



COMSATS University Islamabad (Lahore Campus)

<Lab Assignment 2> – SPRING 2024

Course Title:	Game Development	Course Code:	CSC495	Credit Hours:	3
Course Instructor/s:	Saira Aslam	Program	BSE		
Submission Deadline	11:55 pm, 26-3-2024	Maximum Marks:	50		

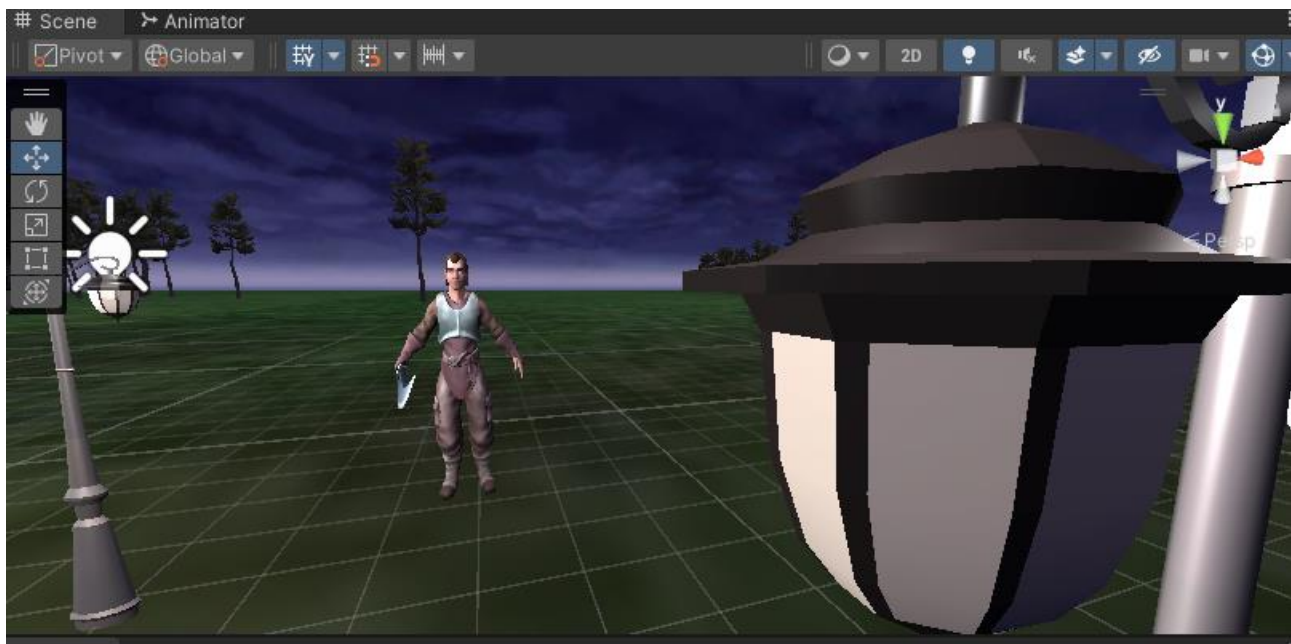
Important Instructions / Guidelines:

- Submit a 10 seconds video, 4 screenshots, and all your scripts in Lab Assignment 1 submission at google classroom
- Paste your screenshots and scripts inside Lab Assignment-1 submission file provided

