# How to use Packages

Package 1;

This contains a trigger pressure plate system that leads to a series of events:

1st thing to note:

I used my own naming convention for the objects/Assets I wanted to manipulate. If u wish for to do the same just change the name to match whatever your objects or asset is called in your hierarchy. For example, if your enemy is called "Knight" then you would have to use that name instead of my "Enemy" the same is true for wherever u reference that asset.

2nd thing to note:

For the code to work on the objects you want to manipulate they all Must have a BoxCollider.

3rd thing to note:

To show how to play an animation u have created or imported I made a line to show how you can implement this. For this to work you must start by stating the Hierarchy name of the GameObject you want to manipulate. Second if you are playing an animation then you must use the exact name of that animation, this is case sensitive.

How to Implement:

Give the asset or object that you want to trigger your desired event this code, then assign all the GameObjects in your hierarchy to the variables in the inspector. For this code in particular the object you give this code must have a BoxCollider and the Is Trigger box ticked furthermore any GameObjects acting as the trigger to the pressure plate must have a Rigidbody attached.

Further things to note:

Depending on what type of animation you are using you may have to set it to Legacy for it to work, furthermore you must remove that objects animator component and add the animation component. You also will have to assign what animation u wish to play on that GameObject and increase the size to 1 and again assign the animation u wish to play and untick the play automatically button.