How to use level editor:

1. Create a new instance scene using the main scene
2. Add a tile spawnner to the child scene save it at the scenes/levels/ folder
3. Then click on the tile spawner and select the source tilemap and select the tile map in the scene as the source
4. Click on folder icon on left of the mapping and select the folder json\_addons/object2.json file
5. And select bricks node as target node
6. Left click to place the desired brick and right click to delete the brick(but the size of the tile place the spawned brick is not same for some reason I will try to fix it if possible)

Rules:

Strength of the bricks: gold > rock > semi wood > wood

You can change the number of balls

You can change the number of bounces it limits the aiming to number of bounces specified

You can change the life time of the balls and the delay between the two balls(0.1 is the maximun fire rate) depending upon the difficulty of level(don’t change the delay too much try not to change if possible because it kills the satisfaction of the player) and note the if you change the size of the tile map the size of the spawned bricks will also change you can use thing to increase the difficulty use can use multilple sizes of the brick by duplicating the existing tile map and adding a new tile spawner and follow the same steps as mention above,

Please notice me after completion of 10 levels because I am trying to add a new brick