more Probuilder objects and put them in the scene. Have fun!

## --END PART ONE--

## Begin by deleting all the objects from your scene

### Select each object using the hierarchy window. Then press Delete.

Make a space (Probuilder) (provide a map)

Make a moving platform.