Teleporting Component

A simple customizable teleportation component that uses tags and on collision enter. The scripts need to be attached to whichever object you want to set as the teleporter. That object just needs a collider and be set as trigger in the inspector, other then that it is completely customizable.

As it uses a tag you can freely manipulate what objects you want to teleport, only requirements are a rigidbody and the tag mentioned in the script. In this example it is “Player”.

The destination for the teleportation can be determined by an object you put into the scene or editing the script and setting set coordinates.

When all things are assembled in the unity scene you need to drag your destination object and your teleported object into the slots in the inspector of the teleporter,