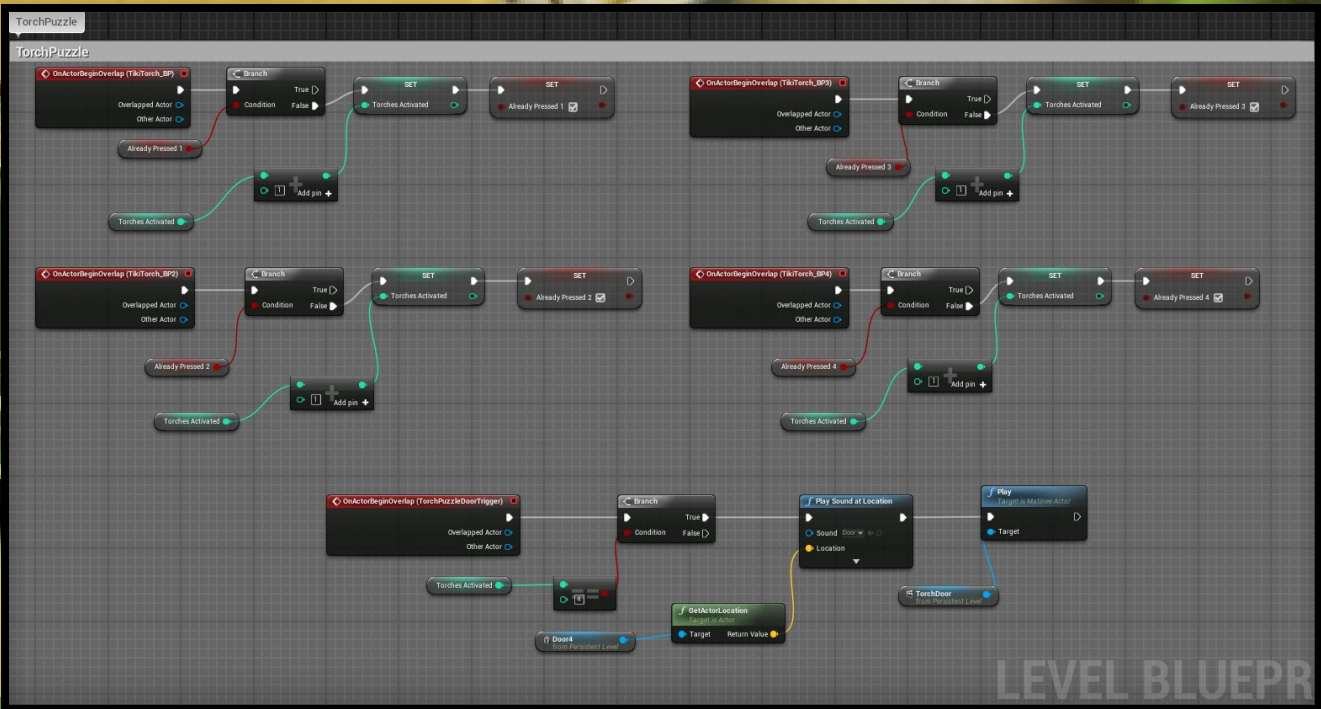# Torch Puzzle

This is the system for the torch puzzle in our game. To complete the puzzle you have to walk up to each of the 4 torches to light them, once all 4 have be lit the giant door opens allowing you to progress to the next puzzle.


LEVEL BLUEPRINT

This is the level blueprint implementation, when the character collides with a torch it will increment 'Torches Activated' by 1. It also sets an 'Already Pressed' variable to true to prevent it from adding 1 to 'Torches Activated' more than once for each torch. There is a large collision box in the centre of the puzzle that the player inevitably passes through when completing this puzzle. Each time the player collides with the box it checks if 'Torches Activated' is 4, if it is a door sound is played and the door open animation is played.

To the right is the event graph for the torch blueprint. Below that is the viewport showing both the collision box and the sound area sphere. When the player collides with the collision box around the torch, the fire particle system is activated and the fire sound is activated. It also sets 'Sound Playing' to true, this is checked when the player enters the sound area around the torch, if it is true the fire sound will be played. When the player leaves the sound area the sound will stop playing. Below there are pictures showing the torch being activated by entering the collision box.
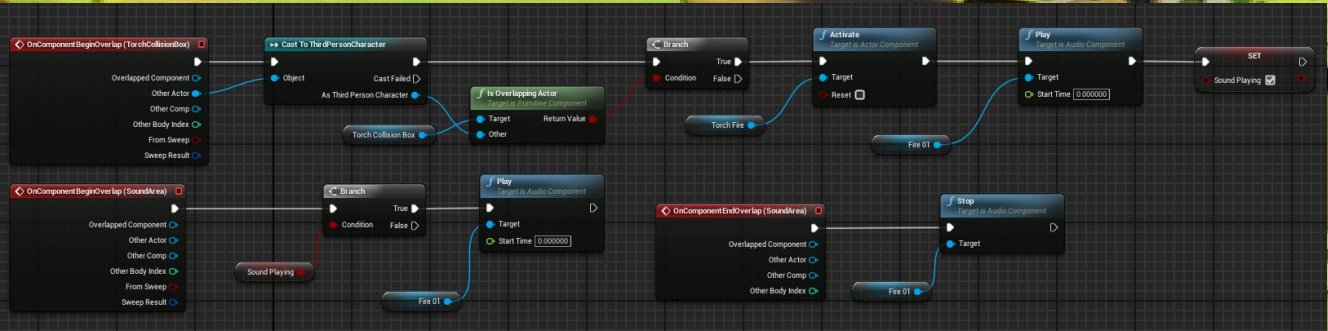
Torch collision box
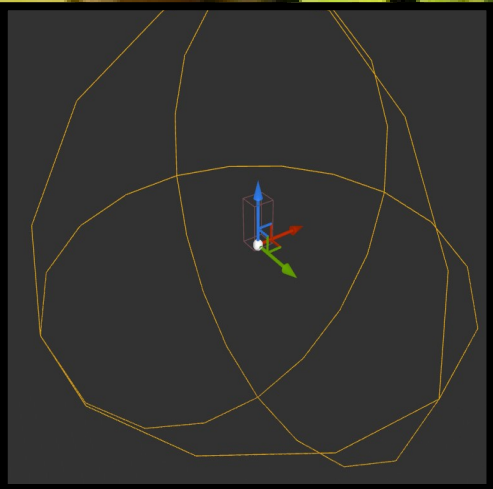
Torch sound collision area

Torch before it's activated

Torch activated

I made the a simple movement track for the door in matinee. It simply rotates from its original position to an open position in 5 seconds. To the left is a picture of this.