Portals + Portal Gun

Version 1.0
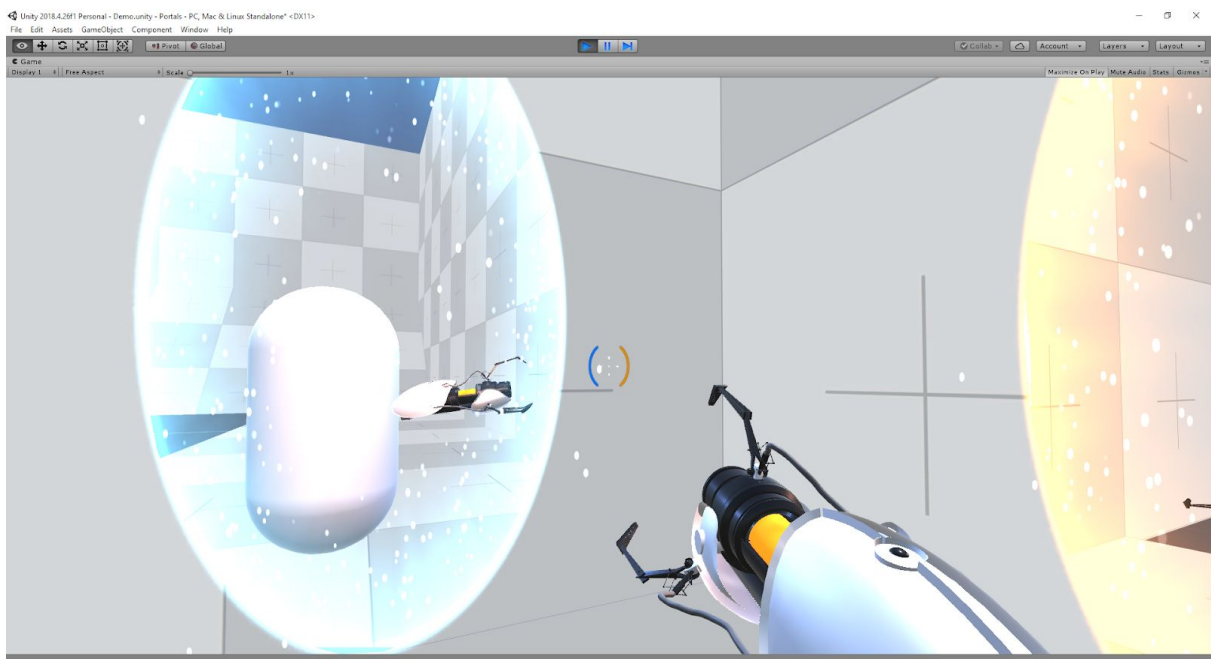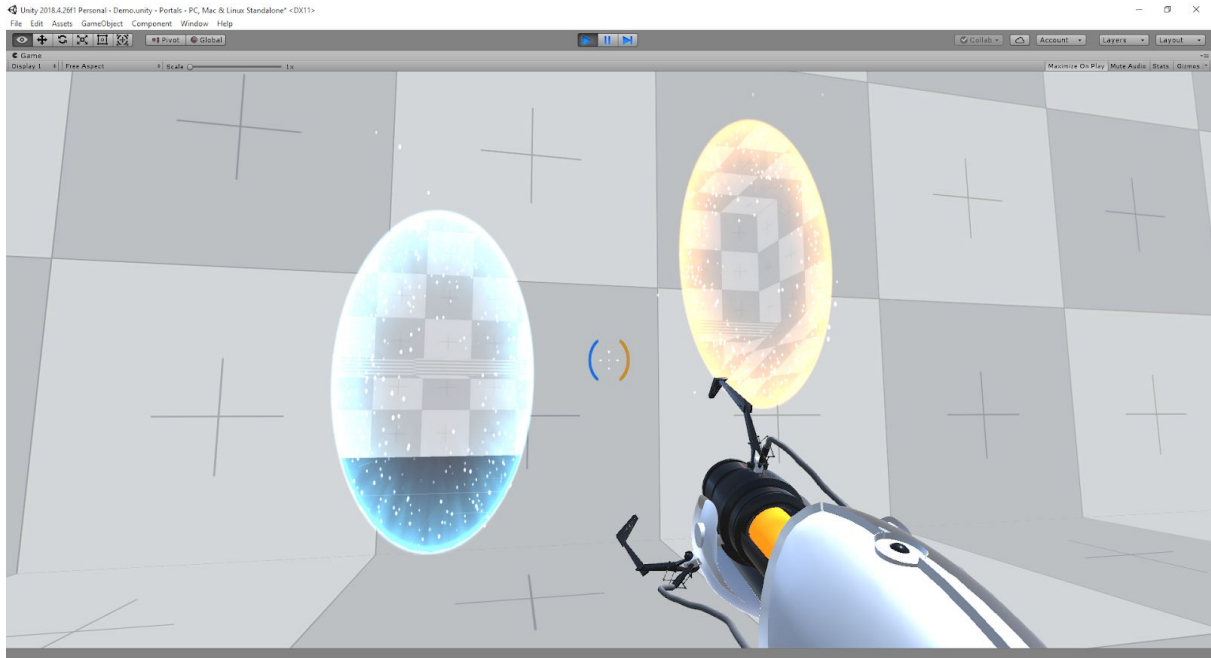
Created by PaulArt

