

USER GUIDE – Drag-and-Drop Laser Puzzle Kit



What's Included:

- **AdvancedLaser.cs** – Handles bouncing lasers, interactions, hit FX
- **LaserTarget.cs** – Modular target component with events
- **LaserHitObject.cs** – Simple script for triggering UnityEvents from hits
- **LaserPuzzleController.cs** – Checks if targets are hit to solve a puzzle
- **SimpleLaser.cs** – A lightweight version for basic use
- **KeyboardRotator.cs** – Use **Q/E** to rotate objects in the demo
- **Prefabs** – Ready-made demo lasers, targets, mirrors
- **Demo Scene** – Functional puzzle setup with visual feedback

How to Use:

1. Drag **AdvancedLaser prefab** into the scene
2. Add **LaserTarget** to any object you want to trigger (doors, buttons, crystals)
3. Add **LaserPuzzleController** and assign required targets
4. Play — reflect lasers, hit targets, solve puzzle!
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Support

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 <https://monogd.mydurable.com/fr>

Thank You!

We hope this asset speeds up your project and adds style to your vehicles.

If you liked it, please leave a review — it means a lot! 