Hexagonal Beat Cell Brief

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PARENT PREFAB:
Hex_Cell_Parent_00.prefab

VARIANT NAMING CONVENTION:
[REGION]_[QUALITY]_[DIFFICULTY]_[VARIANT#].prefab

KEYWORDS/IDENTIFIERS:

[REGION]:
Ice/Winter Region = **ICE**

Fire/Lava Region = **FIRE**

Desert/Arid Region = **SAND**

[QUALITY]:
Enemy Worm = **Ew**

Flying/Ranged Enemy = **Ef**

Explosive Enemy = **Ex**

Dash/Smash Obstacles = **Do**

Jumping/Platforming = **Jp**

Environmental Hazard = **Hz**

Pickup/Dropoff = **Ml**

[DIFFICULTY]:
Easy = **EASY**

Medium = **MED**

Hard = **HARD**

[VARIANT#]:

01, 02, 03, etc.

EXAMPLES:
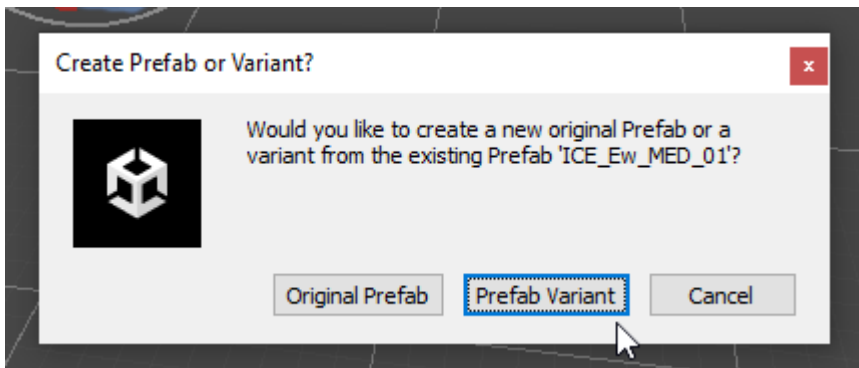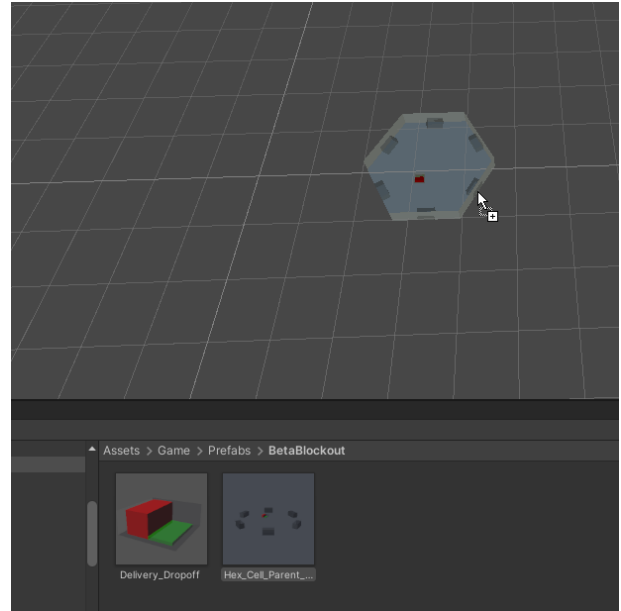
ICE_Ex_EASY_01.prefab

FIRE_JpMl_MEDIUM_04.prefab

DESERT_DoEwHz_HARD_99.prefab

Pipeline/Workflow for Hex Cell Variants

In your working scene
(LD_[FirstInitial]_[SceneName].unity),
drop Hex_Cell_Parent_00.prefab into
your scene view and promptly rename
the prefab in the hierarchy in
accordance to the agreed variant
naming convention

Drag the renamed prefab into
your working subfolder inside
assets/game/presets/*, you will
be prompted to create a prefab
or prefab variant. Select
PREFAB VARIANT.

From here, you can work
within the prefab, be
mindful to not try to
delete the stuff inside
ReferenceMeshes, and
simply set it as inactive
if you need to get rid of
those elements while
building.