

01

GameManager

- Variables: GameObject WinMessage, GameObject LoseMessage
- Functions: Start, Update, Win, Loses

02

PlayerMovement

- Variables: bool MovementDirection, bool Jump, int speed, bool groundCheck
- Functions: Start, Update, DirectionSwitch

03

PortalMovement

- Variables: int speed, vector direction
- Functions: Start

04

GunRotation

- Variables: none
- Functions: Start, Update

05

ShootPortal

- Variables: vector direction, GameObject bluePortal, GameObject redPortal
- Functions: Start, Update

06

TeleportPlayer

- Variables: string PortalEntered, string PortalExited
- Functions: OnCollisionEnter2D, OnCollisionExit2D

07

CollisionDetection

- Variables: GameObject RedPortal, GameObject BluePortal
- Functions: OnCollisionEnter2D

