

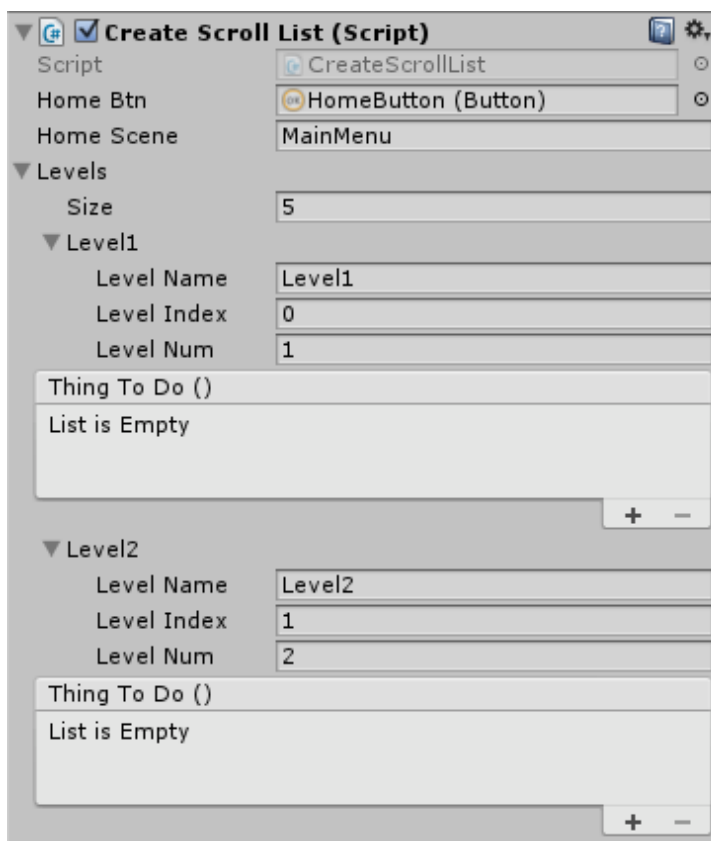
How To Add New Level?

To add new level go to

1:- LevelSetUp scene and do the changes you want.

2: - Save the level with the level name.

3: - Go to LevelSelect scene and fill the requirement in the ScrollList gameobject to create the button for the level.



Change the size as per number of levels you have.

For example we added 1 new level so the level name will be "Level6" , level Index will be "5" and level Num will be 6.

Remember the level index is 1 digit less than the level num.

Remember to add the level scene to you build.

4:- Go to GameManager and change the level value to the number of levels you have and press “Reset All” button

And you are done.