In our prototype made during Game Jam, we created doors that would activate a UI for a keypad to unlock them. We were having an issue where if a door was locked and the keypad UI was spawned then was exited from, the UI would never be able to e used again for that door and the door would remain locked. I fixed that so now every time a player walks up to a door that keypad UI would show up.

We were also talking about applying a maximum number of attempts for unlocking a door. Once reached the game would end. In order to go about that properly, I think I should have a door’s script count how many times the player attempted to open it.