**Jogo Lander**

**FUEL – SCRIPT**

public class Fuel : MonoBehaviour

{

[SerializeField]

float combustivel = 500f;

[SerializeField]

float turnVelocity = 1f;

[SerializeField]

float thurstVelocity = 1f;

[SerializeField]

float combustivelGasto = 10f;

[SerializeField]

float combustivelGastoTorque = 5f;

public Rigidbody2D RigidBody;

// Start is called before the first frame update

void Start()

{

RigidBody = GetComponent<Rigidbody2D>();

}

private void Update()

{

if (Input.GetKey(KeyCode.UpArrow))

{

if (combustivel > 0)

{

RigidBody.AddForce(transform.up \* thurstVelocity \* Time.deltaTime);

combustivel -= combustivelGasto \* Time.deltaTime;

Debug.Log(combustivel.ToString());

}

}

else if (Input.GetKey(KeyCode.RightArrow))

{

if (combustivel > 0)

{

RigidBody.AddTorque(-turnVelocity \* Time.deltaTime);

combustivel -= combustivelGastoTorque \* Time.deltaTime;

Debug.Log(combustivel.ToString());

}

}

else if (Input.GetKey(KeyCode.LeftArrow))

{

if (combustivel > 0)

{

RigidBody.AddTorque(turnVelocity \* Time.deltaTime);

combustivel -= combustivelGastoTorque \* Time.deltaTime;

Debug.Log(combustivel.ToString());

}

}

if (combustivel <= 0 && combustivel > -1)

{

Debug.Log("GAME OVER");

}

}

}

/\*[SerializeField]

int combustivel = 500;

[SerializeField]

float tempoDeEspera = 1f;

float tempoquepassou = 0f;

public Rigidbody2D Rigidbody;

//[SerializeField]

//TextMeshProUGUI combustivelnoMomentoTXT;

// Update is called once per frame

void Update()

{

//for (float combustivelnoMomento = 500; combustivelnoMomento <= combustivel; combustivelnoMomento--)

{

tempoquepassou += Time.deltaTime;

if ((tempoquepassou >= tempoDeEspera) && Input.GetKey(KeyCode.UpArrow))

{

combustivel = (combustivel - 10);

//combustivelnoMomentoTXT.text = combustivelnoMomento.ToString();

Debug.Log(combustivel.ToString());

}

else if (Input.GetKey(KeyCode.LeftArrow) || (Input.GetKey(KeyCode.RightArrow)))

{

combustivel = (combustivel - 5);

Debug.Log(combustivel.ToString());

}

}

\*/

**Ship – SCRIPT**

public class Ship : MonoBehaviour

{

[SerializeField]

float maxRelativeVelocity = 2f;

[SerializeField]

float maxRotation = 10f;

[SerializeField]

float thrustForce = 150f;

[SerializeField]

float torqueForce = 15f;

void Update()

{

// Clicar as duas teclas ao mesmo tempo

if(Input.GetKey(KeyCode.UpArrow))

{

GetComponent<Rigidbody2D>().AddForce(transform.up \* thrustForce \* Time.deltaTime);

} else if(Input.GetKey(KeyCode.LeftArrow))

{

GetComponent<Rigidbody2D>().AddTorque(torqueForce \* Time.deltaTime);

}else if (Input.GetKey(KeyCode.RightArrow))

{

GetComponent<Rigidbody2D>().AddTorque(-torqueForce \* Time.deltaTime);

}

}

// Como saber se bati?

private void OnCollisionEnter2D(Collision2D collision)

{

if(collision.gameObject.tag == "Plataforma") // Quando toca na plataforma

{

Debug.Log("Aterrei"); //-> Só para ver como funciona, que aterra corretamente

Debug.Log(collision.relativeVelocity);

if(collision.relativeVelocity.magnitude > maxRelativeVelocity || Mathf.Abs(transform.localEulerAngles.z) > maxRotation)

{

Debug.Log("...Mas Expoldi");

}

}

else

{

Debug.Log("Expoldir"); // Quando toca na Lua

}

}

}