
CS/DES 427/450

Basic Teleport

Basic Teleport

Create two vertical cubes and position them on different platforms
The cubes will serve as teleport portals

Rename cubes:

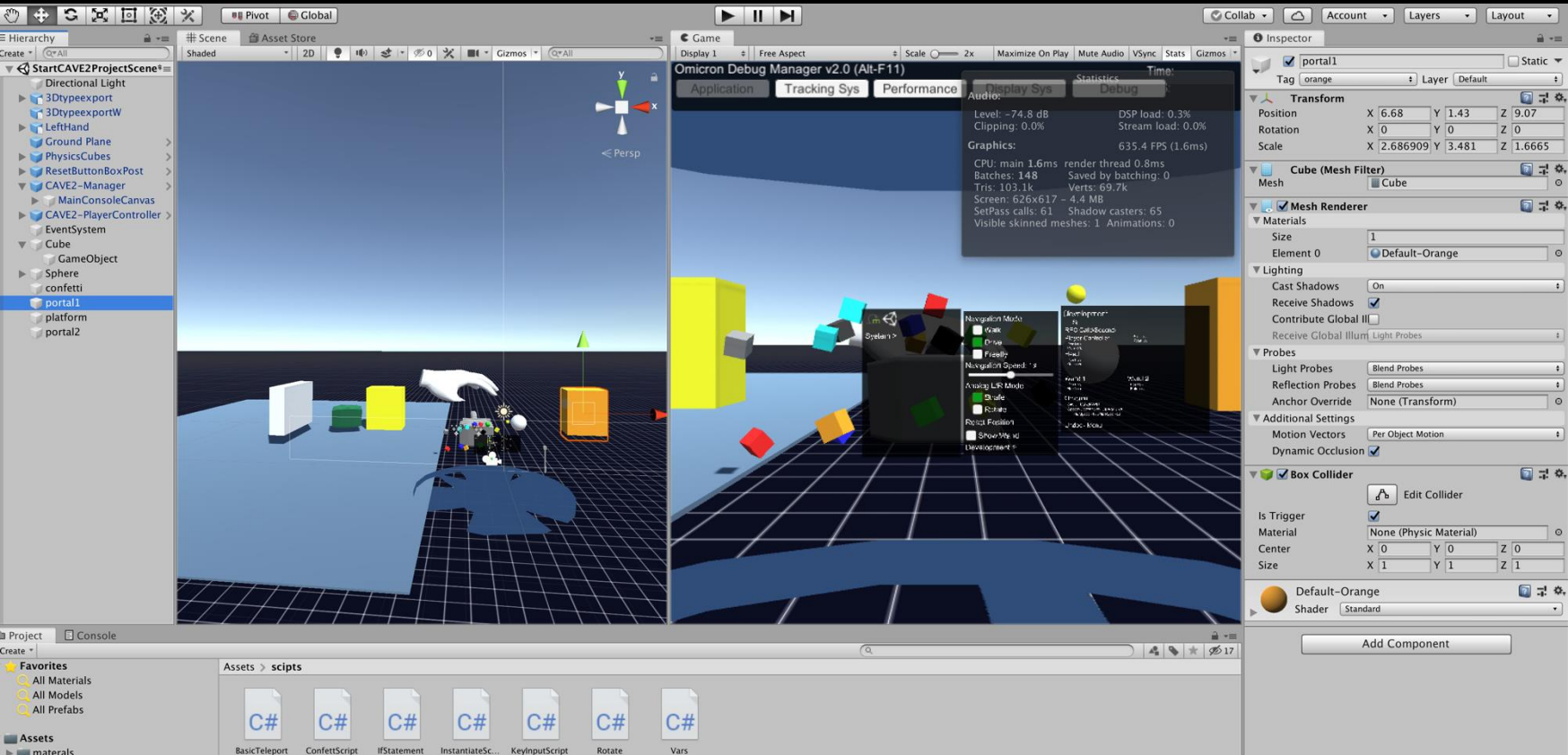
- portal1
- portal2

Add game tags to each cube (ex. “orange”, “mango”)

