**Practical no 1**

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

**Code:**

**playerController.cs**

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| 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**

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| 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**

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| 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**





