

Mirror Dimension Implementation

A mirror will be a small object in the world that will allow you to enter the mirror dimension. When the player get close to it and press a specific button, the player will enter the mirror and be able to control its counterpart.

What is a mirror:

A small object in the world that will allow you to enter the mirror dimension

How to enter the mirror dimension:

The player will need to be close to the mirror and press a specific button to enter.

This programming wise will be done by out putting a ray from the player a set distance, when this ray hit a mirror and press a button, the player will enter.

The counterpart:

The counterpart will follow the players movement when in the normal dimension but when the player enter the mirror dimension, the player will only be able to control the counterpart. The player in the normal dimension will stay still.

Textures:

The textures in the mirror dimension will have will have the same textures as in the normal dimension but with a ghost tint to it. The specific color is to be determined.