Add material to each platform to visually differentiate the locations
Create new script “BasicTeleport” and assign it to CAVE2Player

Basic Teleport

In each cube check Box “Is Trigger” (Box Collider Component)



Basic Teleport

```
public class BasicTeleport : MonoBehaviour {  
  
    public Transform target = null;  
  
    private void OnTriggerEnter(Collider other) {  
  
        this.transform.position = target.position;  
  
    }  
    }  
}
```

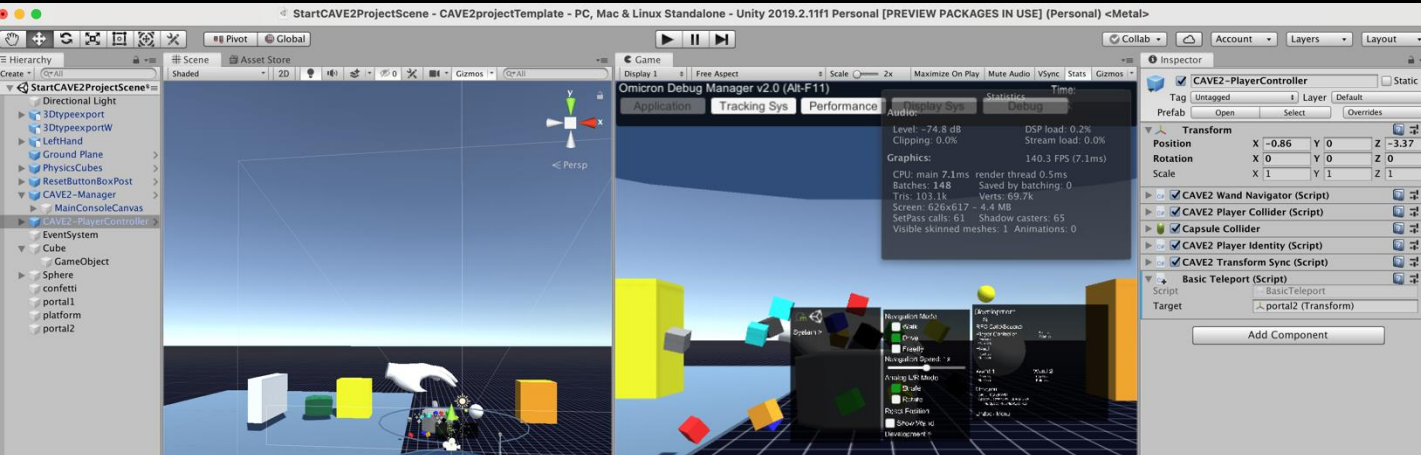
Basic Teleport

Assign script to the CAVE2 Player

With CAVE2 Player selected in the Inspector assign the target value:

