Thank you for purchasing **Circle Leap!**

If you have any questions please write to codeloveassets@gmail.com. I'll try to answer as soon as possible!

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Questions & Answers

Question:
How levels are generated?

Answer:
Levels are generated by combining predefined level pieces in random order. Predefined level pieces are stored in Resources/level.json file. Currently there are 12 level pieces, but you can create new or edit existing pieces(see answers below).

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Question:

How to edit existing level pieces?

Answer:
Step 1: Drop appropriate level piece prefab from Prefabs/LevelDesign folder into the scene.
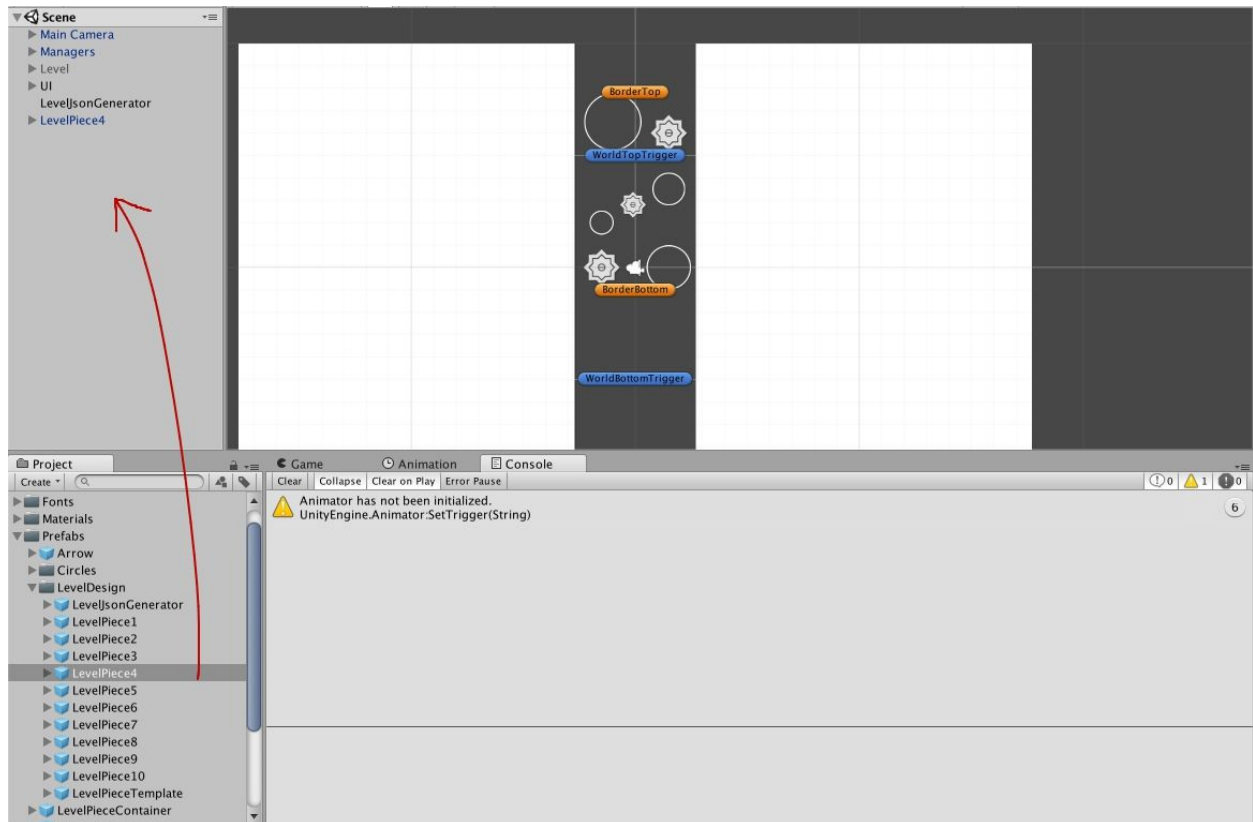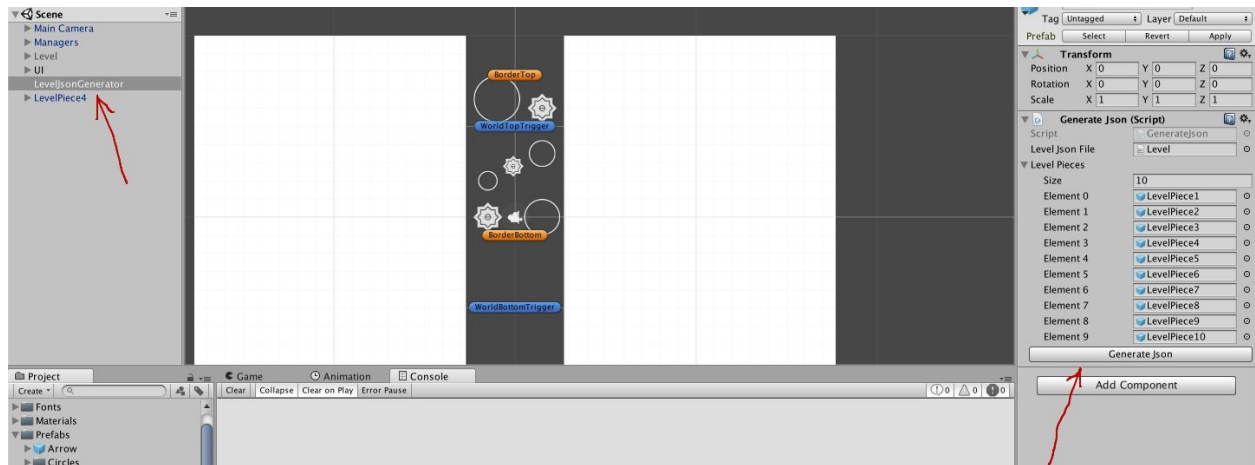

