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Code Lock

What is it?

This includes 2 scripts which are required for this to work, along with a scene and prefab of a code lock (which can be changed as long as the buttons are replaced). The idea is that the player would click on the buttons and when the correct code is input it activates, this could then be linked to something to perform an action.

- 2 Scripts
- 1 Unity Package with example scene
- Information Document

My idea for this script was to have a code lock to make interactions more interesting. Rather than just having the player walk through a door in a game, why not have a code lock and a clue, the player then has to look for the code or work it out. This makes getting through the door more interesting. The lock could be used for anything though and I thought it would be best to keep it as simple as possible, to not confuse players.

How does it work?

The player inputs a number which is stored in the script, once 3 numbers have been clicked it reads the number, if it's a match it will activate and the bar at the top will change green, if not then it will change red and display 'wrong code' in the console. An issue with how this works right now is the player could accidentally click one number and then type the correct code in, but because it counts the wrong number too it's wrong. I hope that the red bar is enough to let the player know when the end/ start of a code would be.

How do I set it up?

Either load up the attached scene, copy the prefab and change the code.
Or create a code lock with numbers 0-9 and a 'light bar' (to indicate to the player if a code is correct or not), attach the 'code lock' script to the back panel and pick a code. Attach the 'controller' script to the camera. Next is to texture/colour the code lock and add these materials to the correct slots in the code lock script (Default, Correct and Incorrect Materials). Finally attach the light bar and either reference the 'codelock is active' state in another script or add the code into the code lock script. (in the example scene the lock triggers a box to rotate behind the lock, this is in the code lock script)

How do I adapt the scripts?

The scripts should have parts labeled to help with any changes you might want. The controller script has a range which can be changed, which means the player must be so far away from the code lock in order to use it (the bigger the number the further away they can be).

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The CodeLock script has most of the code and there are a few parts which could be changed, like the timing of how long a light is on or what the code lock does when the code is input correctly and incorrectly.