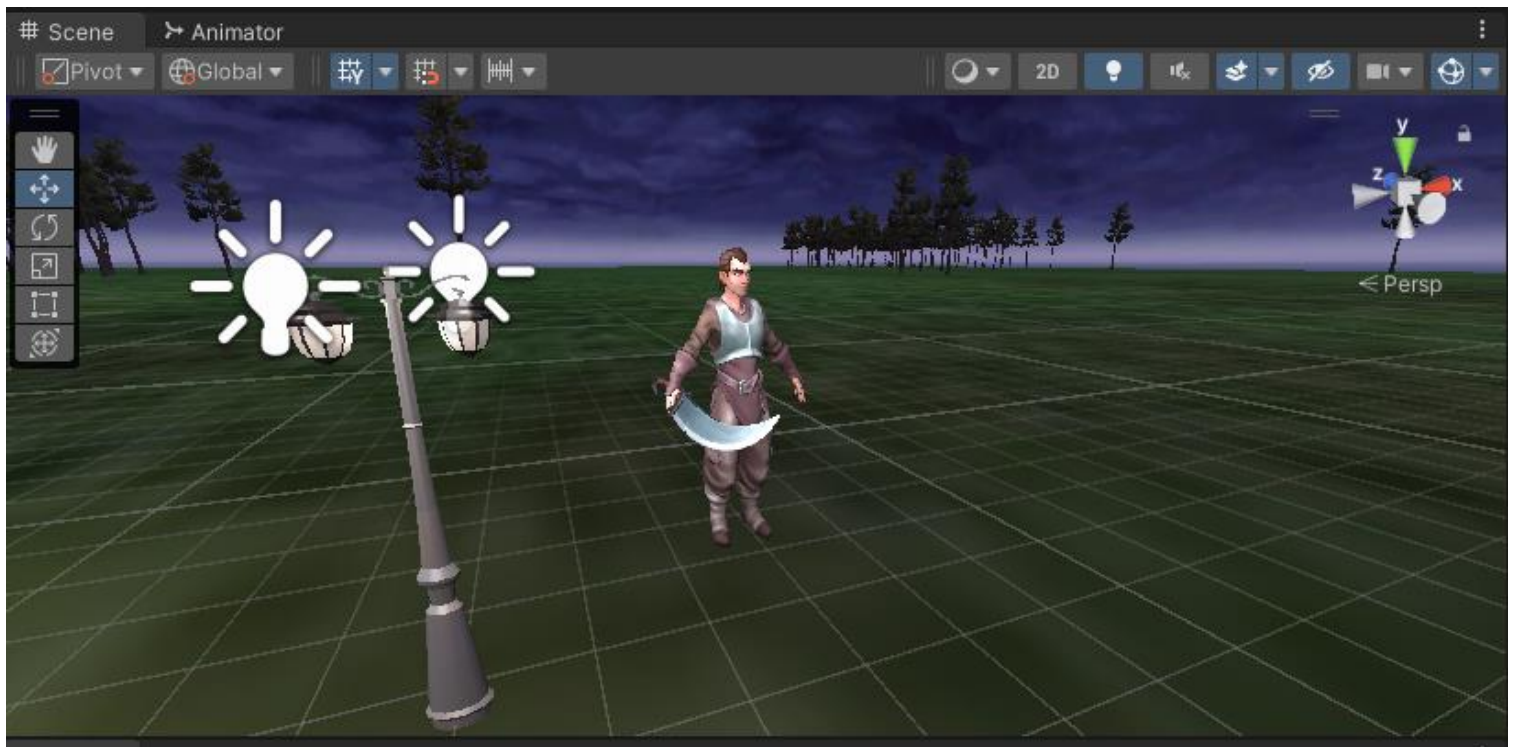
Question No 1.

CLO: <3>; Bloom Taxonomy Level: <Apply>

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bulletScript.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class bulletScript : MonoBehaviour
{
    Rigidbody r;
    // Start is called before the first frame update
    void Start()
    {
        r = GetComponent<Rigidbody>();
    }

    // Update is called once per frame
    void Update()
    {
        r.AddForce(transform.forward * 100);
    }
}
```

bulletControllerScript.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class bulletControllerScript : MonoBehaviour
{
    public GameObject bullet;
```

```

// Update is called once per frame
void Update()
{
    if(Input.GetMouseButtonDown(0))
    {
        Instantiate(bullet,transform.position,transform.rotation);
    }
}
}

```

enemyScript.cs

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class enemyScript : MonoBehaviour
{
    public GameObject fps;
    Animator anim;
    // Start is called before the first frame update
    void Start()
    {
        anim = GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {
        transform.LookAt(fps.transform);
    }
    public void OnCollisionEnter(Collision col)
    {
        if(col.gameObject.name.StartsWith("bullet"))
        {
            anim.SetBool("isDead",true);
        }
        Destroy(col.gameObject);
    }
}

```