Roll No: 713 Pg.No: ___

Date: / /2020

Practical no 1

AIM: Create a 2D UFO Game using the Unity Engine.

Code:

playerController.cs

```
using System.Collections;
using UnityEngine;
using System.Collections.Generic;
using UnityEngine.UI;
public class PlayerController : MonoBehaviour {
public float speed;
public Text countText;
public Text winText;
private Rigidbody2D rb2d;
private int count;
void Start()
{
rb2d = GetComponent<Rigidbody2D>();
count = 0;
winText.text = "";
SetCountText ();
}
void FixedUpdate()
{
float moveHorizontal = Input.GetAxis("Horizontal");
float moveVertical = Input.GetAxis("Vertical");
Vector2 movement = new Vector2(moveHorizontal, moveVertical);
rb2d.AddForce(movement * speed);
}
void OnTriggerEnter2D(Collider2D other)
{
if (other.gameObject.CompareTag ("PickUp"))
{
other.gameObject.SetActive (false);
count = count + 1;
SetCountText ();
```

```
}
}
void SetCountText()
{
countText.text="Count: " + count.ToString();
if (count >= 12) {
winText.text = "You Win!!!" ;
}
}
}
```

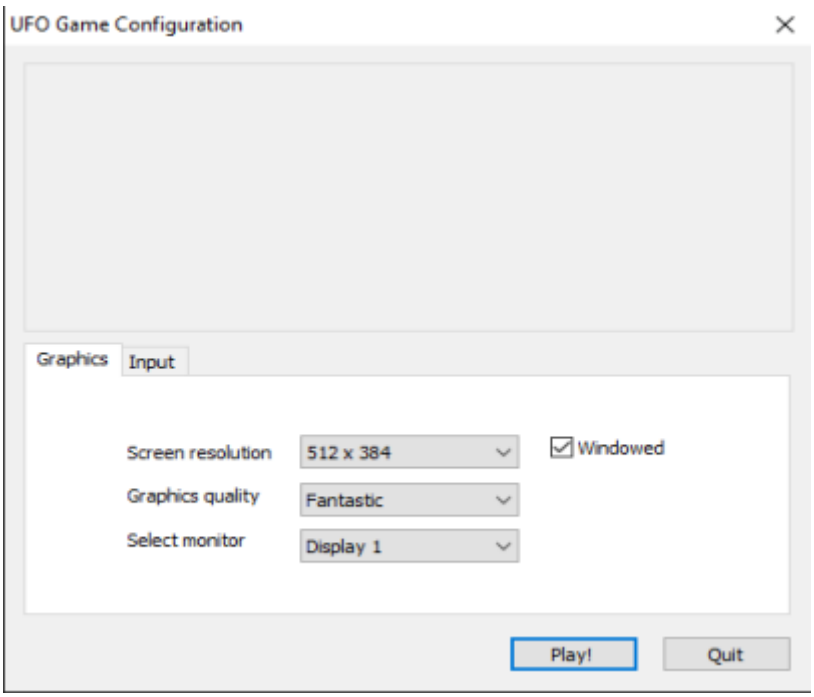
CameraController.cs

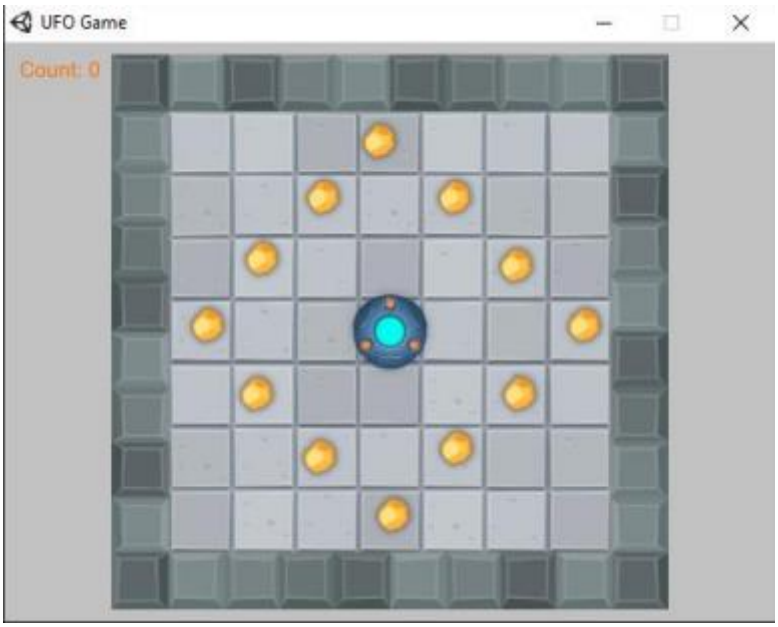
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class CameraController : MonoBehaviour {
public GameObject player ;
private Vector3 offset;
//us this for initialization
void Start()
{
offset = transform.position - player.transform.position;
}
//update is called once per frame
void LateUpdate()
{
transform.position=player.transform.position+offset;
}
}
```

Rotator.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Rotator : MonoBehaviour {
// Update is called once per frame
void Update ()
{
transform.Rotate (new Vector3 (0, 0, 45) * Time.deltaTime);
}
}
```

output




UFO Game
Count: 0


UFO Game
Count: 12
You Win!!!