

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class DoorBehavior : MonoBehaviour
5 {
6     [SerializeField]
7     public int titleScreen;
8
9     public bool notEntered = true; //This is so the method will only run once
10    void OnTriggerEnter2D(Collider2D other)
11    {
12        GameObject title = GameObject.Find("TitleScreen");
13        LevelComplete titlescript = title.GetComponent<LevelComplete>(); //Sets titlescript as the LevelComplete script under the object named TitleScreen
14        GameObject objectCollided = other.gameObject; //Find the object that ran into the collider
15        if (objectCollided.CompareTag("Player") && Input.GetKeyDown("up") && notEntered)
16        {
17            notEntered = false;
18            objectCollided.GetComponent<PlayerMovement>().levelComplete(); //Runs the levelComplete method in the PlayerMovement script
19        }
20    }
21 }
22
```