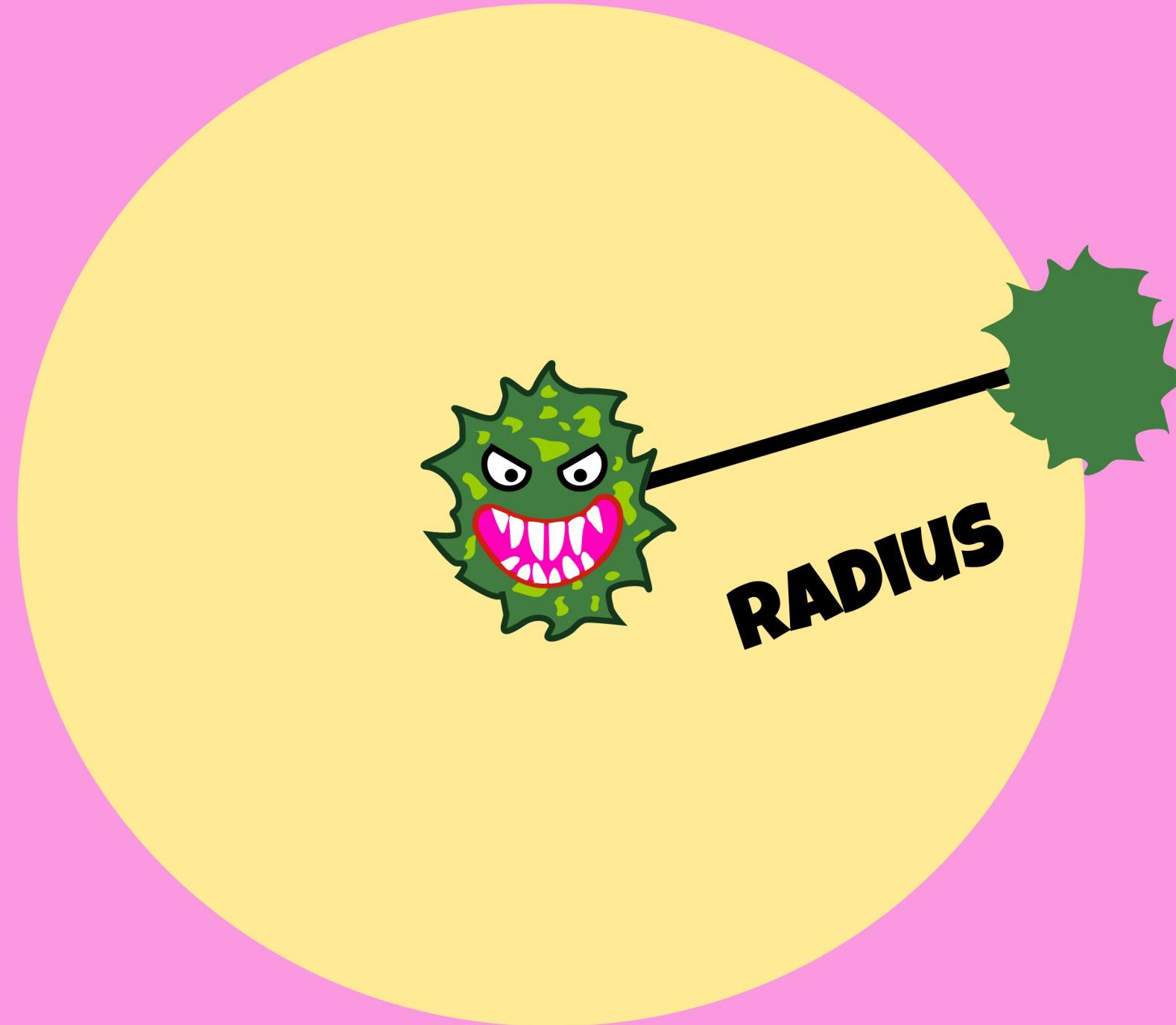




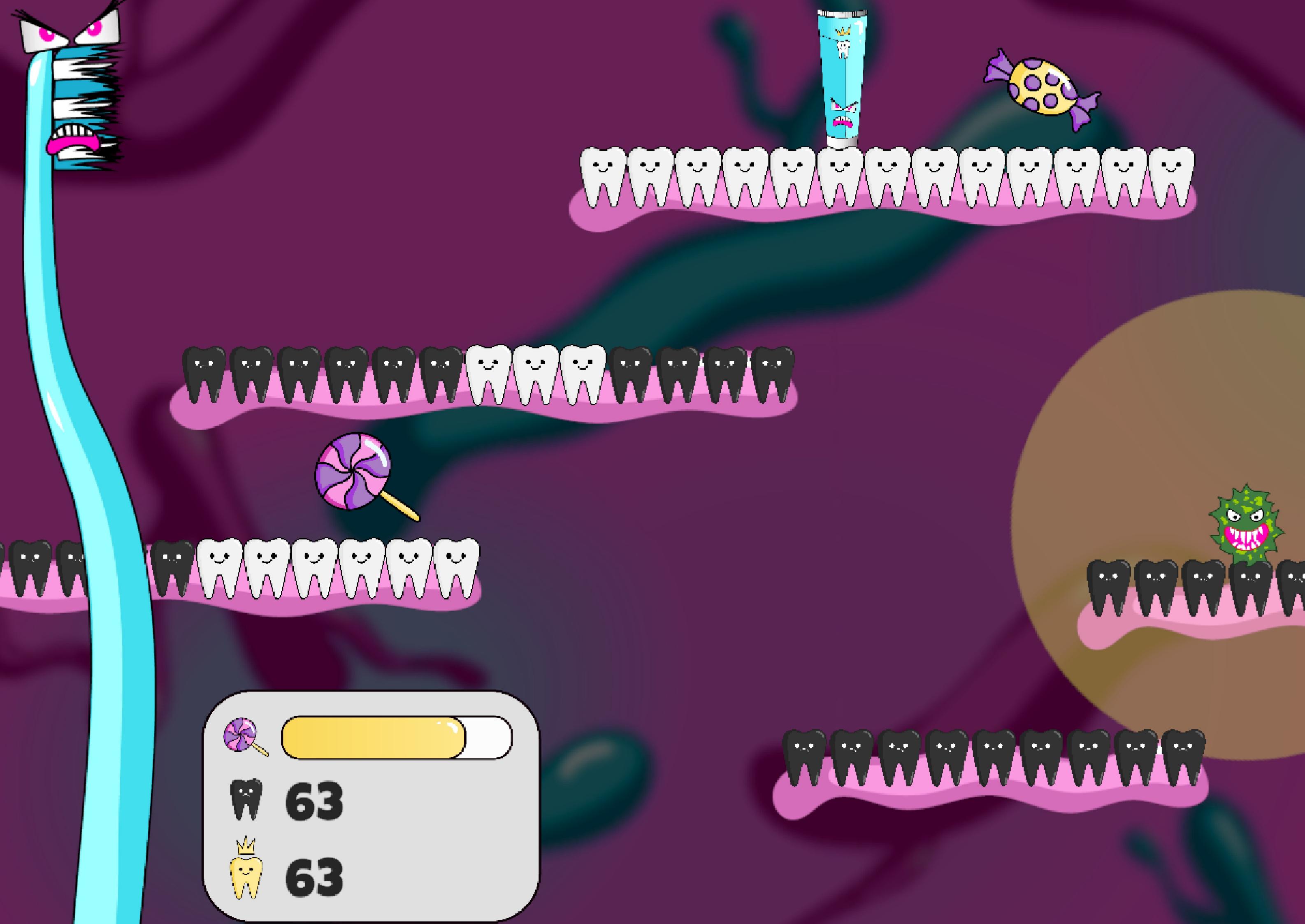




TELEPORTATION





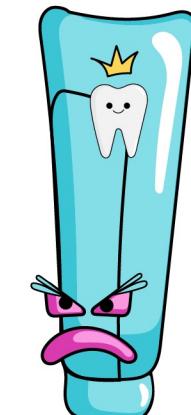
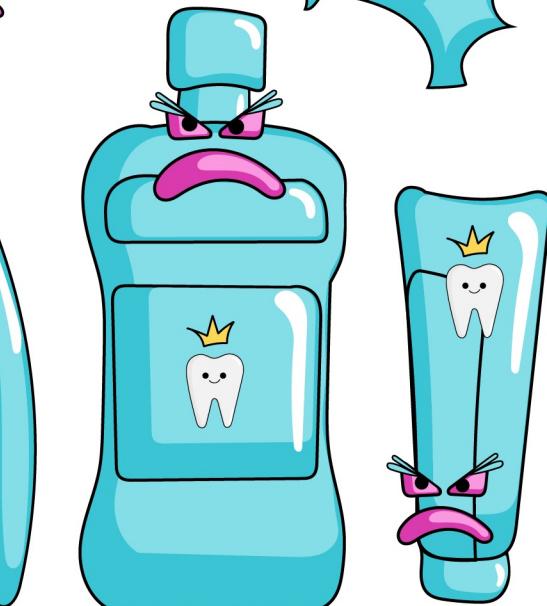
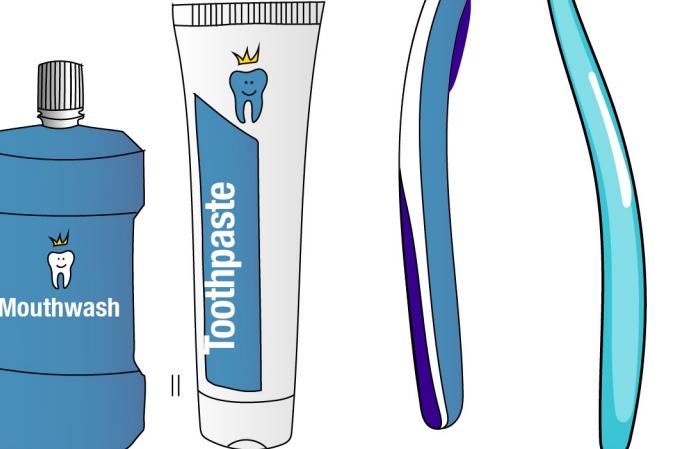
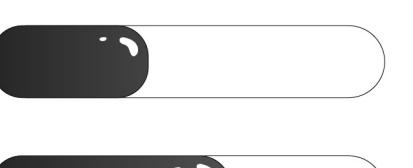
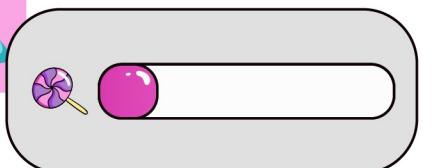
