

Unity tutorial 4

Teleporter

Create 2 objects, 1 will be used for the IsTrigger function in the teleporter script. Create an OnTriggerEnter collision statement and have the if statement be a collision between the IsTrigger object. Have the if Statement relocate the player to the second object's Position.

```
using UnityEngine;

public class Teleporter : MonoBehaviour
{
    [SerializeField] private Transform portalExit;

    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.tag == "Player") collision.transform.position =
portalExit.position;
    }
}
```