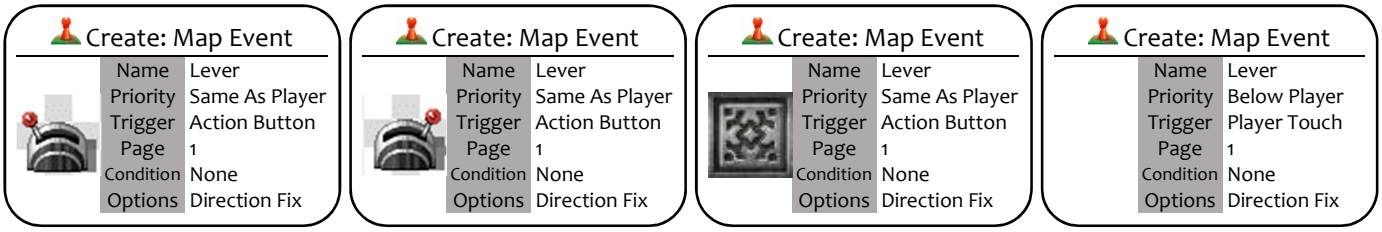
Remote Door Lock [Switches, Event Pages] Recommended: Boulder Pass Dungeon

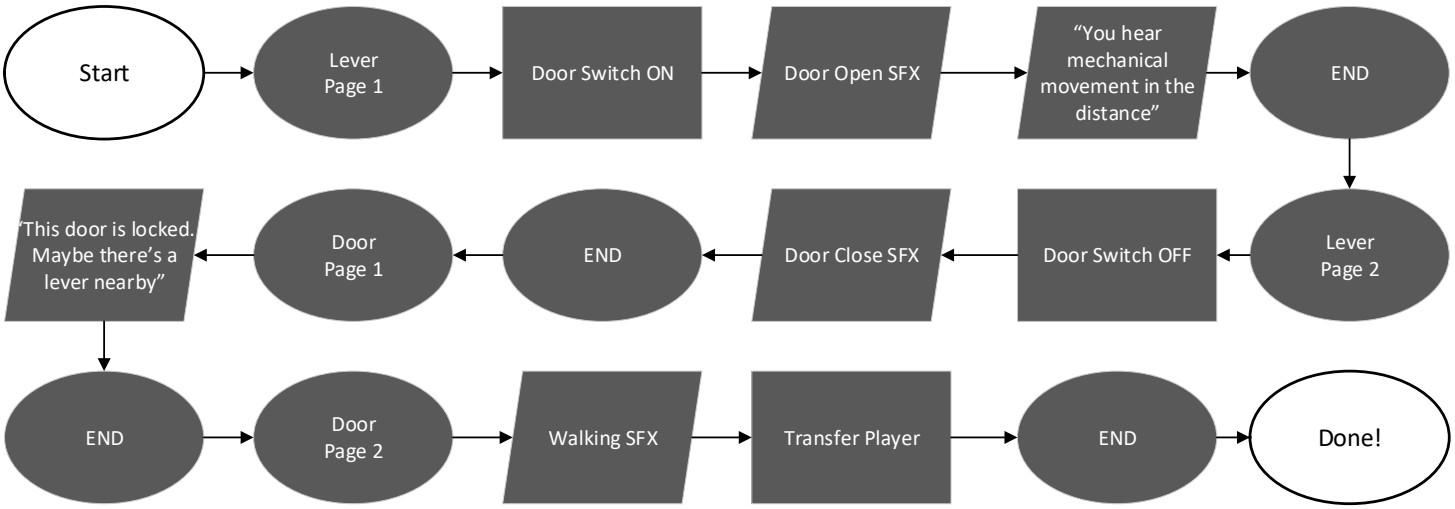
Design a door that can only be opened by pulling a lever elsewhere in the game.

Another classic mechanic is many types of games, especially adventure games, is the remote door lock. Mechanically, this can serve a lot of purposes. Sometimes, it is used to make sure the player has made it to a certain place in the world before unlocking a cutscene or new region. Another very common use is to unlock a door near the beginning of the region, so the player doesn't need to backtrack when they have explored everything. In this case, we will use it to force our players to explore the Boulder Pass Region before entering the Boulder Pass.

Start by creating two map events, a door and an lever. Each will have two Pages, one for open and one for closed. In my game, I placed the lever high on a mountaintop, and the door inside the Boulder Pass dungeon cave. It will be the first door the players see before actually entering the dungeon.



Then follow the flow chart below to complete all of event pages and the challenge. You can also add your own screen shake and text messages to enhance the actions of the door/lever.



Create Events

Lever is off. Door is closed.

Lever is on. Door is open.

The *most important* thing to remember from this challenge is that **the Event Page with the highest number and all of its conditions met will be the active Event Page.** When the Door Switch is ON, the Page 2 of each event has all of its conditions met. When it is OFF, Page 1 is the only one with all of it's conditions met.

Testing: *Does the lever and the door start off/closed? If you flip the lever, is the door open? If you flip it back, does the door close?*