## MonoBehaviour MuseumBuildObserver currentFloorsAndCeilings Built + currentWallsBuilt + currentResourcesRequested firstPersonController - floorProgressDisplay wallProgressDispalys - resourceProgressDisplay - entranceClosedOpenText doortMaterial door doorTrigger portalCamera progressBar - maxFloorsAndCeilingsToBuild maxWallsToBuild maxResourceToRequest currentFloorsAndCeilings Built currentWallsBuilt currentResourcesRequested + CheckDone() + UpdateEntrance() + TeleportlfPossible() - Start() OnEnable() - OnDestroy()