**NextLevelTrigger Prefab Readme**

By: Matthew Kurtz

**Video Tutorial**: <https://youtu.be/_RDRRqciwF0>

**Overview:**

The NextLevelTrigger Prefab is made to help whoever is using it to have a seemless experience transtioning levels in a 4-level game. The user will have to edit the scripts and create new scenes in order to have it fit their needs.

**Necessary Pre-reqs:**

In order to successfully use this prefab, there must be an entity that moves with the tag “Player”. However, you can change this within the code that’s provided with the prefab.

**Scripts:**

**SceneManager.cs**

* This script incorporates management of the levels for when the “player” reaches a checkpoint.

**Game Objects:**

**Portal Sprite**

* This sprite is used in the video game Portal 2. In order to not have a “boring” sprite, I’ve implemented this.

**Polygon Collider**

* This is how the SceneManager functions. When the player collides with the Polygon Collider, the next level triggers.

**Unity Store Download:**

1. Open your Unity project
2. Go to Window > Asset Store
3. Search for “NextLevelTrigger” in the search bar
4. Download it and all its assets
5. Import into your Unity game
6. (Download the Prefab via Google Drive [here](https://drive.google.com/drive/folders/1nXWBH2t4LvNujcMIl0oXLAq5_yBKSllK?usp=sharing))
   1. In your Unity game, right click inside the Assets folder > Import Package > Custom > Select prefab download
   2. Uncheck “Tests” folder, you only need “Scripts” folder checked

**Implementation:**  
Once the asset is downloaded and imported into your project, place the prefab/sprite for wherever you want the “portal” to be.