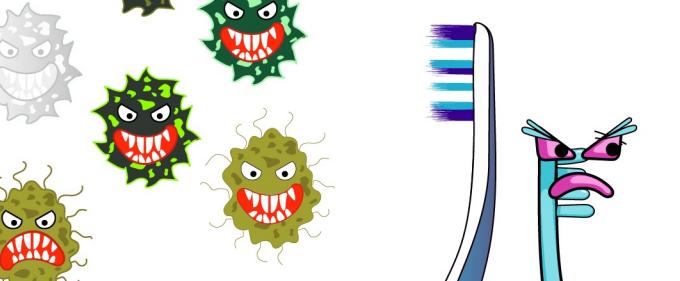
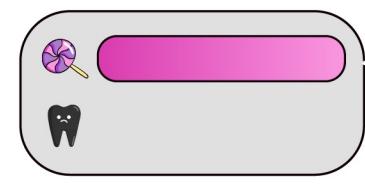
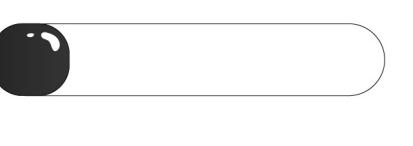
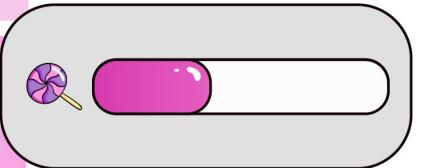
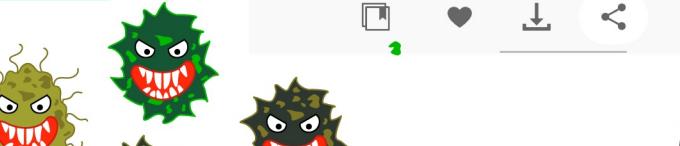
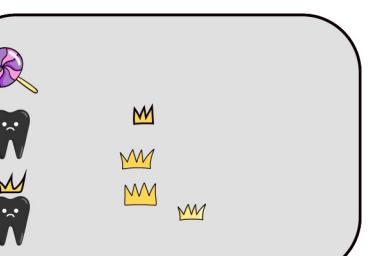
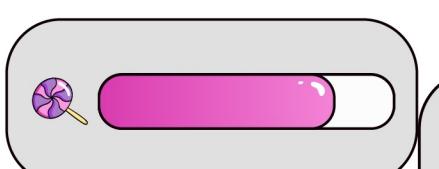
