Overview
The *Stay in Bounds* script places the player character back into bounds quickly should they manage to exit the playable area of the scene.

How to Use
The *Stay in Bounds* script requires the "Level Loader" prefab with the *Scene Transition* script in order to work properly. The "Level Loader" prefab can be found in the *Assets/Sandbox/Theoden* folder.

The *Stay in Bounds* script can be placed anywhere in the scene, although it is recommended to place it on desired respawn point.

minVals
A vector that stores the smallest bounds of the level boundary. If the player reaches a lesser value transform than is allowed here they will respawn.

maxVals
A vector that stores the largest bounds of the level boundary. If the player reaches a larger value transform than is allowed here they will respawn.

player
The object who's transform is tracked and will be moved should it exit the level boundary.

respawnPoint
The transform the player object will be placed should it exit the level boundary

sTrans
The LevelLoader object that teleports the player and determines what transition animation is played.