

What it does?

This package will allow you to create a simple Zelda puzzle-like game. This package includes a Pickup script which is used for picking up the key for the puzzle. It also includes a PuzzleGoal Script which you act as an object where you have to drop the key on top of it. Finally, it includes a NextLevel script that will allow you to load a new scene.

What you need?

You will need to create an object and name it Key, this Key object will need to have a box collider, a rigidbody. After that create an object and call it Container make it a child object of the player. You will then need to assign all the variables to the Pickup script. After this make an object and call it a Key Container, attach the PuzzleGoal script on here. After this create another object and call it Wall. Assign all the variables to the Key Container object. Also, you need to create a function and choose the TestUnlock function. Finally, create another object and call it Door to the next Level and assign the NextLevel script on it.

What limitations do you have?

The limitation is that you can only have one Key item at a time. You will have to have a box collider on the Key item.