

```

1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
5    public class Door : MonoBehaviour, IInteractable
6
7    {
8        public void Interact()
9        {
10
11            transform.Rotate(0, 90, 0);
12        }
13    }

```

```

1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4    using System;
5    interface IInteractable
6    {
7        public void Interact();
8    }
9
10    public class Interactor : MonoBehaviour
11    {
12        public Transform InteractorSource;
13        public float InteractRange;
14
15        void Start()
16        {
17
18        }
19
20        private void Update()
21        {
22            if (Input.GetKeyDown(KeyCode.E))
23            {
24                Ray r = new Ray(InteractorSource.position, InteractorSource.forward);
25                if (Physics.Raycast(r, out RaycastHit hitInfo, InteractRange))
26                {
27                    if (hitInfo.collider.gameObject.TryGetComponent(out IInteractable interactObj))
28                    {
29                        interactObj.Interact();
30                    }
31                }
32            }
33        }
34    }
35
36
37

```