

PROCEDURAL GENERATION GRID

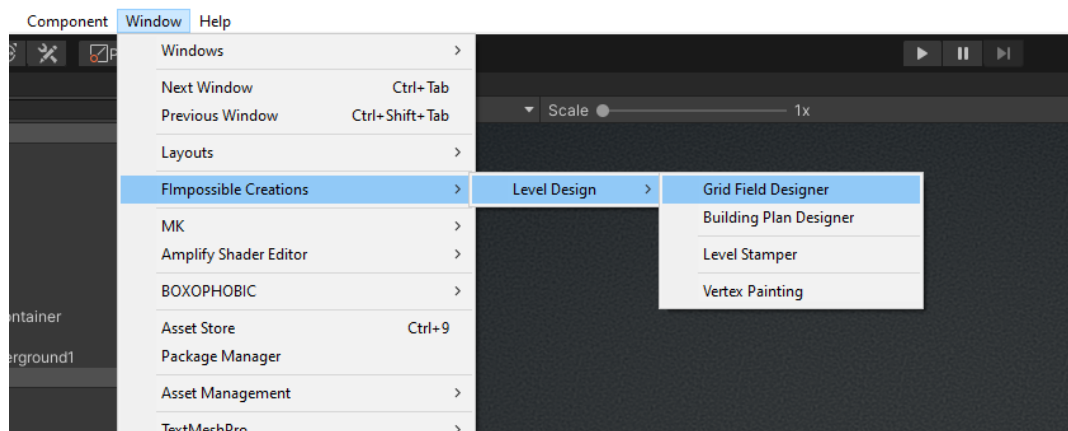
QUICK START

Before using this package you should check the user manual, or [watch tutorial videos on Youtube](#).

If you want example setups and assets import PGG Demos.unitypackage

You can start creating your own procedural generation field setup through:

“Window->Flmpossible Creations->Level Design->Grid Field Designer”



[Watch this fast overview of working with the packages video here!](#)

You can find this PGG presets scheme useful, but I recommend checking the full manual and watching tutorial videos ;)

