

## Elevator

- +Status: bool
- +SlowStatus: bool
- +UnlockedMaterial: Material
- +DescendSpeed: float
- +DoorCloseSpeed: float
- +SlowFactor: float
- +SlowDuration: float
- +ActivatorSound: AudioSource
- +SlowActivatorSound: AudioSource
- dropHeight: float
- currentAmountDescended: float
- currentDoorAscended: float
- currentSlowDuration: float
- elevatorSoundEffect: AudioSource

- +Activate(): void
- +ActivateSlow: void
- ~Awake(): void
- ~FixedUpdate(): void
- MoveElevator(): void