PSUEDOCODE & SCRIPTS
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Script #1 End Door Trigger

Create a variable for each a final doorgame object, key 1 and key 2.

On Start,
      Both key 1 & 2 are equal to false
On every update,
If both keys are equal to true, then destroy the game object for the final door
When the trigger with a specific tag enters the collider
      If the tag is "beanbag", set key 1 equal to true
      If the tag is "Harvard" set key 2 equal to true

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Trigger : MonoBehaviour
{
    public GameObject finalDoor;

    public bool key1;
    public bool key2;
    void Start()
    {
        //keys both false on start
        key1 = false;
        key2 = false;
    }


    void Update()
    {
        //if both keys are true, destroy the door
        if (key1 && key2)
        {
            Object.Destroy(finalDoor);
        }

    }

    private void OnTriggerEnter(Collider other)
    {

        //beanbag sets key 1 to true
        if(other.tag == "Beanbag")
        {
            key1 = true;
        }
         //harvard sets key 2 to true
        if (other.tag == "Harvard")
        {
            key2 = true;
        }
    }



}
```

Script #2 Character Switcher

If 1 is pressed, then

1. disable the character controller script and the camera component attached to the Beanbag game object.
2. Enable the character controller script and the camera component attached to the Harvard game object.

If 2 is pressed, then

1. disable the character controller script and the camera component attached to the Harvard game object.
2. Enable the character controller script and the camera component attached to the Beanbag game object.

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using TMPro;
//using Microsoft.Unity.VisualStudio.Editor;
using Unity.VisualScripting;
//using UnityEngine.UIElements;

public class CharacterSwitch : MonoBehaviour
{
    public KeyCode Harvard = KeyCode.Alpha1;
    public KeyCode Beanbag = KeyCode.Alpha2;

    public GameObject beanbagCamGameObj;
    public GameObject beanbagGameObj;
    public GameObject beanbagCam;


    public GameObject harvardCamGamObj;
    public GameObject harvardGameObj;
    public GameObject harvardCam;

    public GameObject harvardIcon;
    public GameObject beanbagIcon;

    public bool isImgOn;
    public Image img;



    void Start()
    {
        img.enabled = true;
        isImgOn = true;
    }

    // Update is called once per frame
    void Update()
    {
        if (Input.GetKey(Harvard))
        {
            Debug.Log("switch to harvard");
            //disabling camera, movement script and camera script on beanbag
            beanbagCamGameObj.GetComponent<MoveCamera>().enabled = false;
            beanbagGameObj.GetComponent<PlayerMovement>().enabled = false;
            beanbagCam.GetComponent<Camera>().enabled = false;

            //enabling camera, movement script and camera script on harvard
            harvardCamGamObj.GetComponent<MoveCamera>().enabled = true;
            harvardGameObj.GetComponent<PlayerMovement>().enabled = true;
            harvardCam.GetComponent<Camera>().enabled = true;

            //display harvard player icon
            if (isImgOn == true)
            {
                img.enabled = false;
                isImgOn = false;
            }
        }

        if (Input.GetKey(Beanbag))
        {
            Debug.Log("switch to beanbag");
            //disabling camera, movement script and camera script on beanbag
            beanbagCamGameObj.GetComponent<MoveCamera>().enabled = true;
            beanbagGameObj.GetComponent<PlayerMovement>().enabled = true;
            beanbagCam.GetComponent<Camera>().enabled = true;

            //enabling camera, movement script and camera script on harvard
            harvardCamGamObj.GetComponent<MoveCamera>().enabled = false;
            harvardGameObj.GetComponent<PlayerMovement>().enabled = false;
            harvardCam.GetComponent<Camera>().enabled = false;

            //display beanbag player icon
            if (isImgOn == false)
            {
                img.enabled = true;
                isImgOn = true;
            }
        }


    }
}
```