Script Joueur

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class Joueur : MonoBehaviour{

private bool \_surLeSol = true;

private int \_score = 0;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update ()

{

if (Input.GetKey(KeyCode.A))

GetComponent<Rigidbody>().AddForce(new Vector3(20, 0, 0));

if (Input.GetKey(KeyCode.D))

GetComponent<Rigidbody>().AddForce(new Vector3(-20, 0, 0));

if (Input.GetKey(KeyCode.S))

GetComponent<Rigidbody>().AddForce(new Vector3(0, 0, 20));

if (Input.GetKey(KeyCode.W))

GetComponent<Rigidbody>().AddForce(new Vector3(0, 0, -20));

if (Input.GetKeyDown(KeyCode.Space) && \_surLeSol)

{

GetComponent<Rigidbody>().velocity = GetComponent<Rigidbody>().velocity + new Vector3(0, 4, 0);

}

// Si la position de la sphère est inférieure à -10 (en y)

if(transform.position.y < -10)

{

// On redémarre la scène

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);

}

}

void OnTriggerEnter(Collider other)

{

Collectible collectible = other.GetComponent<Collectible>(); // On récupère le Collectible

if (collectible != null) // On vérifie si on a bien touché un collectible (Si non, le collectible sera null)

{

\_score = \_score + collectible.Points;

GameObject.Find("Score").GetComponent<Text>().text = "Score : " + \_score;

Destroy(other.gameObject); // On détruit le collectible

}

}

void OnCollisionStay(Collision collision)

{

if(collision.contacts[0].normal.y > 0.8)

\_surLeSol = true;

}

void OnCollisionExit(Collision collision)

{

\_surLeSol =false;

}

}