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```
///  
/// Handles player interaction with the locker  
///  
public void Interact()  
{  
    if (Cooldown) return;  
  
    if (_doorAnimator.GetBool("open"))  
    {  
        HandleClose();  
    }  
    else  
    {  
        HandleOpen();  
    }  
    Cooldown = true;  
}  
  
///  
/// Opens the locker, triggers animation and sound, starts cooldown  
///  
private void HandleOpen()  
{  
    _doorAnimator.SetBool("open", true);  
    StartCoroutine(CooldownForInteract(_cooldownForOpen));  
    PlaySoundEffect(_openClip, 1f, 0.65f);  
    _lastSoundPointRepeatCount += _gameEngineScript.CheckDollDistance(transform,  
_dollHearingRange, _dollHearingRange + _lastSoundPointRepeatCount);  
}  
  
///  
/// Closes the locker, triggers animation and sound, starts cooldown  
///  
private void HandleClose()  
{  
    _doorAnimator.SetBool("open", false);  
    StartCoroutine(CooldownForInteract(_cooldownForClose));  
    PlaySoundEffect(_closeClip, 1f, 0.85f);  
    _gameEngineScript.CheckDollDistance(transform, _dollHearingRange, _dollHearingRange +  
_lastSoundPointRepeatCount);  
}  
  
///  
/// Coroutine to manage cooldown between interactions  
///  
private IEnumerator CooldownForInteract(float time)  
{  
    yield return new WaitForSeconds(time);  
    Cooldown = false;  
}  
  
///  
/// Plays a specific sound effect with volume and pitch settings  
///  
private void PlaySoundEffect(AudioClip clip, float volume, float pitch)  
{  
    _audioSource.volume = volume;  
    _audioSource.pitch = pitch;  
    _audioSource.clip = clip;  
    _audioSource.Play();  
}  
  
///  
/// Triggers the locker animation when catching the player  
///  
public void CatchPlayer()  
{  
    _doorAnimator.SetTrigger("catch_player");  
}
```