﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class boxPuzzleTrigger : MonoBehaviour

{

public int boxPuzzle = 0;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

}

void OnTriggerEnter(Collider box)

{

if (box.isTrigger == true && box.CompareTag("boxPuzzleTrigger"))

{

GameObject completePuzzle = GameObject.Find("test");

boxPuzzleFinish testing = completePuzzle.GetComponent<boxPuzzleFinish>();

testing.puzzleCompletion += 1;

}

}

void OnTriggerExit(Collider box)

{

if (box.isTrigger == true && box.CompareTag("boxPuzzleTrigger"))

{

GameObject completePuzzle = GameObject.Find("test");

boxPuzzleFinish testing = completePuzzle.GetComponent<boxPuzzleFinish>();

testing.puzzleCompletion -= 1;

}

}

}