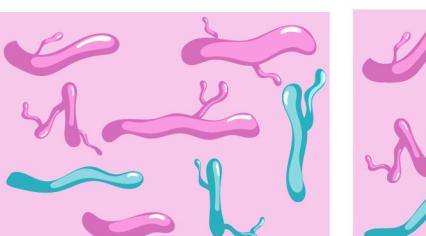
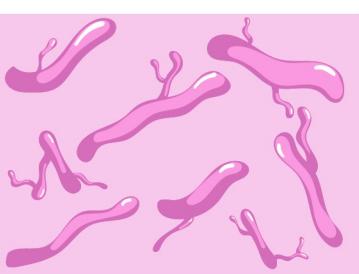
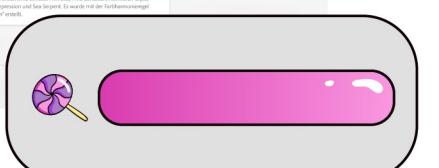
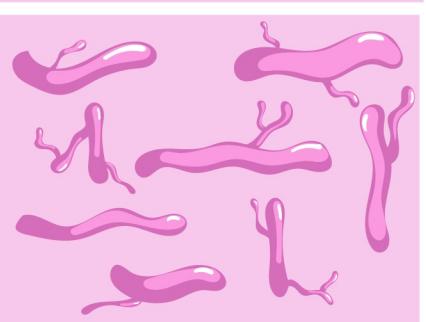
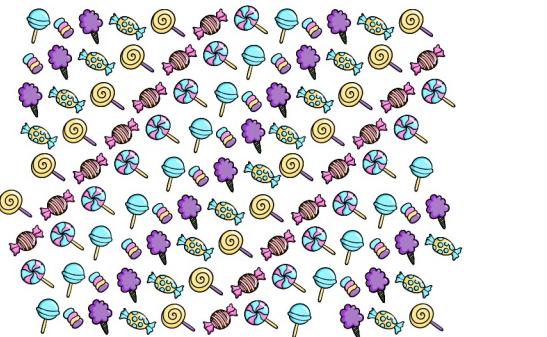
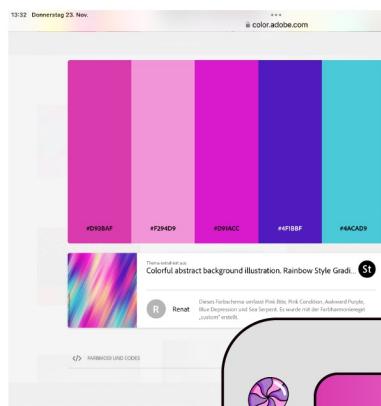
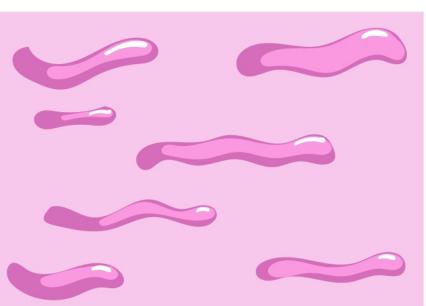
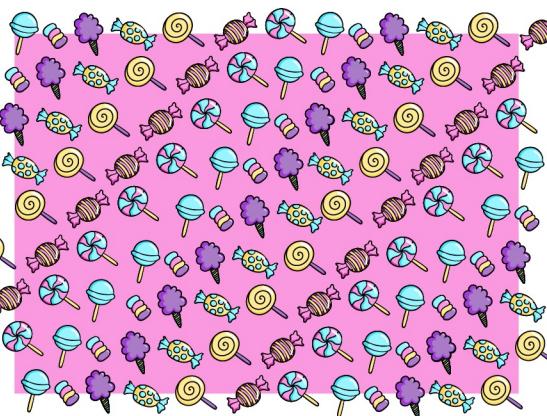


