

## Tilevania Common Errors

Check these error solutions prior to asking for help!

### If you can't edit points on polygon collider:

Click Points

Click Paths

Open Element

Change Size to 4 (for four corners)

Adjust X and Y values to line up with corners (this may be some trial and error)

### Jump error- if your player jumps as soon as play is hit:

Check project settings for gravity (should be negative)

Make sure there is no semicolon after checking for "Jump"

### Jump error- player doesn't jump.

Ensure capsule collider a little outside box

### Coin sometimes doubles the score (additions are highlighted):

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CoinPickup : MonoBehaviour
{
    [SerializeField] AudioClip coinPickupSFX;
    [SerializeField] int pointsForCoinPickup = 100;

    public bool addedToScore; //added this myself so that coin wouldn't double score
    based on player having two colliders

    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (!addedToScore) //if that coin hasn't been previously added to score
        {
            addedToScore = true; //change added to score to true so it will not re-add
            FindObjectOfType<GameSession>().AddToScore(pointsForCoinPickup);
            AudioSource.PlayClipAtPoint(coinPickupSFX, Camera.main.transform.position);
            Destroy(gameObject);
        }
    }
}
```

```

    }
}

```

**Change scene persist code if it isn't working properly (changes highlighted):**

**//SCENE PERSIST CHANGES**

```
using System.Collections;
```

```
using System.Collections.Generic;
```

```
using UnityEngine;
```

```
using UnityEngine.SceneManagement;
```

```
public class ScenePersist : MonoBehaviour
```

```
{
```

```
    private int sceneIndex; //create variable
```

```
    private void Awake()
```

```
{
```

```
    int currentSceneIndex = SceneManager.GetActiveScene().buildIndex; //get active scene number
```

```
    ScenePersist[] persists = FindObjectsOfType<ScenePersist>(); //Create an array to hold scene
    persist objects
```

```
    foreach (var persist in persists) //Check for objects that are a part of scene persist
```

```
{
```

```
    if (persist != this) //Check for scene persist in the scene
```

```
{
```

```
    if (persist.sceneIndex == currentSceneIndex)
```

```
{
```

```
        Destroy(gameObject); //destroy persist object and return immediately (anything that is
        already in room upon awake)
```

```
        return;
```

```
}
```

```
    else
```

```

    {
        Destroy(persist.gameObject); //destroy if doesn't have the current scene index
    }
}

sceneIndex = currentSceneIndex; //set sceneIndex variable to current scene index

DontDestroyOnLoad(gameObject); //create dont destroy on load object after scene index set
correctly and all prior scene persists have been destroyed
}

private void Update() //ADDED THIS TO DELETE VALUES AND RESET LEVEL ONCE SUCCESS SCENE
REACHED - YOU CAN CHANGE THIS NUMBER IF YOU ADD MORE LEVELS
{
    int currentSceneIndex = SceneManager.GetActiveScene().buildIndex;
    if (currentSceneIndex == 5)
    {
        Destroy(gameObject); //Delete scene persist object if still present in success screen (4 IS THE
INDEX OF MY SUCCESS SCREEN - YOURS MAY BE DIFFERENT - CHECK BUILD SETTINGS)
    }

    if (currentSceneIndex == 0)
    {
        Destroy(gameObject); //Delete scene persist (to reset coins) after death and sent to menu (0 IS
THE INDEX OF MY MENU SCREEN - YOURS MAY BE DIFFERENT - CHECK BUILD SETTINGS)
    }
}

//GAME SESSION ADDITION

```

```
private void Update() //ADDED THIS TO DELETE VALUES AND RESET LEVEL ONCE SUCCESS SCENE  
REACHED - YOU CAN CHANGE THIS NUMBER IF YOU ADD MORE LEVELS
```

```
{  
    int currentSceneIndex = SceneManager.GetActiveScene().buildIndex;  
    if (currentSceneIndex == 5)  
    {  
        Destroy(gameObject);  
    }  
}
```

#### **IF COIN DISSAPPEARS ON SECOND LEVEL**

```
//LEVEL EXIT ADDITION
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.SceneManagement;
```

```
public class LevelExit : MonoBehaviour  
{  
    [SerializeField] float LevelLoadDelay = 1f;  
    [SerializeField] float LevelExitSlowMoFactor = 0.2f;  
  
    private void OnTriggerEnter2D(Collider2D collision)  
    {  
        StartCoroutine(LoadNextLevel());  
    }  
  
    IEnumerator LoadNextLevel()  
    {
```

```
Time.timeScale = LevelExitSlowMoFactor;

yield return new WaitForSecondsRealtime(LevelLoadDelay);

Time.timeScale = 1f;

var currentSceneIndex = SceneManager.GetActiveScene().buildIndex;

Destroy(FindObjectOfType<ScenePersist>()); //ADDED THIS - Destroy scene persist - added to fix
coins disappearing on second level

SceneManager.LoadScene(currentSceneIndex + 1);
}
}
```