

```

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

public class Doors : MonoBehaviour
{
    [SerializeField] float duration = 3.0f;
    [SerializeField] float secondsToWait = 0.05f;
    [SerializeField] GameObject buttonObject;
    Buttons buttonScript;
    const int Alpha = 255;
    const int Colors = 1;
    float opacityChange;
    int opacityChangeInt;
    SpriteRenderer sprite;
    BoxCollider2D doorCollider;
    // Start is called before the first frame update
    void Start()
    {
        doorCollider = GetComponent<BoxCollider2D>();
        buttonScript = buttonObject.GetComponent<Buttons>();
        sprite = GetComponent<SpriteRenderer>();
        opacityChange = Alpha / duration / secondsToWait;
        opacityChangeInt = Mathf.RoundToInt(opacityChange);
    }

    // Update is called once per frame
    void Update()
    {
        if (buttonScript.isPressed)
        {
            DoorClose(opacityChangeInt);
        }
    }

    void DoorClose(int opacity)
    {
        opacity = opacity * -1;
        sprite.color = new Color(Colors, Colors, Colors, 0);
        if (sprite.color == new Color(Colors, Colors, Colors, 0))
        {
            doorCollider.enabled = false;
        }
    }
}

```

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}  
  
IEnumerator BriefWait()  
{  
    yield return new WaitForSeconds(secondsToWait);  
}  
}
```