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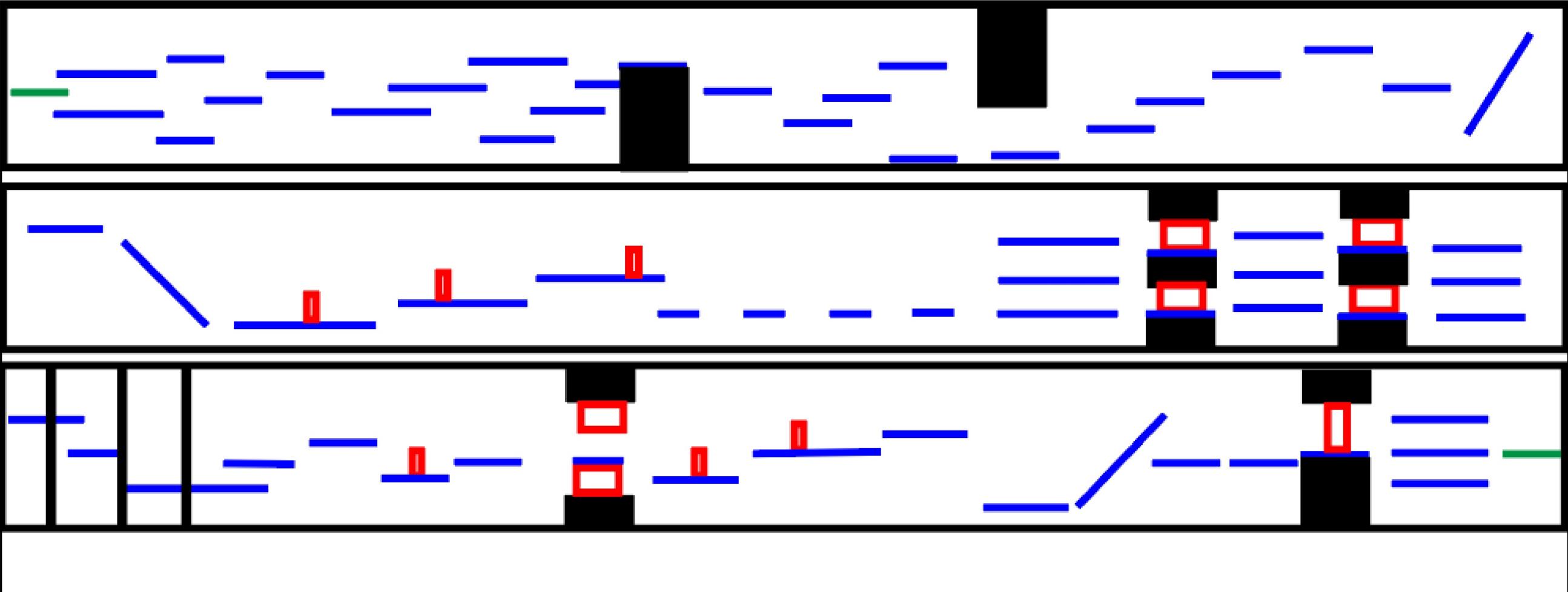
63

