**Flora – Woolpy**

**Activating Points**Tag: Activating Point  
Script: Activating Point  
Collider is Trigger!

**Bridges**Scripts: BridgeNew   
no Collider

**Trigger** Script: BridgeTrigger  
 Collider is Trigger!  
 deactivated: BoxCollider

**Collider**  
Script: BridgeGravityAttractor  
Tag: Bridge  
deactivated: BoxCollider

**Platforms**Script: Platform  
Tag: Platform

**Planets**Scripts: Planet, FauxGravityAttractor

**Trigger**  
 Script: PlanetTrigger  
 Collider is Trigger!

**PortalBegin**2 Activating Points + End  
Collider is Trigger!

**Energy** Script: Energy

**Begin** Script: PortalBegin (End = End)

Player + Activating Points on same z-Axis-Value

**Catapulte**Script: Catapulte  
Collider is Trigger!

**Player**Layer: Player

**Woolpy**  
Layer: Woolpy