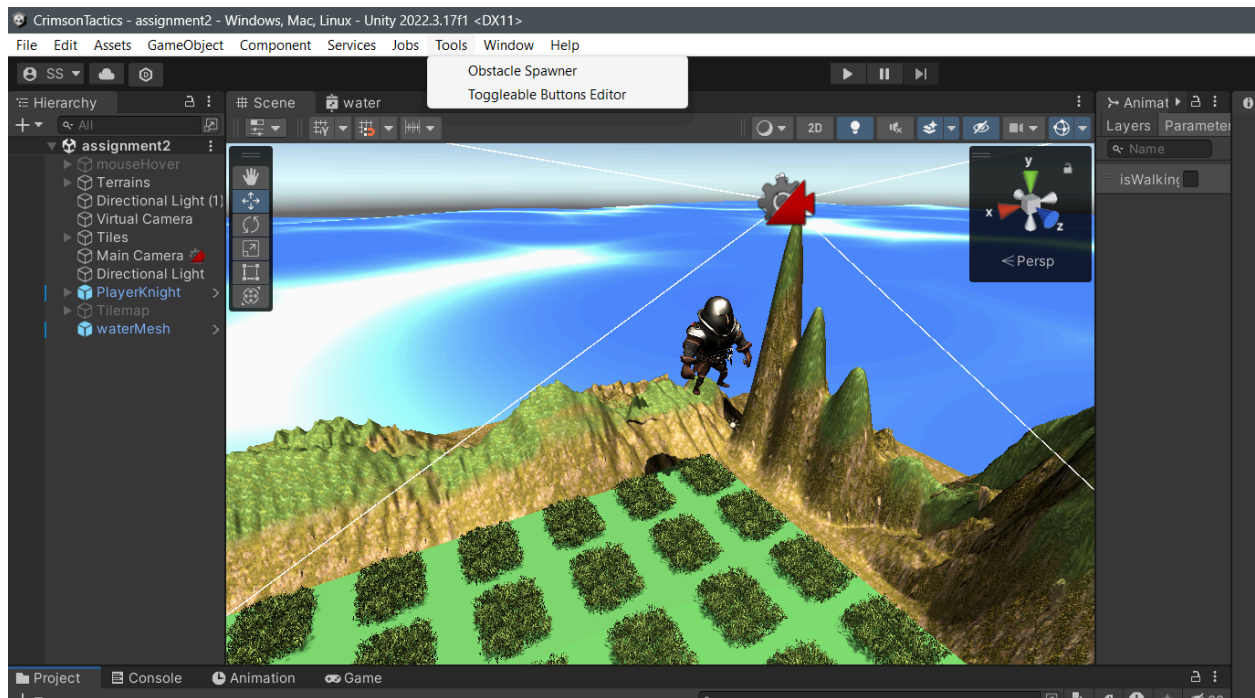


# CrimsonTactics

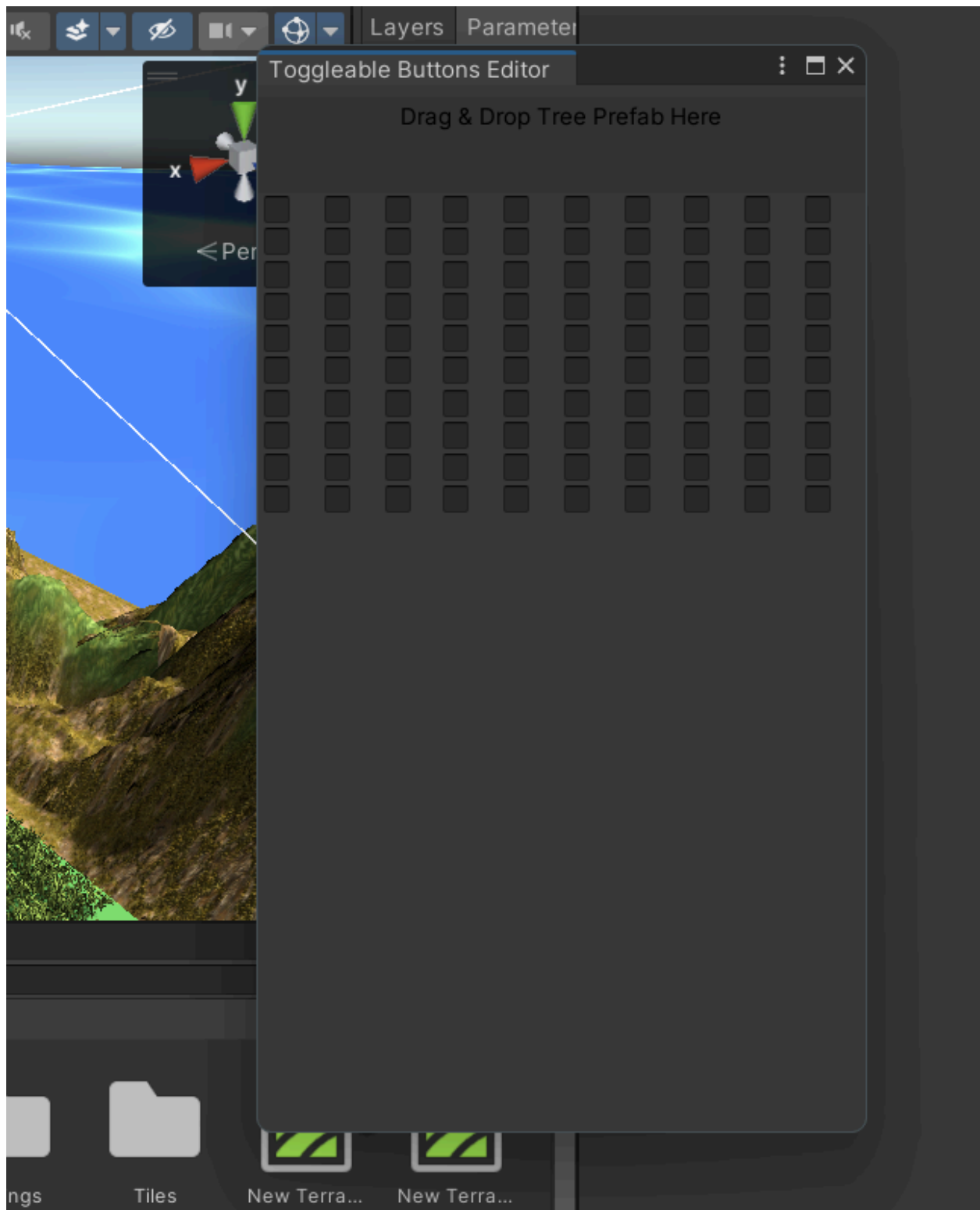
**Assignment 1 and 2 completed. Working on Assignment 3 and 4 currently. Will update it soon**

