

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI; //使用 UI 组件必须添加这个命名空间

public class blue: MonoBehaviour
{

    private Rigidbody rd;
    //public static int score;
    public Text text;
    private int score = 0;
    // Use this for initialization
    void Start()
    {
        rd = GetComponent<Rigidbody>();
    }

    // Update is called once per frame
    void Update()
    {

    }

    void OnTriggerEnter(Collider collider)

    {
        if (collider.tag=="kehuishou")
        {
            zongfen.score++;
            score++;
            text.text = "Recyclable Waste: " + score.ToString();

            Destroy(collider.gameObject);
        }
    }
}
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class firsttz : MonoBehaviour
{

    public void OnClick()
    {
        SceneManager.LoadScene("second");
    }

    // Use this for initialization
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

    }

}
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI; //使用 UI 组件必须添加这个命名空间

public class green: MonoBehaviour
{

    private Rigidbody rd;
    private int Score = 0;
    public Text text;
    public GameObject winText;
```

```

// Use this for initialization
void Start()
{
    rd = GetComponent<Rigidbody>();
}

// Update is called once per frame
void Update()
{

}

void OnTriggerEnter(Collider collider)
{
    if (collider.tag == ("chuyulaji"))
    {
        Score++;
        zongfen.score++;
        text.text = "Kitchen Waste: " + Score.ToString();

        Destroy(collider.gameObject);
    }
}
}

```

```

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

public class jiemianxiaoshi: MonoBehaviour
{
    public GameObject a;

    // Use this for initialization
    void Start()
    {

```

```

    }

    // Update is called once per frame
    void Update()
    {

    }

    public void OnClick()
    {
        a.SetActive(false);
    }
}

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

public class lasttz : MonoBehaviour
{

    public void OnClick()
    {
        SceneManager.LoadScene("third");
    }

    // Use this for initialization
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

    }
}

```

```

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

public class panel: MonoBehaviour
{
    public GameObject a;

    // Use this for initialization
    void Start()
    {
        a.SetActive(false);
    }

    // Update is called once per frame
    void Update()
    {

    }

    public void Onclick()
    {
        a.SetActive(true);
    }
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;//使用 UI 组件必须添加这个命名空间

```

```

public class red : MonoBehaviour
{

    private Rigidbody rd;
    private int Score = 0;
    public Text text;
    public GameObject winText;

    // Use this for initialization

```

```

void Start()
{
    rd = GetComponent<Rigidbody>();
}

// Update is called once per frame
void Update()
{

}

void OnTriggerEnter(Collider collider)
{
    if (collider.tag == ("youhai"))
    {

        zongfen.score++;

        Score++;
        text.text = "Harmful Waste: " + Score.ToString();
        Destroy(collider.gameObject);
    }

}
}

```

```

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

public class rotate : MonoBehaviour
{
    public GameObject Target;
    public float distance;
    Vector3 dir;

    // Use this for initialization
    void Start()
    {

```

```

        Target = GameObject.FindGameObjectWithTag("Player");
        dir = transform.position - Target.transform.position;
    }

    // Update is called once per frame
    void Update()
    {

        transform.position = Target.transform.position + dir.normalized * distance;
        transform.RotateAround(Target.transform.position, Vector3.up, 15* Time.deltaTime);
        dir = transform.position - Target.transform.position;

    }
}

```

```

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

public class secondtz : MonoBehaviour
{

    public void OnClick()
    {
        SceneManager.LoadScene("main");
    }

    // Use this for initialization
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

```

```
    }  
}
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.SceneManagement;  
  
public class secondtz1 : MonoBehaviour  
{  
  
    public void OnClick()  
    {  
        SceneManager.LoadScene("third");  
    }  
  
    // Use this for initialization  
    void Start()  
    {  
  
    }  
  
    // Update is called once per frame  
    void Update()  
    {  
  
    }  
}
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using Valve.VR;  
public class sy : MonoBehaviour  
{  
    public GameObject bullet;  
    public Transform bulposi;
```



```

private int count;
public AudioClip fire;
public AudioClip missing;
public AudioClip reload;
public AudioSource audio;
public SteamVR_Action_Boolean t;
public SteamVR_Input_Sources handtype;
public SteamVR_Action_Boolean t2;

// Start is called before the first frame update
void Start()
{
    count = 5;
}

// Update is called once per frame
void Update()
{
    transform.Rotate(0, Input.GetAxis("Mouse X"), 0);
    if (t.GetStateDown(handtype))
    {
        if (count > 0)
        {
            audio.PlayOneShot(fire);
            GameObject b = Instantiate(bullet, bulposi.position, transform.rotation) as GameObject;
//发射子弹
            Rigidbody rig = b.GetComponent<Rigidbody>();
            rig.AddRelativeForce(Vector3.forward * 100); //向前的力
            count--;
        }
        else
        {
            audio.PlayOneShot(missing);
        }
    }
    if (t2.GetStateDown(handtype))
    {
        //上子弹
        audio.PlayOneShot(reload);
        count = 5;
    }
}

```

```
    }  
}
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using Valve.VR;
```

```
public class UI : MonoBehaviour {  
    public SteamVR_Action_Boolean t;  
    public SteamVR_Input_Sources handtype;  
    // Use this for initialization  
    void Start () {  
  
    }  
  
    // Update is called once per frame  
    void Update () {  
        if (t.GetStateDown(handtype))  
        { Debug.Log("triggle"); }  
    }  
}
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.UI; //使用 UI 组件必须添加这个命名空间
```

```
public class yellow : MonoBehaviour  
{  
  
    private Rigidbody rd;  
    private int Score = 0;  
    public Text text;  
    public GameObject winText;  
  
    // Use this for initialization  
    void Start()  
    {  
        rd = GetComponent<Rigidbody>();  
    }  
}
```

```
}

// Update is called once per frame
void Update()
{

}

void OnTriggerEnter(Collider collider)
{
    if (collider.tag == ("qitalaji"))
    {

        zongfen.score++;
        Score++;
        text.text = "Other Waste: " + Score.ToString();

        Destroy(collider.gameObject);
    }
}
}
```