**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 A screen shot of a computer program

Description automatically generated with low confidence

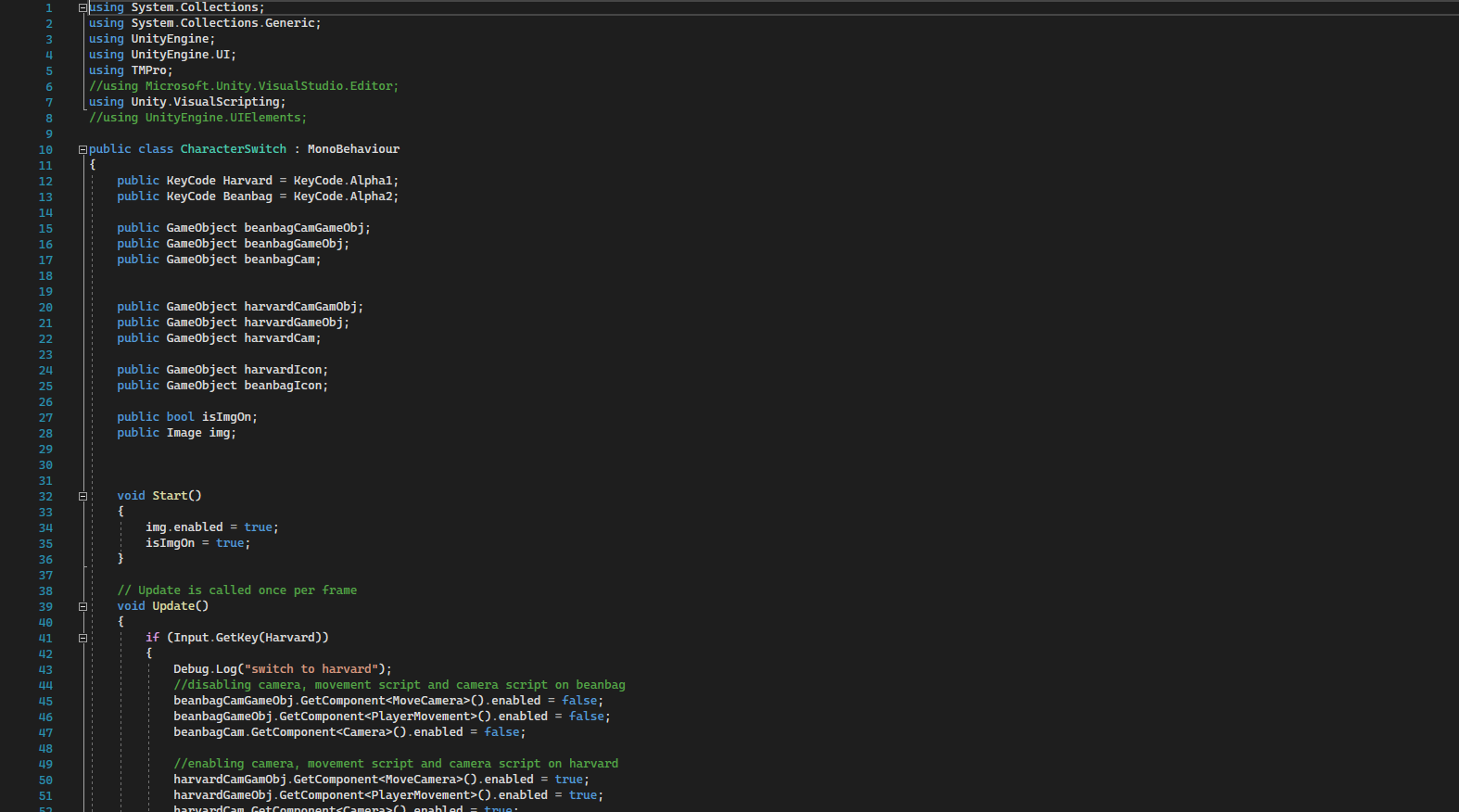
**Script #2 Character Switcher**

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.

** A picture containing screenshot, text

Description automatically generated**