

PS. These instructions are to be used to test game mechanics and not code:

To find my work to test go to the assets folder and look in the scenes folder and then inside of the folder named Ralenski Scenes to see all the work to test.

To correctly test the mechanics inside of the scene 50.pickup mechanic you have to teleport to any desired square pick up that square and drop the square.

To correctly test the mechanic inside of the scene 51.throw mechanic teleport to desired square pick up square by press and holding trigger on either controller. Throw square at the top of the throw let go of the trigger. **PS:** you can test different throwing forces by varying the strength of you throw.

To correctly test the mechanic inside of the 53.Teleport mechanic you press and hold down on the trackpad for either controller while looking down at the ground then release the track pad and you should land where the pyramid is seen at the end of the teleporting arc.