**Unity API (Input Axis, Raycast and Instantiation Methods)**

**LAB # 6**



**Fall 2024**

**CSE-411L Intro to Game Development Lab**

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Class Section: **A**

“On my honor, as student of University of Engineering and Technology, I have neither given nor received unauthorized assistance on this academic work.”

Submitted to:

**Engr. Abdullah Hamid**

Date:

**21st December 2024**

**Department of Computer Systems Engineering**

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**Objective:**

In this lab we further explored the Unity API.

**Tasks:**

- Open/create a Unity scene.

- Create a player cube that moves forward, backward, left, and right using axis.

- The camera in the scene should be set to a top-down view.

- The player should be able to shoot bullets the bullets must destroy themselves after 2 seconds.

- Create 3 enemies on the plane.

- When the bullets hit the enemies, the enemies must turn first yellow and then red and the then destroy themselves with 1 second interval between each behavior .

- Create an array of these strings (Dead!, Killed!. Defeated!) when the enemy dies any of these messages should print on console “Randomly”

**Code:**

**Player class**

**A screen shot of a computer program

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**A screen shot of a computer program

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**EnemyManager class**

**A screen shot of a computer

Description automatically generated**

**Enemy class**

**A screen shot of a computer program

Description automatically generated**

**Enemy class**

**A screen shot of a computer program

Description automatically generated**

**Output:**

**A screenshot of a computer

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**A screenshot of a computer

Description automatically generated**