

GELBEECK INFINITE

PART 6

PORTALS

In PacMan Script:

```
if(targetNode != CurrentNode && targetNode != null){
    if(NextDirection == direction *-
1){ //check if the next direction is equal to the opposite of the current direction.
        direction *= -1; //if true set the direction to be opposite.

        Node tempNode = targetNode;

        targetNode = previousNode;

        previousNode = tempNode; //make the previousNode, the targetNode and the Target Node the
previousNode.

    }

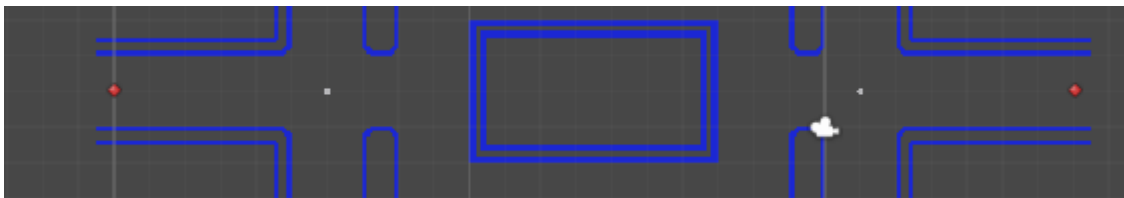
    if(OverShotTarget()){
```

In Tile Script:

```
public class Tile : MonoBehaviour {

    public bool isPortal; //This will inform PacMan if the current Node it is on has a Tile Component and
is a portal.

    public GameObject portalReceiver; //This stores the exit portal.
}
```



Create two new pellets and assign their new neighbours.

Add A Tile Script Component to them and mark them as True;isPortal.

Give the red pellet on the right a receiver, which is the red pellet on the left and vice versa.

In PacMan Script:

```
GameObject GetPortal(Vector2 pos){ //We will pass in our current position and do a check if this element i
s a portal.
    GameObject tile = GameObject.Find("Game").GetComponent<GameBoard>().board[(int)pos.x, (int)pos.y];
    //retrieve object
    //at this position of the array.

    if(tile != null){

        if(tile.GetComponent<Tile>() != null){

            if(tile.GetComponent<Tile>().isPortal){ //If the isPortal field is true

                GameObject otherPortal = tile.GetComponent<Tile>().portalReceiver; //Get
                //the portalReceiver GameObject that was stored and return it.
                return otherPortal;

            }

        }

    }

    return null;
}
```

In void Move():

```
if(OverShotTarget()){  
  
    CurrentNode = targetNode; //since we overshoot our target.  
  
    transform.localPosition = CurrentNode.transform.position;  
  
    GameObject otherPortal = GetPortal(CurrentNode.transform.position);  
  
    if(otherPortal != null){  
        transform.localPosition = otherPortal.transform.position;  
        CurrentNode = otherPortal.GetComponent<Node>();  
    }  
  
    s
```

Fill up the rest of the scene with invisible pellets. Highlight them red and turn off their sprite renderer.