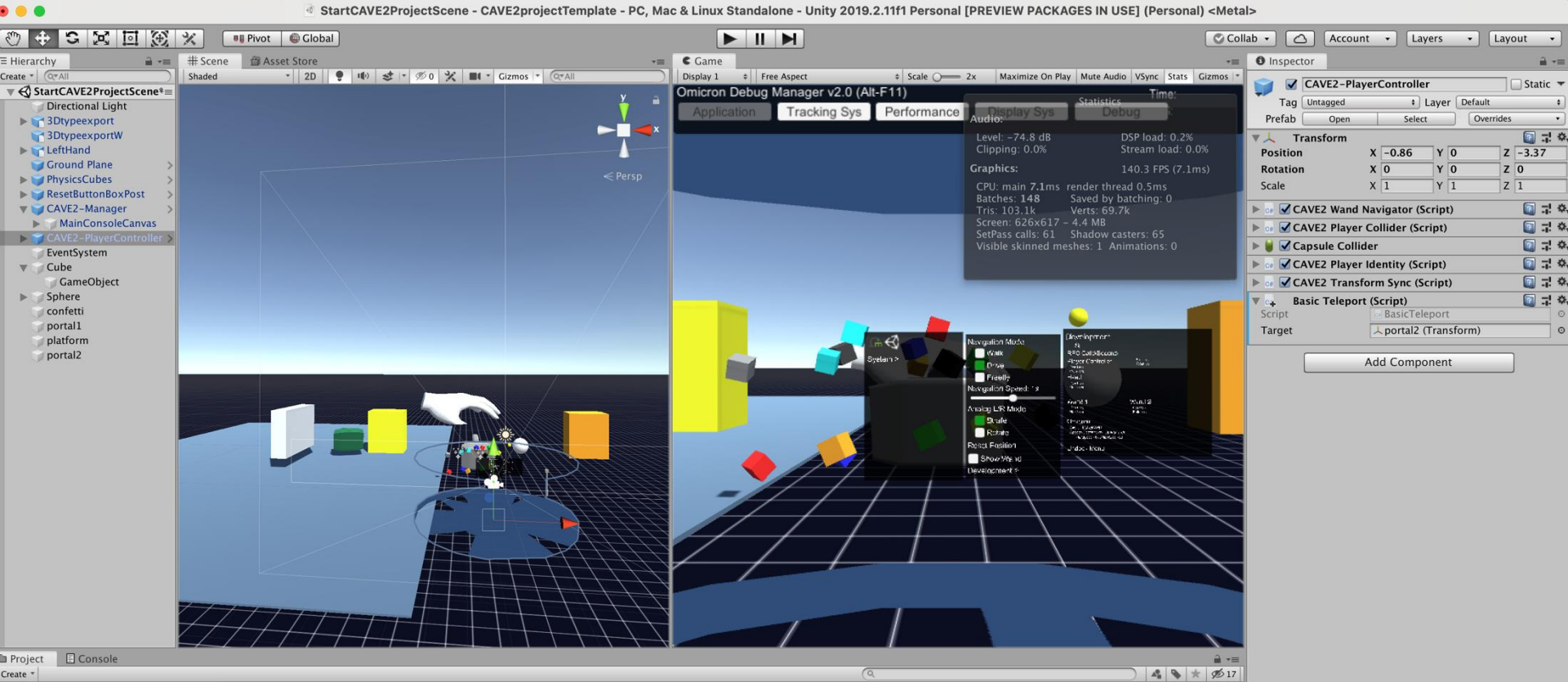
Drag (without clicking) Portal2 from Hierarchy to Inspector>BasicTeleport script >Target variable

To assign its transform position as a value to variable Target



Basic Teleport

Test the game to see if the Player teleports to another location



Basic Teleport

Add variable

```
public Transform target2 = null;
```

if statement for teleport from location 2 back to location 1
add two variables to identify if the teleport has been made

```
bool firstJump = false;  
bool secondJump = false;
```

