Change between scenes script

Today you will learn how to create a trigger in unity and once your characters meet the trigger, which is invisible in the game scene, it will change to any scene of your choice. It will change to a level complete scene.

 I will use my own game to demonstrate this.

Step1

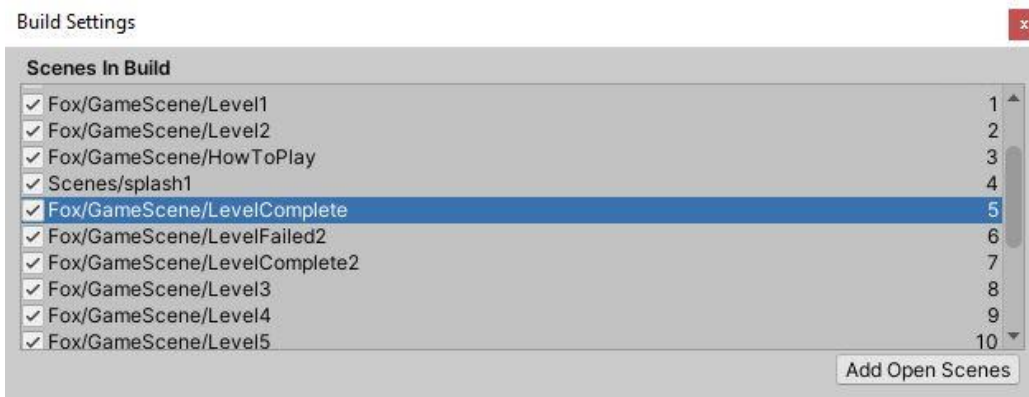I have 2 scenes here which I use for this tutorial.

This scene is called "level1"

This scene is called "levelComplete"

One thing you must not forget is to add these scenes to the build, you do this by going onto

File, Build Settings

Build Settings

Scenes In Build

✓ Fox/GameScene/Level1	1
✓ Fox/GameScene/Level2	2
✓ Fox/GameScene/HowToPlay	3
✓ Scenes/splash1	4
✓ Fox/GameScene/LevelComplete	5
✓ Fox/GameScene/LevelFailed2	6
✓ Fox/GameScene/LevelComplete2	7
✓ Fox/GameScene/Level3	8
✓ Fox/GameScene/Level4	9
✓ Fox/GameScene/Level5	10

Add Open Scenes

This will pop up next. As you can see these are all the scenes I need for my game. All you must do now is drag all the scenes you want in your game and they should appear here.

Next create a new script and call it "MoveScences" and load up the script.

You should see this after:

```
1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4    
5    
     0 references
6    public class MoveScenes : MonoBehaviour
7    {
8    
9    }
10
```

Underneath:

 using UnityEngine;

You need to write:

using UnityEngine.SceneManagement;

This is very important you add this to the script or it won't access the scene you want.

After you are done it should look like this:

```
1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4    using UnityEngine.SceneManagement;
5    
     0 references
6    public class MoveScenes : MonoBehaviour
7    {
8    
9    }
10
```
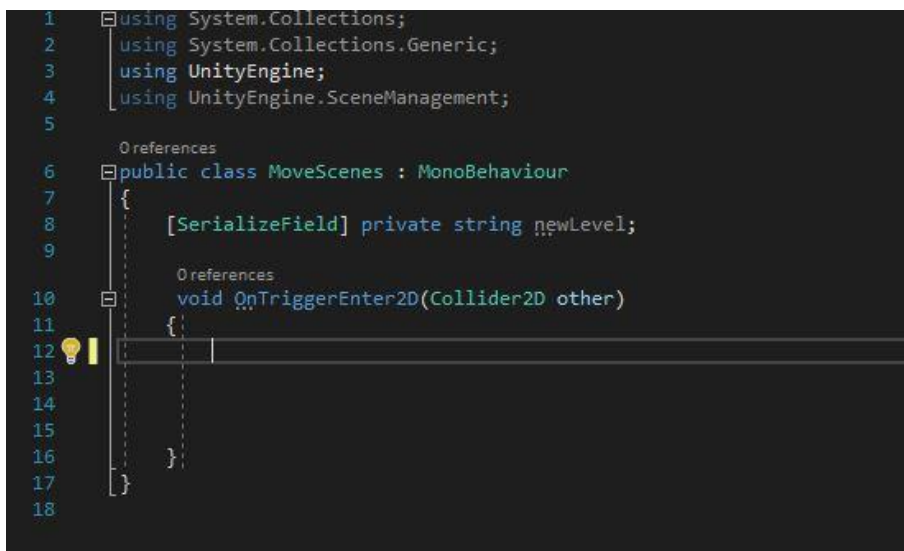
Step3

