Basic Rules of Logic Gates:

1. By default, the tiles will change after every three steps.
2. Green -> Yellow -> Red -> Green
3. Green is safe, Yellow is safe if you do not end your third step on them, Red is completely impassable.
4. You cannot move diagonally.
5. Ending on a Yellow (that then turns to red) kicks you back to the gateway entered the room through and incurs a Trace penalty
6. There will be a button in the room to disable the whole floor
7. Movement is restricted while on the Logic Gate

Setup:

1. Floors and Manager
   1. Floor ID – Both tiles and managers have a Detection/Target Floor ID, this is used in the Managers construction script to determine what Floor tiles it controls. (to refresh the tiles controlled in the manager, use the Remove All Elements button in the Linked Tiles array for that specific manager). Ensure that the tiles and manager of each puzzle have the same, unique ID.
   2. Detection State (Floors) is an enum that determines what state the floor starts in. I.e. Safe (Green), Warning (Yellow) & Danger (Red). Starting any floor tile with the Disabled state will break the tile.
   3. Max Moves (Manager) is also instance editable, it is not advised to change this, though if you do wish to do this for specific rooms, the information should/will be available to the player in the final build via the UI
2. Border Tiles
   1. A Border Tile must be present at every edge of the Logic Gate where the player would have the ability to enter or exit the puzzle.
   2. All tiles must be rotated so that the red guidance arrow is facing the floor tile it is bordering.
   3. The Start Tile Direction Enum must also be set to the orientation that the adjoining floor tile is in (North, South, East, West).
   4. For every Border Tile that the player would aim to reach (the side of the gate where they could disable the Logic Gate), switch the ‘End Tile?’ Boolean to true.
   5. The Detection Floor ID is the same as with the Detection Floors and must be set accordingly.
3. Tile Blockers
   1. There is a Tile Blocker asset within the Objects folder (essentially an invisible wall), use it to block off areas that the player should not be able to access the Logic Gate (E.g. Elevated Ground)
4. Security Switch
   1. The Security Switch is used to disable the whole room, add a reference to the instance of the manager to the Linked Objects Array (also editable by instance) to make it work. Additionally, add any barriers blocking exit gates in the room and all Tile Blockers in the room to this array as well.
   2. The Active controller variable is exposed for debug purposes, you do not need to touch it.
   3. Make sure both the Interaction Type and Score Type Enums are set to ‘Logic Switch’ and ‘Logic Gates’ respectfully, these dictate the interaction prompt and points score given to the player.
5. Gateways
   1. Please ensure that all Gateways within the room have:
   2. ‘Logic Gates’ as their Room Info Tag.
   3. The rooms ‘Detection Floor Manager’ as the Linked Manager.
   4. and that Score Trigger is set to false.