GELBEECK INFINITE

PART 6

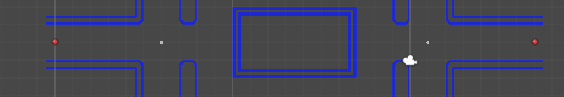
PORTALS

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 versia.

In PacMan Script:

GameObject GetPortal(Vector2 pos){*//We will pass in our current position and do a check if this element is 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 overshot 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.