

Load the Checkpoint\_Arch\_VFX.unity for an example scene which has the checkpoint arch, ground, and test collision sphere set up. Alternatively, simply drag the Checkpoint.prefab Prefab (in the Prefabs folder) into your scene.

For test purposes, the arch selection/removal is triggered with the left mouse button. This can be disabled by commenting out line 33 in the Checkpoint\_Remove script (simply add a "//" at the beginning of the line). The arches are also triggered by a collision; drag the sphere through the arch in the test scene while the game is running to demonstrate this.

Have fun!

If you have any questions then please get in touch at [contact@realtimevfxstore.com](mailto:contact@realtimevfxstore.com)