Basic Teleport

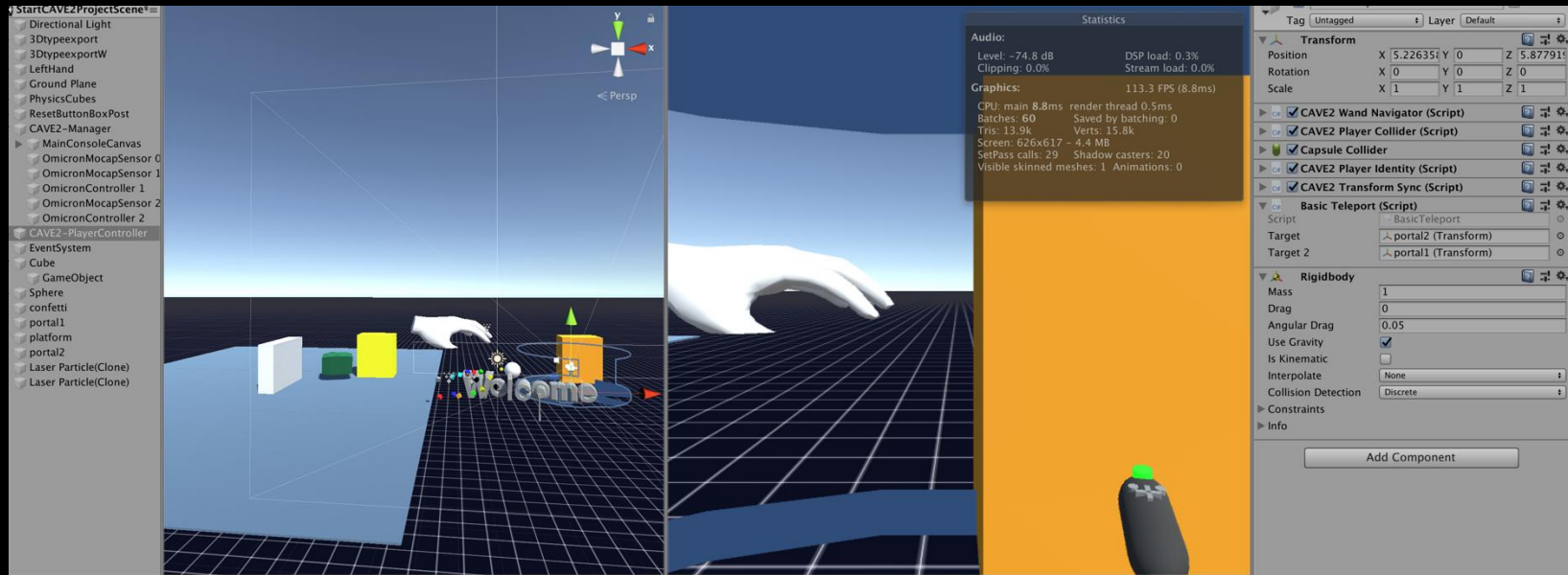
```
public class BasicTeleport : MonoBehaviour {  
  
    public Transform target = null;  
    public Transform target2 = null;  
    bool firstJump = false;  
    bool secondJump = false;  
  
    private void OnTriggerEnter(Collider other) {  
  
        if(other.gameObject.tag=="orange" && firstJump==false && secondJump==false ) {  
  
            this.transform.position = target.position;  
            firstJump = true;  
  
        }  
    }  
}
```


Basic Teleport

```
if (other.gameObject.tag == "mango" && firstJump==false && secondJump==false ) {  
  
    this.transform.position = target2.position;  
    secondJump = true;  
}  
  
}
```

Basic Teleport

Test the game to see if the Player teleports to another location
How to reuse the portal to teleport again?



Basic Teleport

Add function `OnTriggerExit`
to set both jump variables to their initial pre-jump state

