There are many ways to interpret the prompt given. This could be a system where both players need a key to unlock a door together, or where one player can enter with a key but the other cannot without their own key, any player could pick up any key, there could be player specific keys, etc. For this response I am interpreting in the former, and that there are player specific keys. This means that Player 1 can only pick up the Player 1 key, and same for Player 2. To implement this, I would create to Key GameObjects with a tag assigned to what player can pick it up. I would assign both players their own unique inventory. When a player collides with the key, there will be a system to check the tag of the collider, and what player is colliding with the key. If the correct player is picking up the correct key, it will be added to their inventory and the key GameObject will be destroyed. At the door, there will be logic to check that both Players are in the collision zone, and that both player have a key.