*How to access the toggleable buttons for obstacle spawning using unity tools*

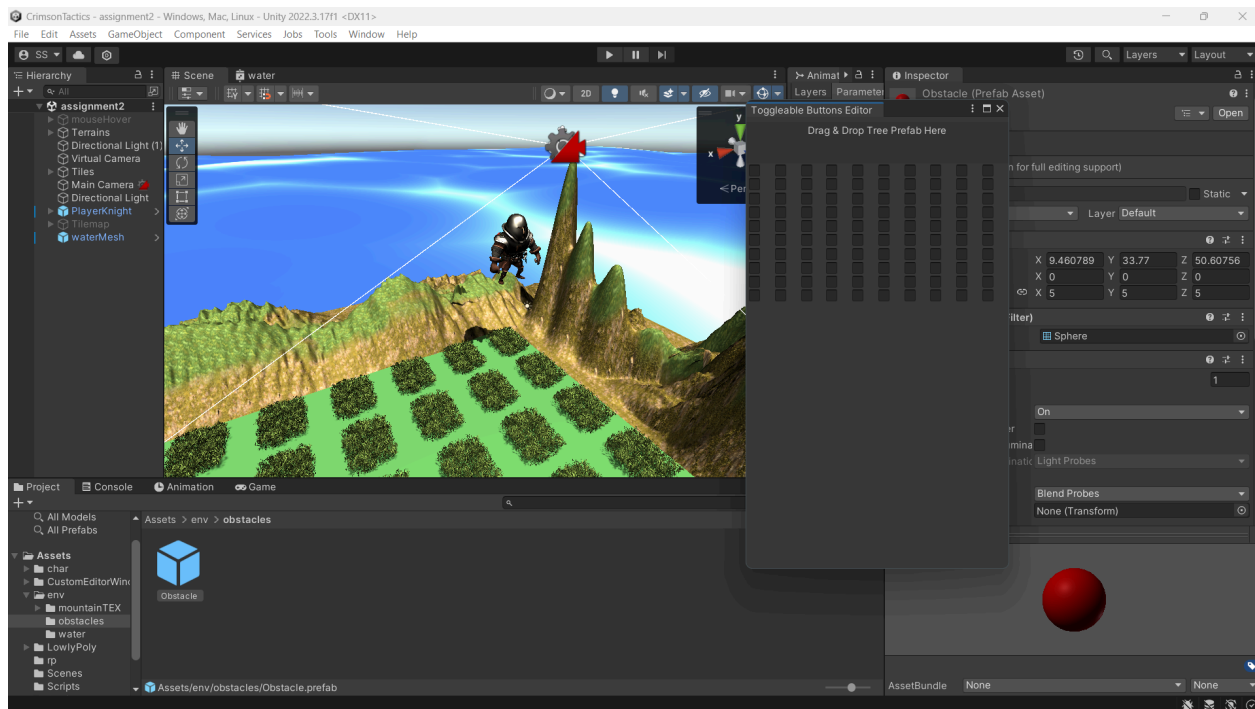
1. Click on the toggleable button option



