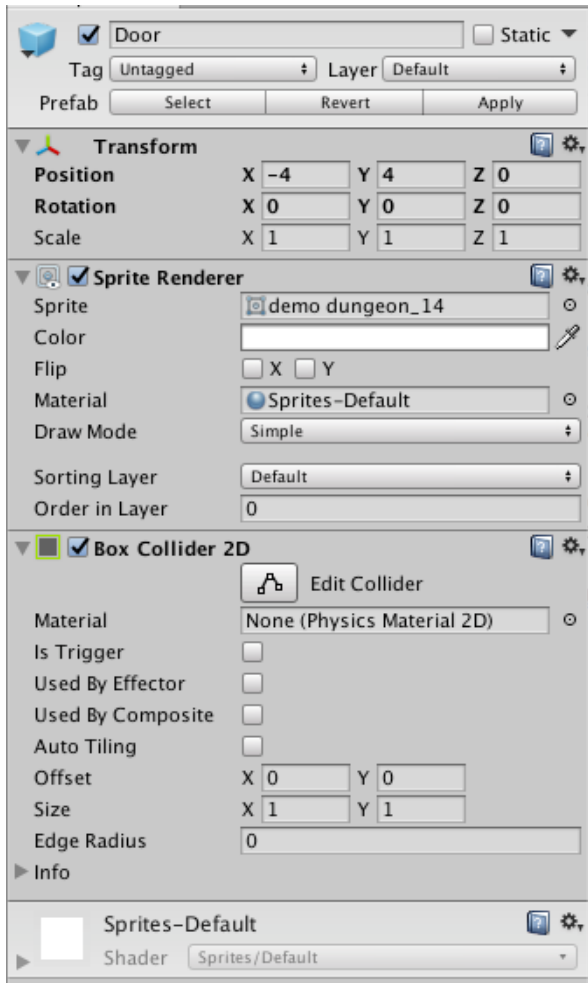


Push Block Mechanic 2D

The most basic component is the **Block.cs** script. It can be attached to any game object and given the “Push Block” mechanic.



First Create A “Target” GameObject. This will be the GameObject that is hidden or shown based upon the push trigger being fired.

In this example, I am creating a Door that has a box collider on it that prevents the user from passing until they push the block.

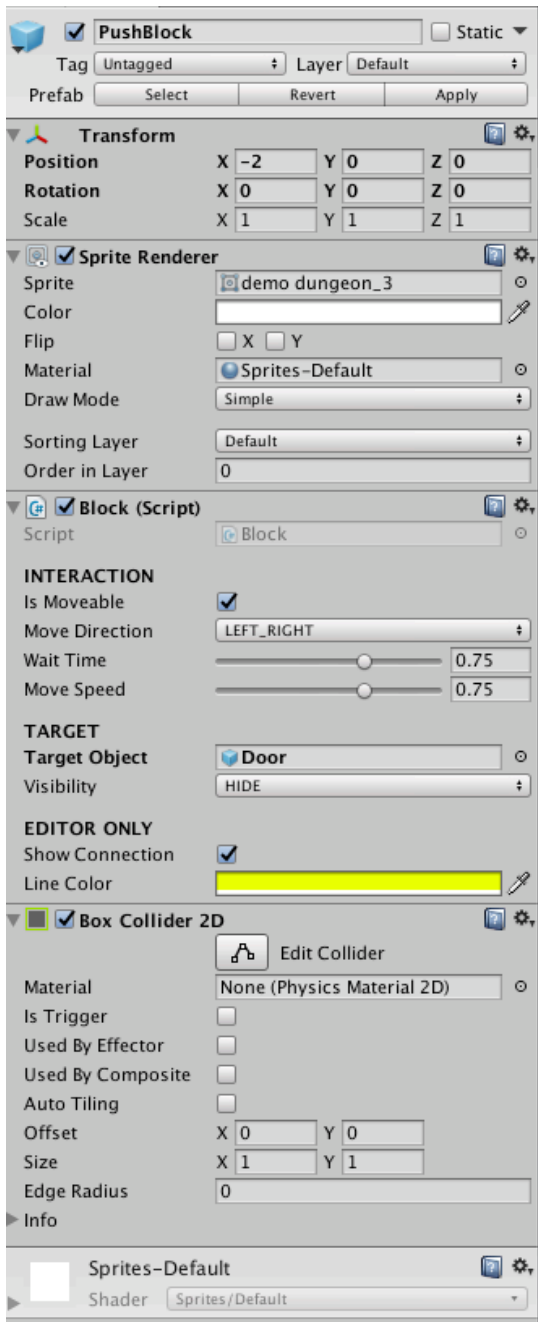
There really isn’t a whole lot going on with this GameObject in this example. I can make it as complex or simple as needed to fit my game needs.

Creating the “Push Block”

Create a new GameObject that will be the push block. Attach the **Block.cs** script. The script auto adds BoxCollider2D. You can adjust the BoxCollider2d to best fit your sprite.

The script also adds a Rigidbody2D at runtime and configures it as necessary.

SETUP THE PUSH BLOCK



INTERACTION

Is Moveable

- The default is true. This just tells the push block that it can be moved. Maybe in your game you want to wait till all the enemies are cleared before the push block can be moved, this is how you would govern that logic.

Move Direction

- What direction can the push block be moved. **Left_Right** or **Up_Down**. These are simply logical separators. You can extend the enum to include any direction you want.

Wait Time

- How long the block waits before it starts moving. Force must be constantly supplied to the push block. The timer will reset if the player stops applying force. So you'll need to adjust this time to best fit your game mechanics.

Move Speed

- How fast do you want the push block to move.

TARGET

Target Object

- The GameObject that the push block governs.

Visibility

- Do you want to show or hide the target object? You do not have show or hide the game object in the editor. The script is smart enough to **ENABLE** or **DISABLE** the Target GameObject based upon what you want to do.

*NOTE: Target Objects are **SetActive(true)** or **SetActive(false)** during gameplay.*

Editor Only

To help with multiple PushBlock in a Scene, you can click a Push Block GameObject and it will draw a line from it to the Target to show the connection. You can also change the color for better clarity.