

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using FMODUnity;
4 using FMOD.Studio;
5 using UnityEngine;
6
7 public class TurnOnLight : MonoBehaviour
8 {
9     public GameObject CurtainWall;
10    public Light TheLight;
11    public Vector3 StartPos, FinishPos, currentpos;
12    //Allows for final position of wall to be offset to a different position. ↗
13    //Helpful in edge cases such as staircase wallraise
14    public float xaxisoffset, yaxisoffset, zaxisoffset;
15
16    private float speed;
17    public bool WallRaised;
18    void Start()
19    {
20        // yaxisoffset = yaxisoffset+ 10;
21        speed = 5.0f;
22        WallRaised = false;
23        StartPos = CurtainWall.transform.position;
24        currentpos = StartPos;
25
26        //For normal offset only change yaxisoffset and set to 10-^ ↗
27        FinishPos = new Vector3(StartPos.x+xaxisoffset, StartPos.y +
28                                yaxisoffset, StartPos.z+zaxisoffset);
29    }
30
31    void Update()
32    {
33        if (WallRaised == true)
34        {
35            //Raises the wall over time towards the FinishPos vector
36            Debug.Log("Wall Raised");
37            currentpos = Vector3.MoveTowards(currentpos, FinishPos, speed * ↗
38            Time.deltaTime);
39
40            //Moves the Wall object along with the vector
41            CurtainWall.transform.position = currentpos;
42
43            //Sets the light intensity to increase overtime as the wall is ↗
44            raised
45            if (TheLight.intensity <= 0.6f)
46            {
47                TheLight.intensity += 0.01f;
48            }
49        }
50        if(WallRaised == false)
51        {
52            //Lowers the wall over time backtowards the starting position ↗
53            vector
```

```
49         Debug.Log("Wall Lowered");
50         currentpos = Vector3.MoveTowards(currentpos, StartPos, speed *
           Time.deltaTime);
51
52         //Moves the Wall object along with the vector
53         CurtainWall.transform.position = currentpos;
54
55         //Sets the light intensity to tick down as the wall lowers to
           zero
56         if (TheLight.intensity >= 0.0f)
57         {
58             TheLight.intensity -= 0.01f;
59         }
60     }
61 }
62
63 //This OnTriggerEnter is used so when an object enters the Collision Box
           object it sets wall raised to true
64 void OnTriggerEnter(Collider collision)
65 {
66     if (collision.name == "Player")
67     {
68         // Time.timeScale = 0.25f;
69
70         Debug.Log("Collided");
71
72         //Sets wall to raise
73         WallRaised = true;
74
75
76         // CurtainWall.transform.position = new Vector3(StartPos.x,
           StartPos.y+10, StartPos.z);
77
78     }
79 }
80 //This OnTriggerEnter is used so when an object leaves the Collision Box
           object it sets wall raised to false
81 private void OnTriggerExit(Collider other)
82 {
83     if (other.name == "Player")
84     {
85         // Time.timeScale = 1.0f;
86         // TheLight.intensity = 0.0f;
87         Debug.Log("left");
88         //Sets Wall to Lower
89         WallRaised = false;
90
91
92
93
94         // CurtainWall.transform.position = new Vector3(WallPos.x,
           WallPos.y, WallPos.z);
95     }
```

96 }

97

98 }

99