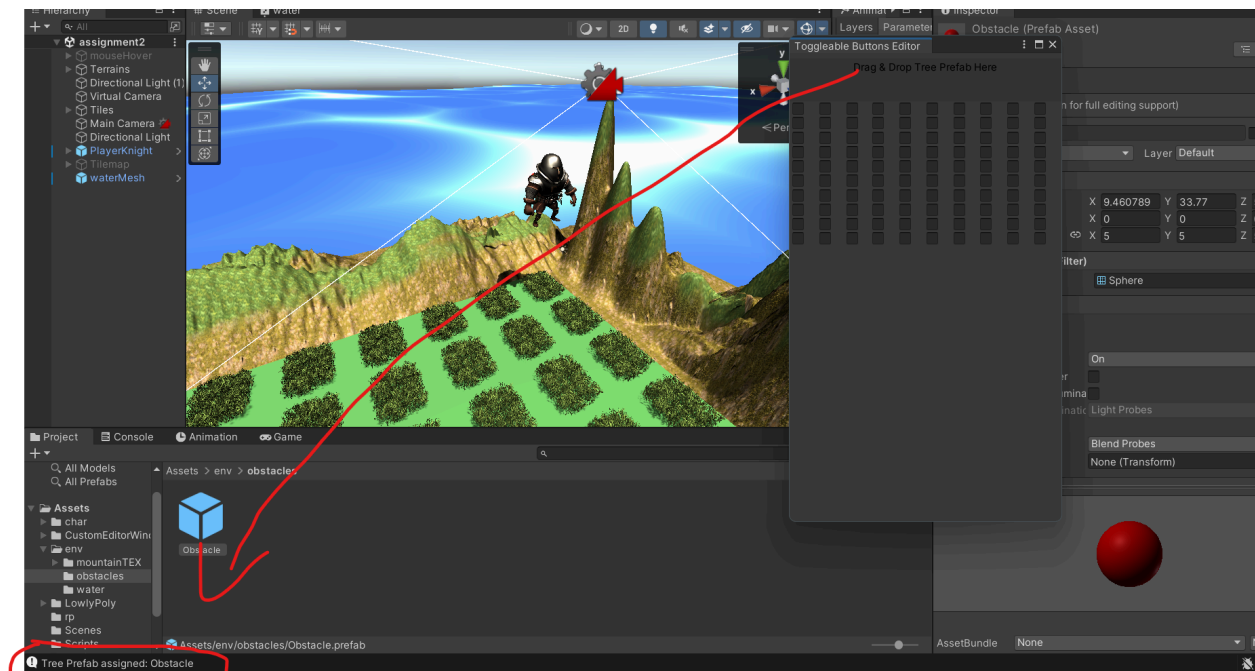
2. This is how the tool looks like



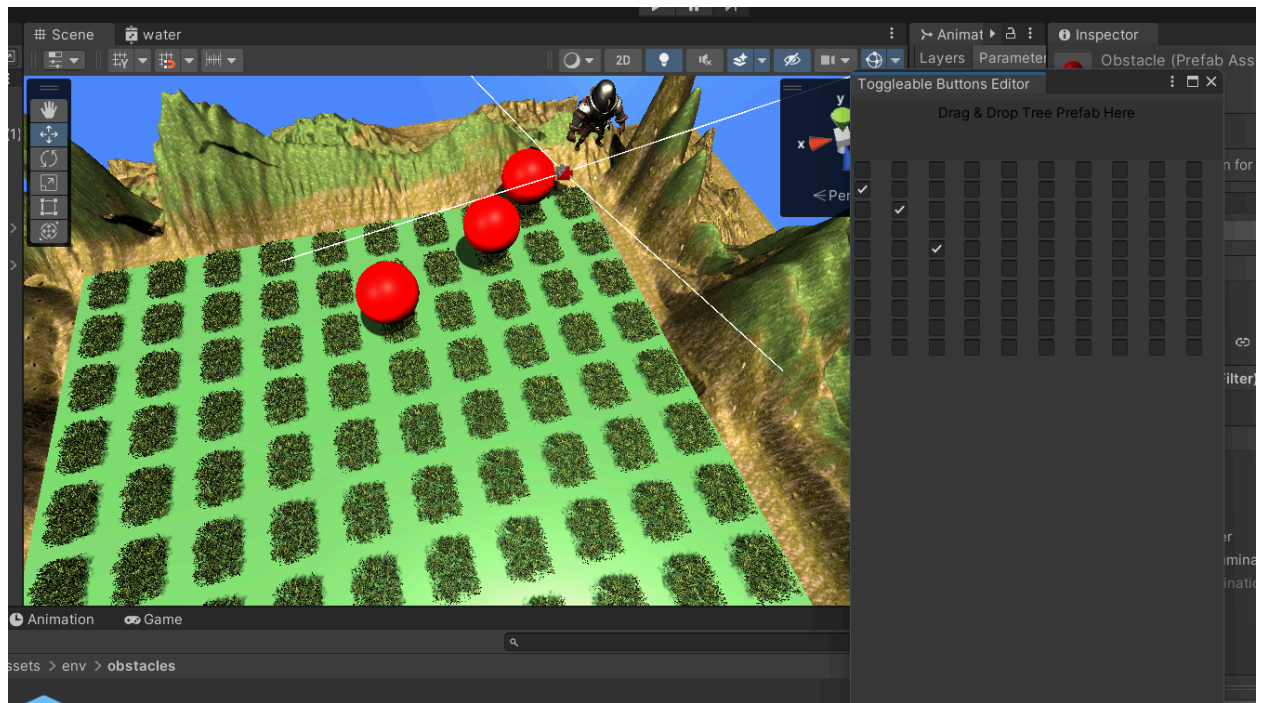
3. Drag the obstacle prefab to the slot



4. This confirmatory message will appear in the console when the prefab is successfully assigned



5.



This is how the tool works