

Stair manager —

Completes a staircase that is already on the map before start

place stairs ()

names the tile depending on if its in the ground or on top, adds the other tile, adds the Stair object at the bottom tile so that the child game objects colliders are over each stairway

Stair behavior —

has the trigger scripts, is on each child stair game object

update watches the individual stair tiles and if its removed, runs cleanup() from Stair manager to delete everything — OR —
this is all done from
player get block?