To enable the reuse of the portals

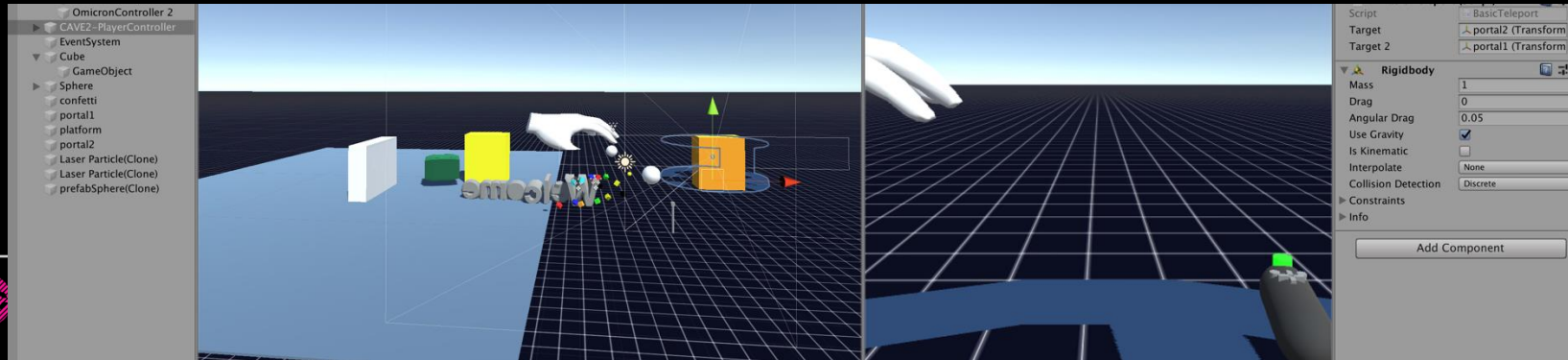
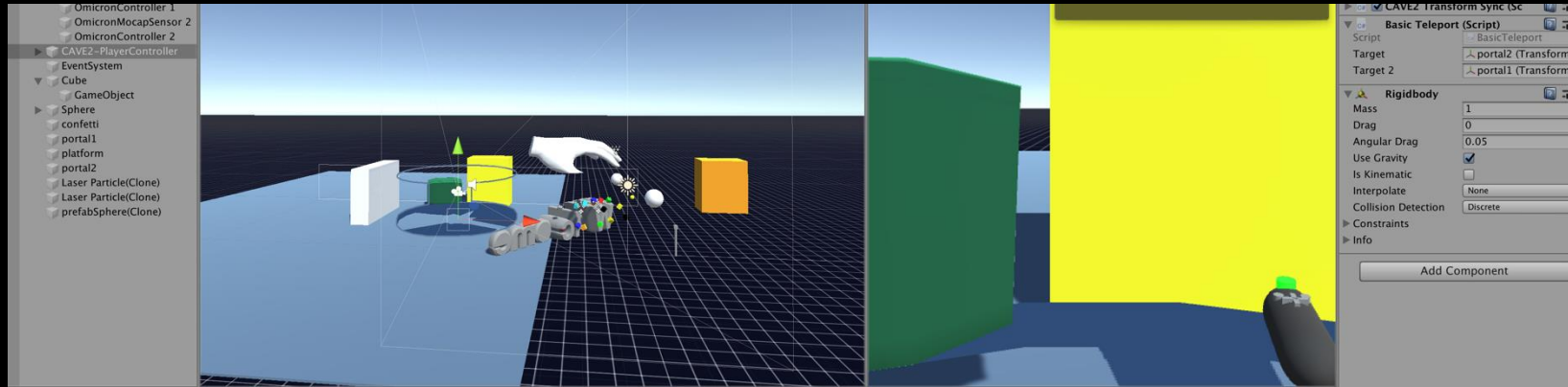
Basic Teleport

```
private void OnTriggerExit(Collider other)
{
    if (other.gameObject.tag == "orange")
    {
        secondJump = false;
    }

    if (other.gameObject.tag == "mango")
    {
        firstJump = false;
    }
}
```

