Component 4. Teleporting documentation. Harry K.

I created a base floor in unity and then a sphere. I added a movement script to the sphere. I then created a cylinder. On this cylinder I added a trigger and the script so that it realises when the sphere hits the cylinder. I created an empty game object for when the sphere hits the cylinder so that will teleport the sphere in the empty game object space and added code. The mechanic works in tandem with all the preparations.