Teleporter Level Implementation Guide

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# Animations

The net has a 0-100 frame looping animation that should always be active. The texture should also scroll if possible.

The generator shell has 2 animations: 0-30 frame looping animation that should always be active, and a 100-160 frame looping animation that should play when a goal is scored on that side (e.g. the opposing player scores a goal)

The warps have 2 animations: 0-90 frame looping animation that should play when they are not active, and a 100-130 frame looping animation that plays when they are active. The textures should swap between teleporter\_warpOFF\_Texture and teleporter\_warp\_Texture as appropriate.

# Layout

Here is the layout for the level as seen top downGraphical user interface, diagram

Description automatically generated with medium confidence

Adjust the placement of the generators and goals if they aren’t visible on the screen, but keep it symmetrical.