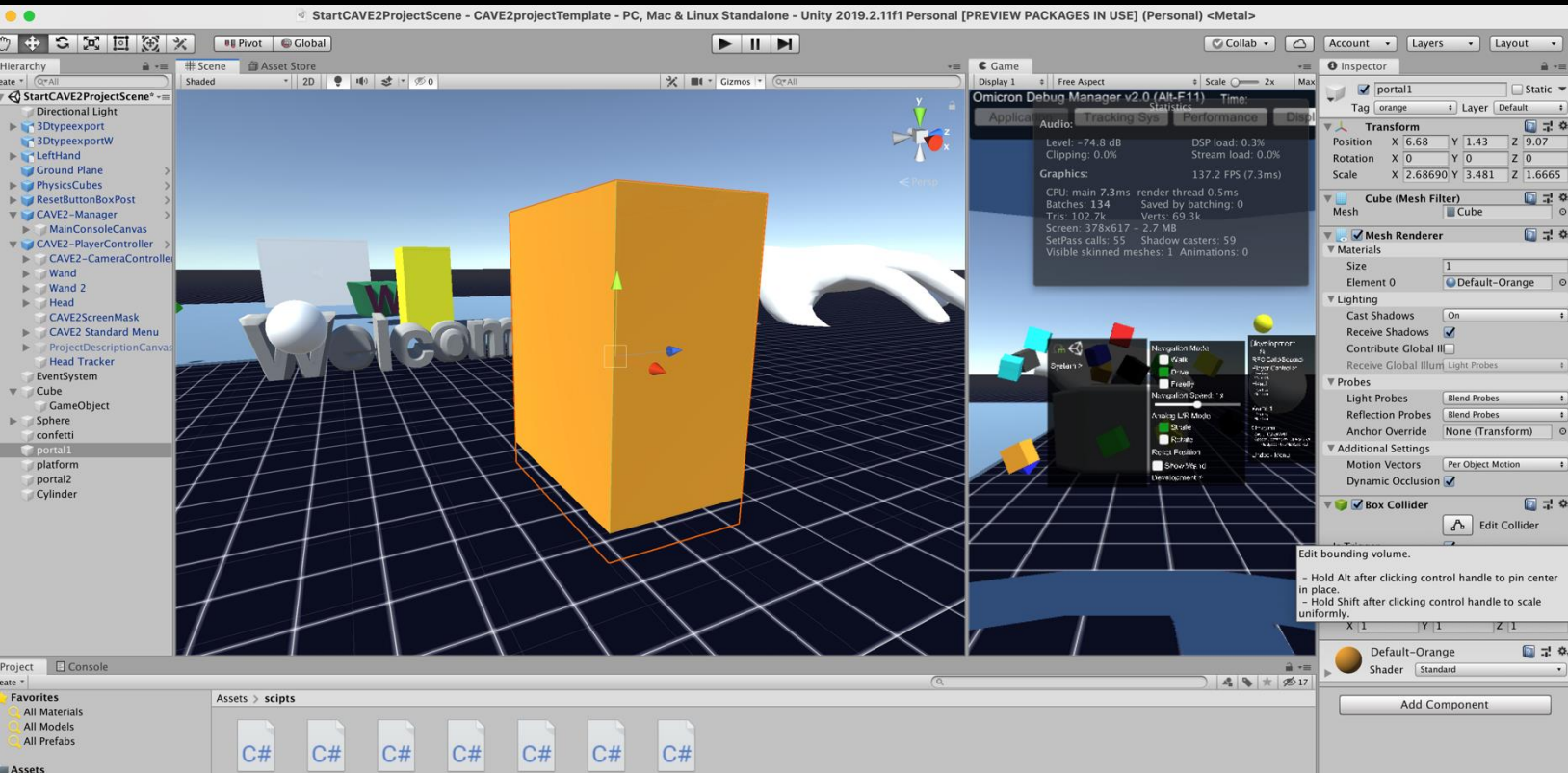
Basic Teleport

Test the game to see if the Player teleports to any location from any portal



