I realized that I hadn’t thought of made a proper check for when characters fall off the level, so I’ve been working on that for the past week. Um… I tried to allow the Game Controller to know where the lower bounds of the level was through hard coding, but unfortunately that resulted in games ending as characters spawned. So then, I used a game object with a collider set as a trigger in Unity to keep track of the lower bounds of the stage. The collider will find which player falls first, while the game object’s transform is used for finding the level’s lower bound positioning.