ALT



In use





```

0 references
void OnTriggerEnter2D(Collider2D collider)
{
    if (collider.gameObject.CompareTag("Player") && !hidden)
    {
        gameObject.GetComponent<AudioSource>().Play();
        HideCandy();
        if(candyCount > 4){
            Time.timeScale = 1.0f;
            StartCoroutine(SuperRot());
        }
    }
}

1 reference
public void HideCandy()
{
    sr.enabled = false;
    gameObject.transform.GetChild(0).GetComponent<SpriteRenderer>().enabled = false;
    if (candyCount < 5){
        candyCount++;
    }
    hidden = true;
}

0 references
public void UnhideCandy()
{
    sr.enabled = true;
    gameObject.transform.GetChild(0).GetComponent<SpriteRenderer>().enabled = true;
    candyCount = 0;
    hidden = false;
}

```

Klingende Notation

Datei Bearbeiten Ansicht Hinzufügen Formatierung Werkzeuge Plug-Ins Hilfe Diagnose Unbenannte Partitur

Auszüge Mischpult 0:00

Startseite Partitur Veröffentlichen

Paletten ... Instrumente Eigenschaften *Unbenannte Partitur X

Paletten hinzufügen

- Schlüssel
- Tonarten
- Taktarten
- Tempo
- Tonhöhe
- Versetzungssymbole
- Dynamik
- Artikulationen
- Text
- Tasteninstrument
- Wiederholungen & Sprünge
- Taktstriche
- Layout

Teleport-Sound
Sweet Teeth

$\text{♩} = 50$

Arbeitsplatz: Default



ARBEITSAUFTEILUNG



KOMMUNIKATION



**VERTRAUEN IN DAS
GEGENÜBER IN
PUNKTLICHKEIT UND
GUTER ARBEIT**



**ZUHÖREN / NICHT GLEICH
DENKEN**



**GUTE INPUTS DER
JEWELIGEN ANDEREN
FOKUSGRUPPE**



**HERAUSFORDERUNGEN DA WIR
DIE ARBEITSWEISE UND
VORGEHENSWEISEN DES
ANDEREN NOCH NICHT
KANNEN**

sweet

TEETH



well done!



HOVER TO PLAY AGAIN

