

Q1.

```
//This script is attached to Player GameObject
public class TestClass: MonoBehaviour
{
    public GameObject cubicTeleportationZone;

    private void Update()
    {
        if (Input.GetKeyDown(KeyCode.C))
        {
            Vector3 pos = transform.position + transform.forward * 2;
            Instantiate(cubicTeleportationZone, pos, Quaternion.identity);
        }
    }
}

//This script is attached to Teleportation Zone GameObject
public class TeleportationZone : MonoBehaviour
{
    private void OnTriggerEnter(Collider other)
    {
        if (other.gameObject.tag == "Player")
        {
            other.transform.position = new Vector3(45, 0, 300);
            Destroy(gameObject, 1);
        }
    }
}
```

Q3.a

```
using UnityEngine;

public class Test : MonoBehaviour {

    void Start () {
        transform.position = LoadPosition();
    }

    void Update () {
        if (Input.GetKeyDown(KeyCode.S))
            SavePosition(transform.position);
    }

    void SavePosition(Vector3 position)
    {
        PlayerPrefs.SetFloat("x", position.x);
        PlayerPrefs.SetFloat("y", position.y);
        PlayerPrefs.SetFloat("z", position.z);
    }

    Vector3 LoadPosition ()
    {
        float x = PlayerPrefs.GetFloat("x");
        float y = PlayerPrefs.GetFloat("y");
        float z = PlayerPrefs.GetFloat("z");
        return new Vector3(x, y, z);
    }
}
```