Button

Initial State
Sunny and
friendly

Platform W collision

Obstacle Bush
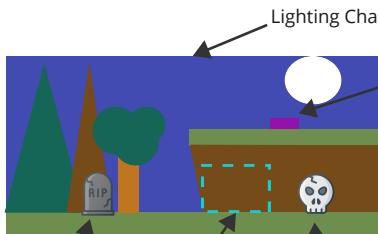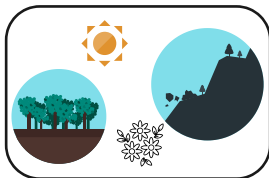
Lighting Change

Colour Change

Post
interaction
state
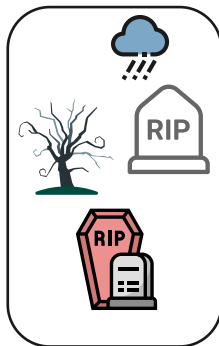
Invisible Trigger

Flower becomes skull

Bush becomes grave

Translation
or Rotation:
stop sign
rotates

Force
Movement:
player
movement

Collision
Enter:
button
activation

Input key:
player
movement

Trigger enter:
invisible
trigger grave
and stop sign

Translation/Rotation:

Initially I wanted to have the celestial body (sun/moon) move across the sky after hitting the button, but I wasn't able to figure out how to activate a script on another object, and ended up changing it out to a rotating object that continues to rotate whilst in the trigger zone assigned to it.

- Trigger zone needs collision stay
- Activate object 1 and 2 (blocker and stop sign)
- Inside of update add rotate

Player leaving screen/Movement:

Physical boundaries simulated via button, bush, and blocker. Player would overshoot bush, bush was made larger to avoid this

- Player with dynamic body
- Script calls for input
- Physical boundaries via objects in scene