Step 2: Make appropriate changes(add or remove circles and spikes, change positions, change spikes scale…) and click Apply.
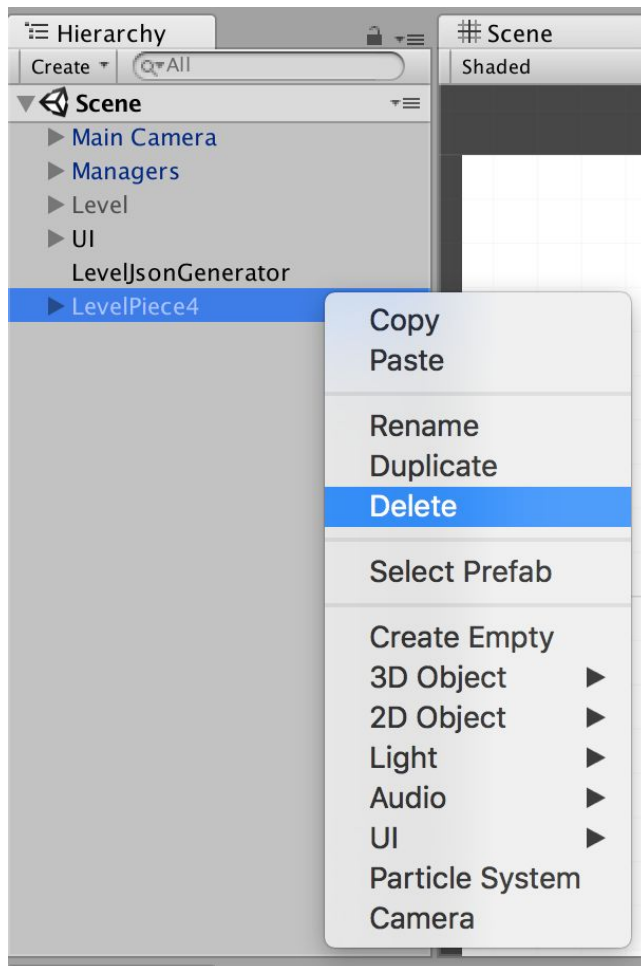
*Note1: After making the changes don't forget to move **BorderBottom** and **BorderTop** GameObjects to right positions if necessary.*

*Note 2: Bottom and top GameObjects of the level piece should be cycles(otherwise there might be problems) and the **bottom GameObject Y coordinate should be 0**.*

