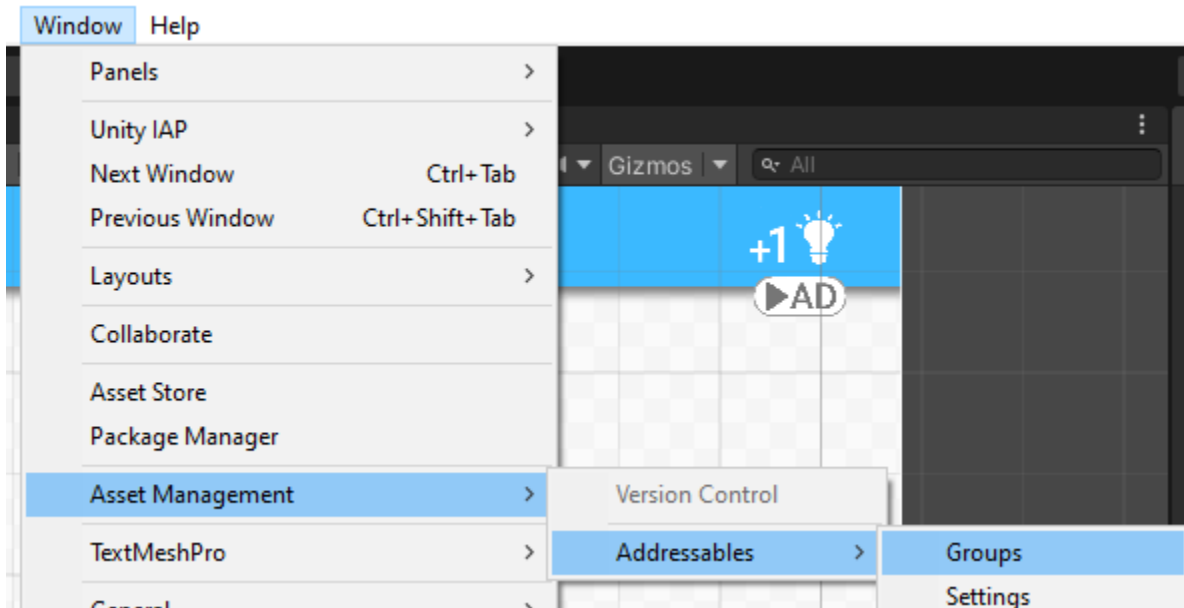


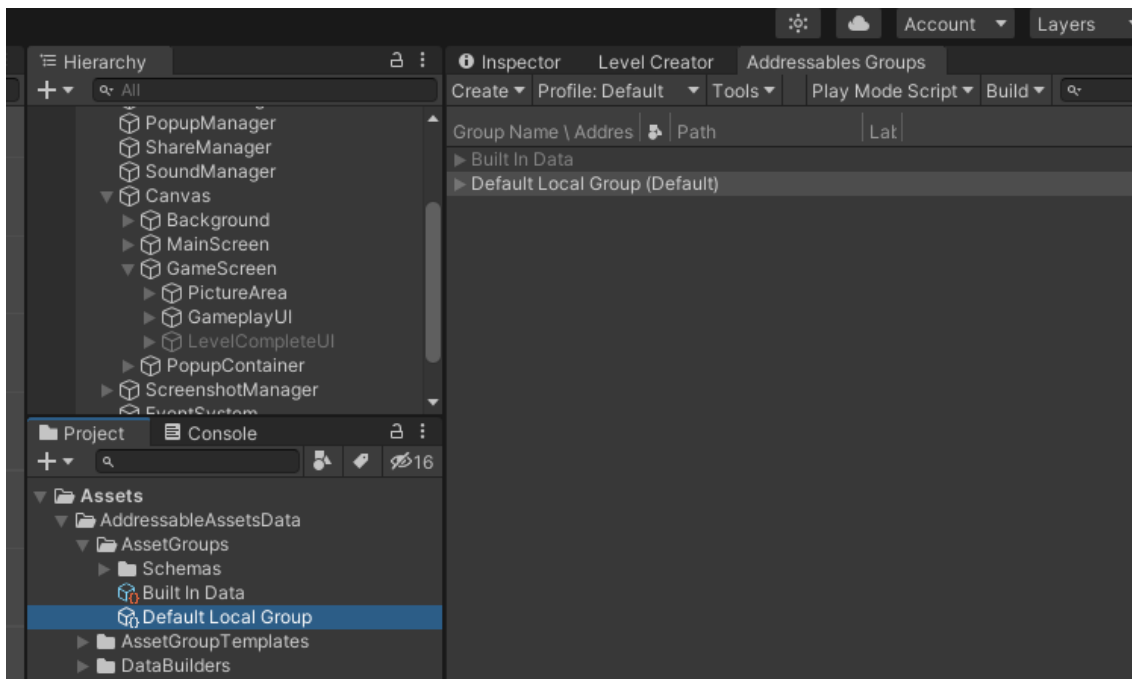
# First Time Setup

The project uses the Addressables system in order to load levels.

1. Open the **Addressables Group** window by selecting **Window > Asset Management > Addressables > Groups**



2. Make sure there exists an Addressables group, one should be automatically created when you first open the Addressables Group window.



3. Open the Level Creator window (Tools > Bizzy Bee Games > Level Creator Window). Click the **Sync Level Files** button.

