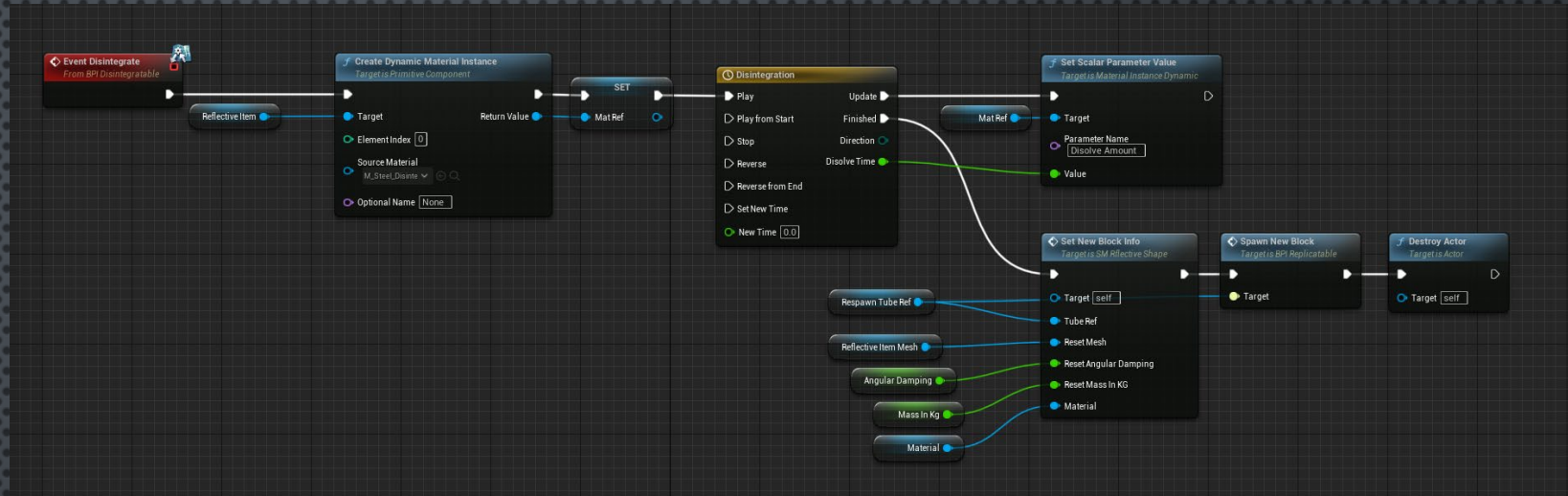
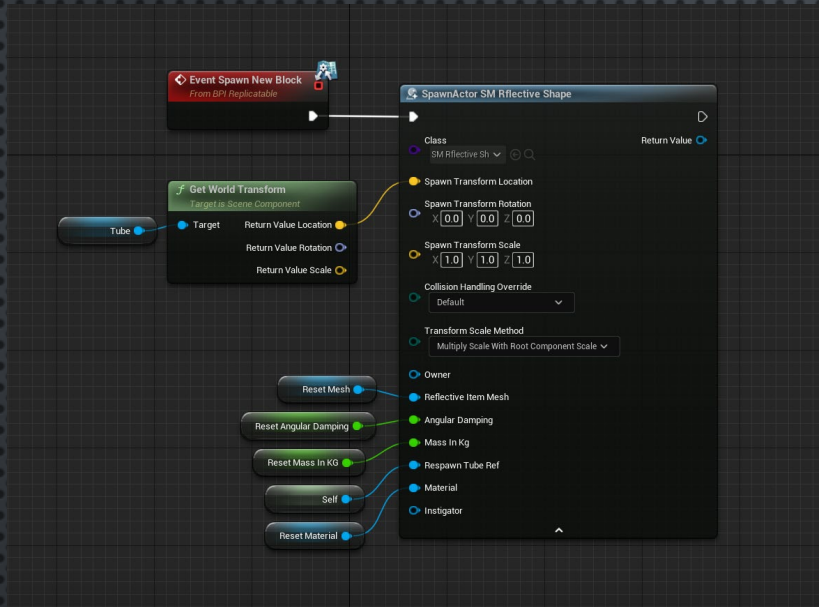


# LASER PUZZLE PROJECT

TECHNICAL DOCUMENT

# RESPAWN TUBE





## What is it?

This is a respawn point for any disintegrated blocks to respawn at.

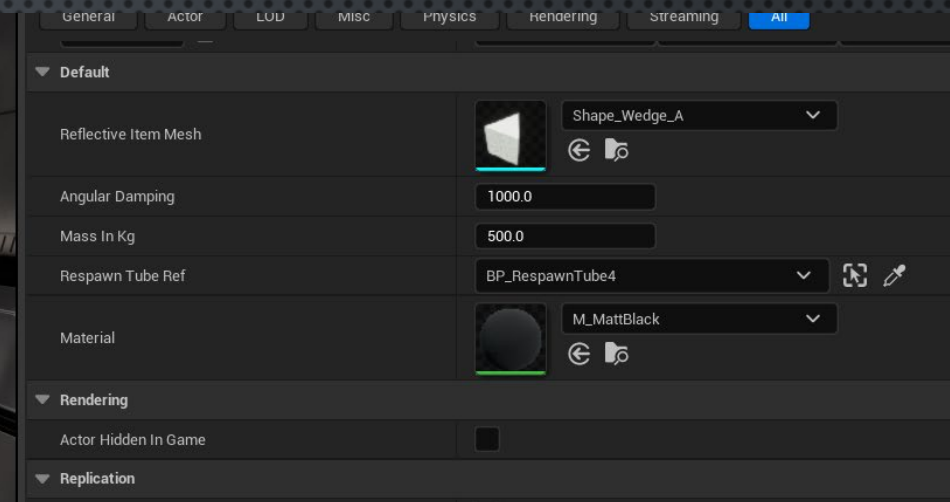
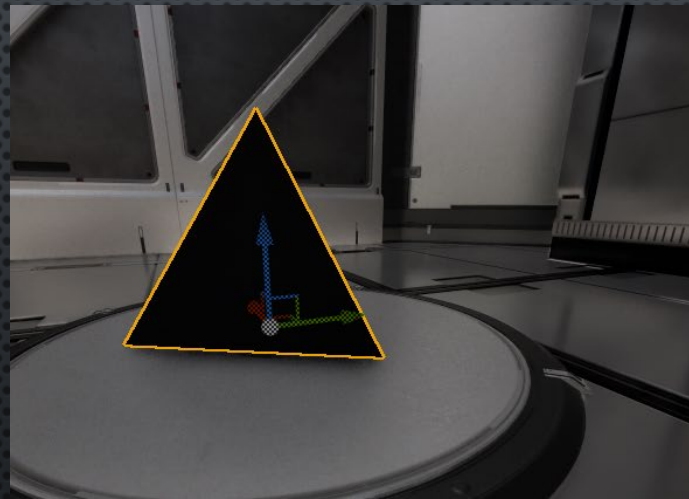
## How is it shown to the player?

The tube is highlighted to the player with a glowing and moving texture that is easy to locate.

## What other mechanics or systems does this interact with?

Blocks placed in the level can be allocated a respawn tube in the details panel. If a block is not allocated a tube, it will not respawn.

This tube itself does not interfere with other game elements and can be easily left out if the level designer sees no use for it within the level.



## How does it work?

- The player walks into a disintegration wall, or the block is pushed through a disintegration wall.
- The block information is sent to the allocated tube.
- The old block is destroyed.
- The tube spawns a new block and applies the information.