Visit PaulArt.cc for more info

If you have any questions contact me via email

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Overview

This asset allows you to create connected portals that can teleport your character or any object from one to another.
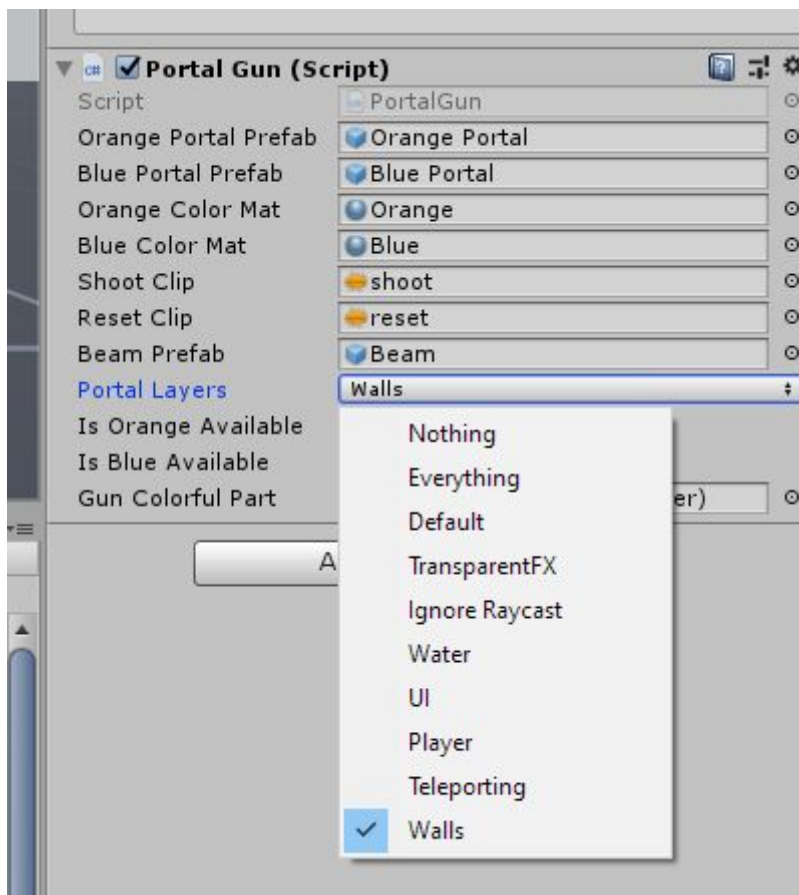
Quick Setup

- Drag and drop Character prefab to your scene.
- Add some walls and obstacles.
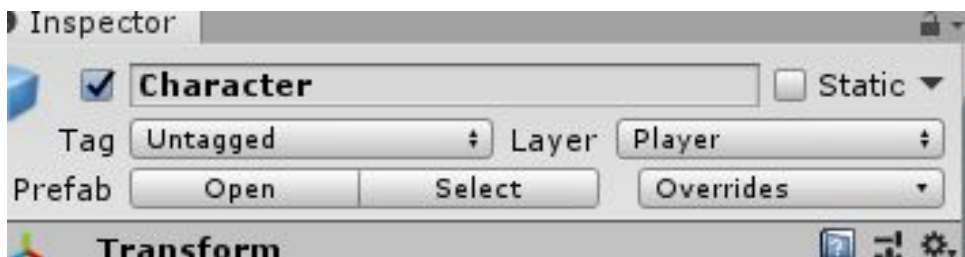- Expand Character prefab and click on Portal Gun object

- Select all layers within the Portal Layers variable that you want to make available to put portals on. Make sure that your walls have a selected layer.

- Create two new layers called Player and Teleporting

- Attach Player layer to the Character object

- Start the game and enjoy!

Keep in mind that both portals must have a proper tag to work. For a blue one it's Portal Blue and Portal Orange for the orange portal.