Step 3: Select LevelJsonGenerator GameObject and click on GenerateJson button.
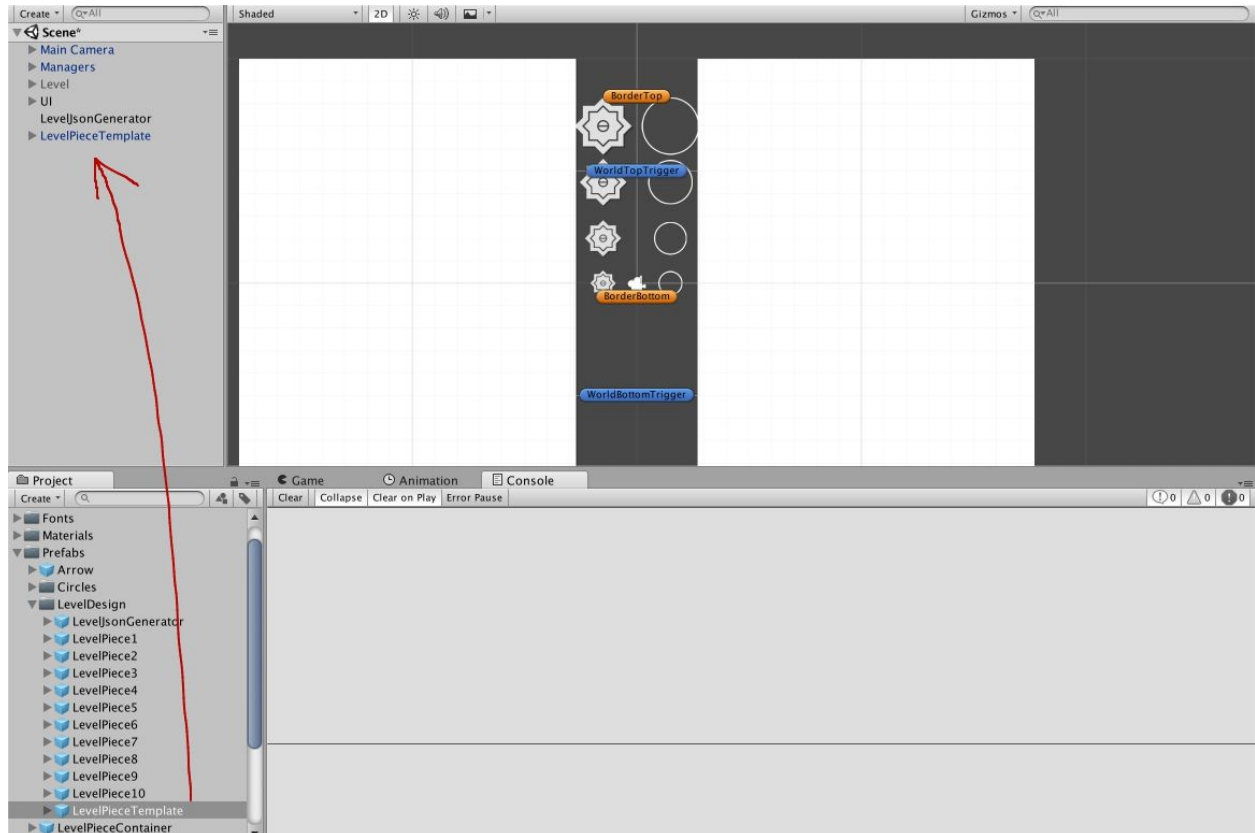

Step 4: Remove level piece from the scene.

Question:
How to add new level piece?

Answer:
**Step 1:** Drop LevelPieceTemplate object to scene.

Step 2: Make appropriate changes(duplicate / remove circles and spikes, change positions, change spike scale values...).

*Note1: After making the changes don't forget to move **BorderBottom** and **BorderTop** GameObjects to right position.*

*Note 2: Bottom and top GameObjects of the level piece should be cycles(otherwise there might be problems) and the **bottom GameObject Y coordinate should be 0**.*

Step 3: Change LevelPieceTemplate GameObject name(e.g. LevelPiece13).

Step 4: Drop that GameObject to LevelDesign folder.
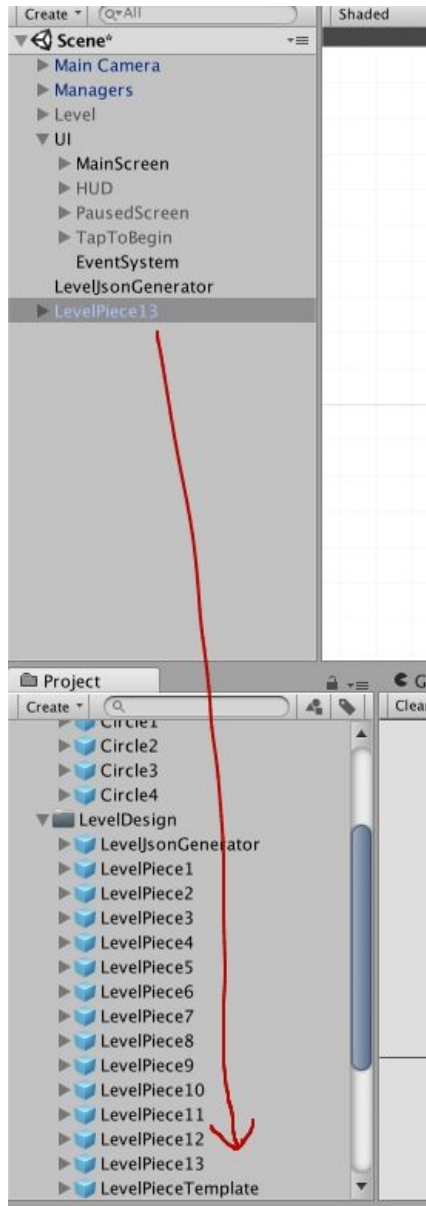
Step 5: Select LevelJsonGenerator and add newly created level piece GameObject to the array from inspector.

Step 6: Click on GenerateJson button.

Step 7: Remove level piece from the scene.