

For this project I implemented a chest and key pair, that operate when paired together. To achieve this I imported a sprite for a key and a chest. I then gave them both a box collider set to trigger, and the chest I gave a kinematic body in order for it to operate correctly. From here I gave the key a simple ID check and assigned it the “key” id scriptable object. And a simple collider behavior script, that attaches the key to the player, and hides the sprite. From here I then worked on the chest, giving it a simple id check behavior, having it trigger behaviours when matching an ID while touching the key. For these behaviours I gave the chest a particle system to play when opened, changed the sprite renderers sprite to an open version of the chest, and an audio source to play a short fanfare when opening the chest. To keep the chest from triggering infinitely when standing on top of it, I also had the chests behaviour disable the key object all together, so the chest would only trigger once and consume the key. I did leave the key a bit larger, but I felt as though this helped it interact with the chest more reliably.

Youtube video link:<https://youtu.be/ioMBIKQhO7E>

Github repository link:<https://github.com/Squishitron/Essentials>

