All levels should contain:

1. A Game Manager.
2. A Dialogue System.
3. A Canvas
4. A Main Camera
5. An Event System
6. A Game Object called “Top Door” that uses a “Top Door” prefab.
7. Same as above but for “Bottom Door”
8. Same as above but for “Left Door”
9. Same as above but for “Right Door”
10. An empty game object called “Level Exits” that has all the 4 doors as its children objects.
11. A Player.
12. 2 Spawn Points: 1 for where the player should start the level, and 1 anywhere else. This is because when a level is completed and they go back to a level they have already visited, they will spawn at a door exit instead of at the original spawn point. These spawn points need to be called Spawn Point and Secondary Spawn Point.

All prefabs for these objects exist already and should be present in the master version of the game. Updates to these prefabs might be required.

Make sure that the four door game objects under the Level Exits game object are disabled. That means that Top Door, Bottom Door, etc should be disabled and should not be able to be seen in the scene view. After the player wins they can teleport to any of the four doors using the J,K,I, and L keys (can be remapped if you have other suggestions).