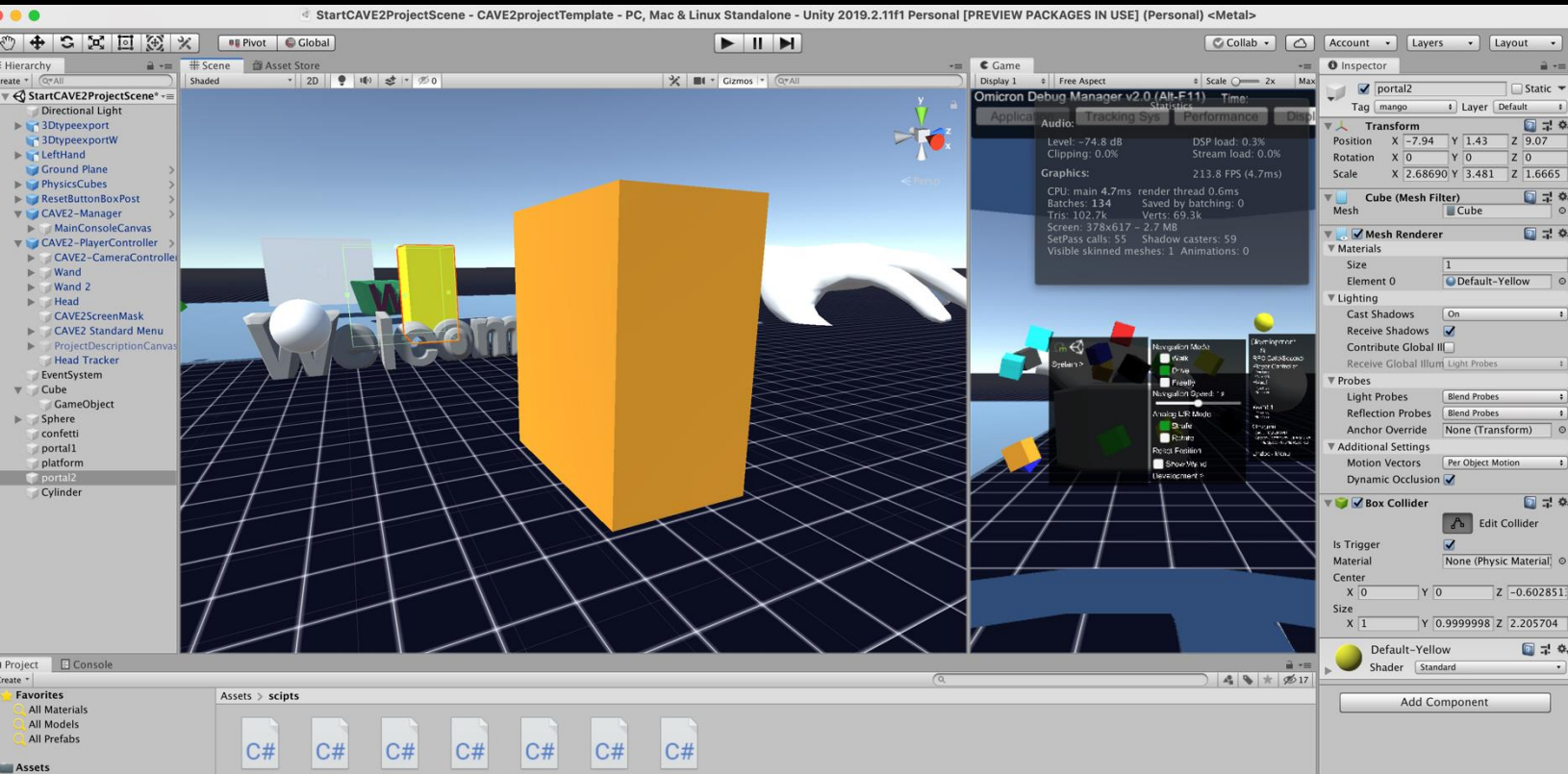
Basic Teleport

Adjust each portal Collider to enlarge interaction areas
Portal1 > BoxCollider > Edit Collider