Now go to line 8 and type:

 [SerializeField] private string newLevel;

> This is very important you add this to the script because when you attach this script to the trigger you will create a section where you can type in the scene you want.

Now go to line 10 and type:

void OnTriggerEnter2D(Collider2D other)

```
1      using System.Collections;
2      using System.Collections.Generic;
3      using UnityEngine;
4      using UnityEngine.SceneManagement;
5
       0 references
6      public class MoveScenes : MonoBehaviour
7      {
8          [SerializeField] private string newLevel;
9
           0 references
10         void OnTriggerEnter2D(Collider2D other)
11         {
12
13
14
15
16         }
17     }
18
```

> This means that it will trigger the scene that you want.

Next you need to create an if statement.

Go to line 12 and type:

if (other.CompareTag("Player"))

{

}

> Quick type:
>
> After you type if, press tab twice and it will create the 2 curly brackets for you.

Now go into the 2 curly brackets you type:

SceneManager.LoadScene(newLevel);

> This will add a section to type the scene you want to change to once your character meets the trigger.

When you done it should look like this:

```
1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4    using UnityEngine.SceneManagement;
5
     0 references
6    public class MoveScenes : MonoBehaviour
7    {
8        [SerializeField] private string newLevel;
9
         0 references
10       void OnTriggerEnter2D(Collider2D other)
11       {
12           if (other.CompareTag("Player"))
13           {
14               SceneManager.LoadScene(newLevel);
15           }
16
17
18
19       }
20   }
21
```

Step4

Now we must create the trigger so you can get your character to change scenes.

First you select:

GameObject, Create Empty

Then it will add itself to the hierarchy. If you want to change the name all you must do is right click, choose to rename, and change the name of it. I chose" NextScene"
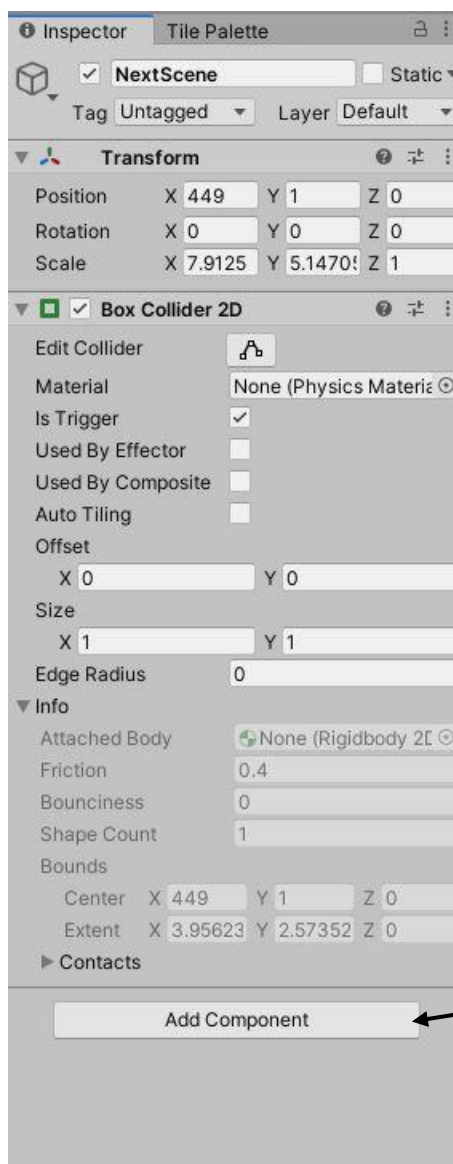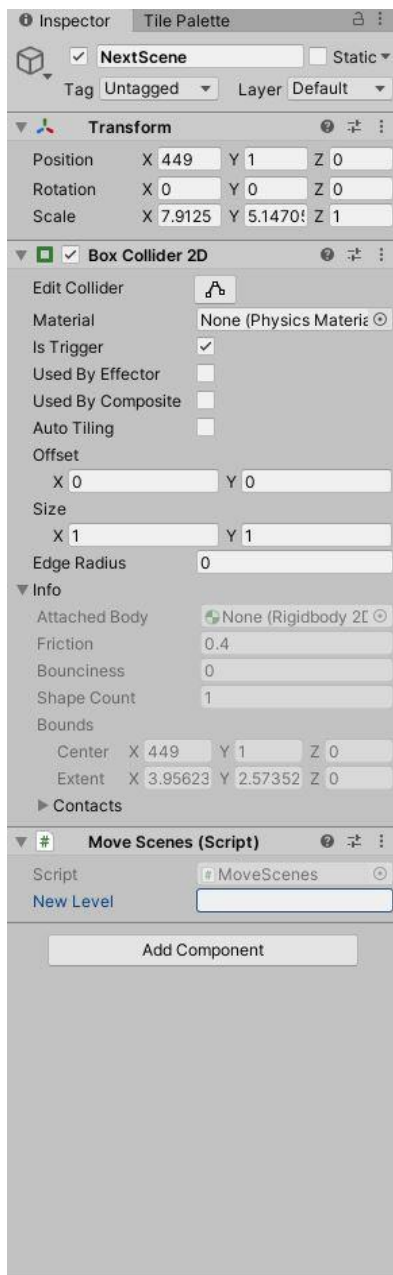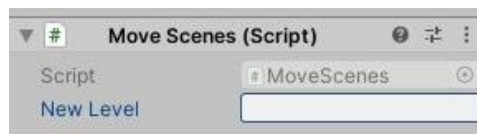
Now you need to add a box collider2D to your inspector.

