

```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class keydoor : MonoBehaviour
6  {
7
8      public float keystatus = 0;
9      public GameObject key;
10     public GameObject door;
11     public GameObject player;
12     public float distk;
13     public float distd;
14
15     // Start is called before the first frame update
16     void Start()
17     {
18     }
19
20
21     // Update is called once per frame
22     void Update()
23     {
24
25         if (Input.GetKeyDown("e"))
26         {
27             if (keystatus == 0) {
28                 var posk = GameObject.Find("Key").transform.position;
29                 var posp = GameObject.Find("PlayerArmature").transform.position;
30                 distk = Vector3.Distance(posk, posp);
31                 if (distk < 3) {
32                     key.SetActive(false);
33                     keystatus++;
34                 }
35             }
36             else if (keystatus == 1) {
37                 var posd = GameObject.Find("Door").transform.position;
38                 var posp = GameObject.Find("PlayerArmature").transform.position;
39                 distd = Vector3.Distance(posd, posp);
40                 if (distd < 4) {
41                     door.SetActive(false);
42                     keystatus++;
43                 }
44             }
45         }
46     }
47 }
48

```