**SETTING THE SCENE**

1. Drop the 'GameManager' Prefab in the scene.

2. Drop the 'PlayerHUD' Prefab in the scene.

3. In the GameManager Prefab's Inspector drop the

Following Objects:

- Time Text: HUD Prefab -> Time -> Image -> Text (TMP)

- Best Time: HUD Prefab -> BestTime -> Image -> Text (TMP)

- Sensitivity\_slider: HUD Prefab -> PauseMenu -> Sensitivity -> Sensitivity Slider

- Coins: All the coins in the scene in the array.

- Reticle Image: HUD Prefab -> Reticle

4. In the Player Prefab's Inspector on the Respawner Script drop the following Objects:

- Death Counter Text: HUD Prefab -> DeathText

- Death Message Text: HUD Prefab -> DeathScreen -> Text (TMP)

- Health Bar UI: HUD Prefab -> HealthBar

- Health Bar Image: HUD Prefab -> HealthBar -> HealthFront

\***NOTE: ALWAYS KEEP THE PAUSE MENU ENABLED WHEN STARTING THE GAME**

**ASSETS USED**

+ All the assets used in the tutorial level can be found in AssetStoreOriginals Folder

(has almost everything).

+ Fonts Used:

- For the tutorial text in the scene: Inversionz

- For the UI and other stuff: AldotheApache

**STUFF YOU CAN REUSE**

**+ Doors (Prefab)**

Asset Name: Deck\_Door\_01\_snaps002

It has trigger on one side of the door to detect if player is in proximity and opens the door

**+ Triggers.cs (Script)**

You can add more Events on this script to operate on triggers (just open the script you will understand what's happening). I believe making a single script for all trigger related events in the scene will make it more structured.