To create a box collider 2D, you press this button and type "box" and you should see an option "Box Collider 2D". Press it and resize it to a smaller size. Also tick the "IsTrigger" option or it will not trigger your enemy. Very important

Next select the "MovesScenes" script and drag it into the "NextScene" object
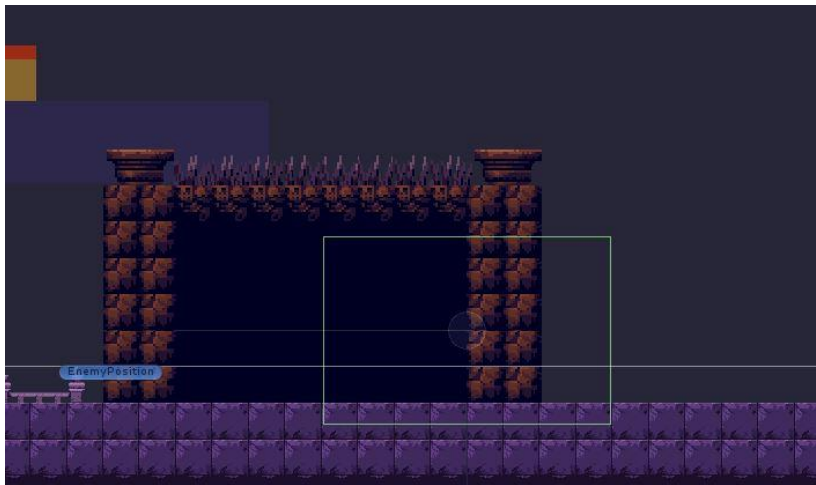

It should look like this

All you need to do is type in the scene you want your character to change to. In this case the level I want to change to is called "levelComplete". You can type in any scene that you want to change to. It all depends on the name.


It should look like this.

Make sure you add a box collider 2D to your character or object or you will not be be able to change. To do this you go into the inspector of your character or object press this button and type "box" and you should see an option "Box Collider 2D". Press it and resize it to a size that fits your character or player

Next resize and place it into your scene, depending on where the end of your first level is
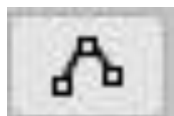
You resize it by pressing this button.

When you press play in the game and get to this point in the game it should change into the next scene. When you get to this part your character to freeze for a moment and then take you to a new scene

This one or any scene that you create.