**Game Development**

**Lecture 19**

Add following steps to the dino game from Lecture and Lab 17

1. Make dino move through following script:
2. using System.Collections;
3. using System.Collections.Generic;
4. using UnityEngine;
5. public class DinoMove : MonoBehaviour
6. {
7. Animator anim;
8. private Rigidbody2D r;
9. private bool m\_FacingRight = true;
10. // Start is called before the first frame update
11. void Start()
12. {
13. anim = GetComponent<Animator>();
14. anim.SetBool("isWalk", false);
15. anim.SetBool("isJump", false);
16. anim.SetBool("isRun", false);
17. anim.SetBool("isDead", false);
18. anim.SetBool("isIdle", true);
19. r = GetComponent<Rigidbody2D>();
20. }
21. // Update is called once per frame
22. void Update()
23. {
24. if (Input.GetKey(KeyCode.RightArrow))
25. {
26. anim.SetBool("isWalk", true);
27. transform.Translate(0.02f, 0, 0);
28. }
29. if (Input.GetKey(KeyCode.LeftArrow))
30. {
31. anim.SetBool("isWalk", true);
32. transform.Translate(-0.05f, 0, 0);
33. Flip();
34. }
35. if (Input.GetKey(KeyCode.Space))
36. {
37. r.AddForce(Vector2.up \* 20);
38. anim.SetBool("isJump", true);
39. }
40. if (Input.GetKey(KeyCode.R))
41. {
43. anim.SetBool("isRun", true);
44. }
45. Vector2 pos = transform.position;
46. if (pos.x >= 36)
47. {
48. pos.x = 0;
49. transform.position = pos;
50. }
51. }
52. private void Flip()
53. {
54. // Switch the way the player is labelled as facing.
55. m\_FacingRight = !m\_FacingRight;
56. // Multiply the player's x local scale by -1.
57. Vector3 theScale = transform.localScale;
58. theScale.x \*= -1;
59. transform.localScale = theScale;
60. }
61. }
62. Make camera move with dino through following script
63. using System.Collections;
64. using System.Collections.Generic;
65. using UnityEngine;
66. public class cameraScript : MonoBehaviour
67. {
68. Vector2 limit;
69. // Start is called before the first frame update
70. void Start()
71. {
73. }
74. // Update is called once per frame
75. void Update()
76. {
78. Vector3 pos = transform.position;
80. if (pos.x >= 36)
81. {
82. pos.x = 0;
83. transform.position = pos;
84. }
85. }
86. }

3- Make animations of all the dino poses you have in dino asset folder

4- Select all png images, set as Sprite 2D of the animation poses you require and drag and drop to the scene, save them in animation folder as walkAnimation, DieAnimation, JumpAnimation, IdleAnimation animation clips.

5- Make Animation estate in an animator and assign all above animation clips to those states respectively

6- Also make parameter isWalk, isDead, isJump for above animation states

5- Add animator component to the dino and assign it above mentioned animation controller to it.

6- Remove DinoMove from dino for sometime

7- Add given 2DCharacterController script to dino

8- Add 2 empty Game Objects to dino, name as Ceiling Check and Ground Check.

9- Pass these gameobjects to the 2DCharacterController script.

10- Assign another script to the dino name as PlayerMovement, provided at google classroom

11- Pass 2DCharacterController directly to the script.

12- “What is the ground” in script should be everything except player

13- Add a saw (blade) on the grass and apply sawMovement script on it.

14- Make sure only isWalk is enable in animation controller