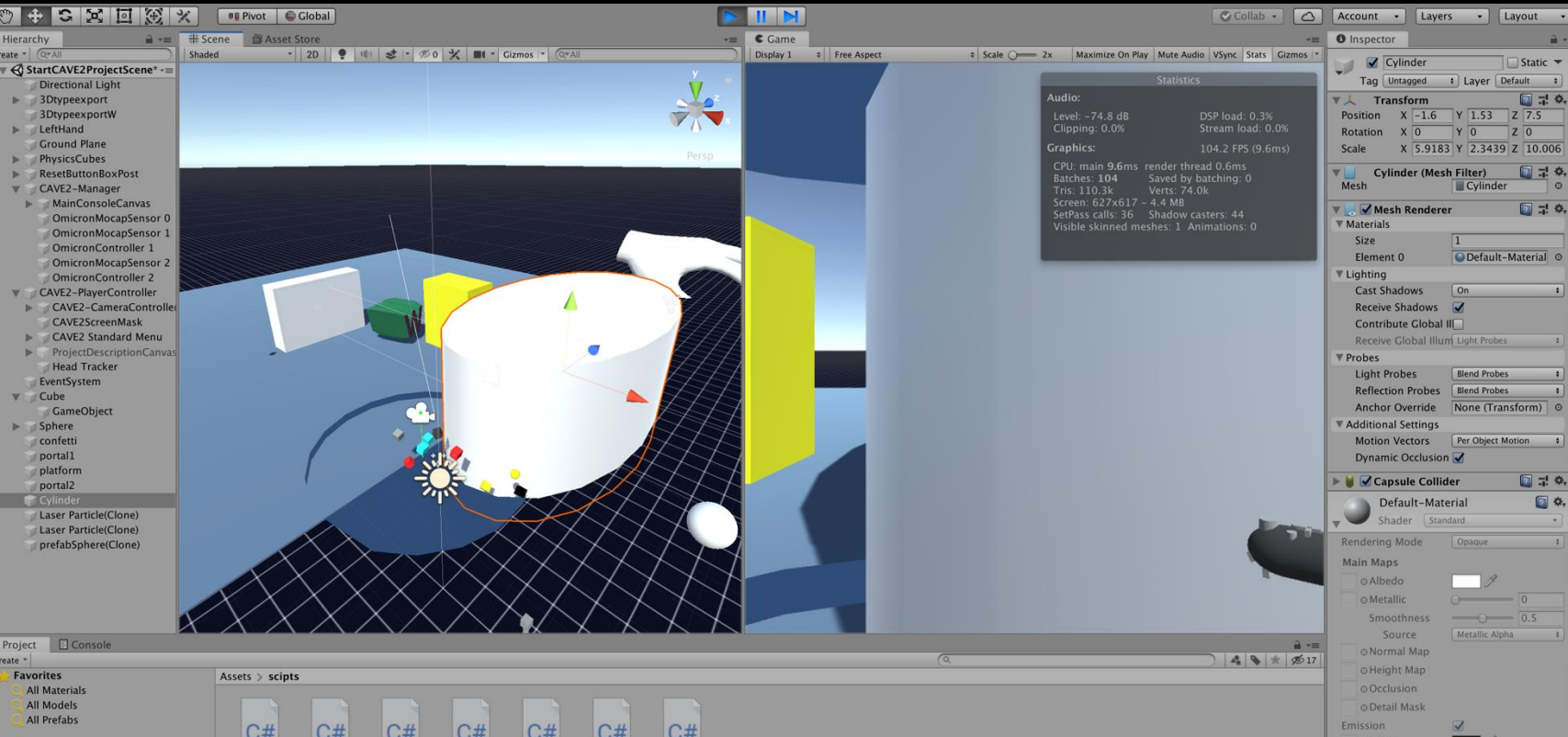
Basic Teleport

Adjust each portal Collider to enlarge interaction areas
Portal1 > BoxCollider > Edit Collider



Collisions, constraints

Regular object with any Collider will be an obstacle to walk around
Use both game view and scene view to review this interaction



Collisions, constraints

CAVE2 Testing 1 (10 minutes in the CAVE2)

Environment –Geometry- Textures/materials
Navigation / Basic interaction

Use alternatives to test various interactions to optimize CAVE2 time

Work on:

- Audio (FXs, bg, narration, music, etc.)
- Special FXs (particles, environmental, magic, transformations, etc.)
- Interaction and navigation details