大概介紹Unity

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New project

Introduction of Unity UI

Add a new 3D Object Cube named Ground (scale : 15, 1, 100)

Introduce Transform

Add a new 3D Object Cube named Player

Introduce Material, Mesh, Collider and Rigid body

Move Camera

Change Background (Solid Color)

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Add a new Script named PlayerController on Player object

Introduce the basic format of initial code Unity provides

(Start, Update)

Debug in Start to show everyone // Debug.Log(“LA”);

Public v.s. private

Rigidbody

Update v.s. FixedUpdate

AddForce(vector3\*Time.deltaTime);

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Movement

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Camera follow

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Collision

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Gameplay

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Score and UI

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Game over

-------------------------------------------------------------------------------------------------------

Winning levels

-------------------------------------------------------------------------------------------------------

Finishing up

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class PlayerController : MonoBehaviour {

public Rigidbody rb;

public float forwardForce = 2000f;

public float sidewaysForce = 500f;

private void FixedUpdate()

{

// Add forwardforce

//rb.velocity = transform.forward \* forwardForce \* Time.deltaTime;

rb.AddForce(new Vector3(0, 0, forwardForce) \*Time.deltaTime);

//

if (Input.GetKey(KeyCode.D))

{

rb.AddForce(sidewaysForce \* Time.deltaTime, 0, 0, ForceMode.VelocityChange);

}

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

{

rb.AddForce(-sidewaysForce \* Time.deltaTime, 0, 0, ForceMode.VelocityChange);

}

if(rb.position.y < -1f)

{

FindObjectOfType<Game\_manager>().EndGame();

}

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class FollowPlayer : MonoBehaviour {

public Transform player;

Vector3 offset;

// Use this for initialization

void Start () {

offset = transform.position - player.position;

}

// Update is called once per frame

void Update () {

transform.position = player.position + offset;

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class PlayerCollision : MonoBehaviour {

public PlayerController P\_controller;

private void OnCollisionEnter(Collision collision)

{

if(collision.collider.tag == "Obstacle")

{

P\_controller.enabled = false;

FindObjectOfType<Game\_manager>().EndGame();

}

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class LevelComplete : MonoBehaviour {

// Use this for initialization

public void LoadNextLevel()

{

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Score : MonoBehaviour {

public Transform player;

public Text scoreText;

// Update is called once per frame

void Update () {

scoreText.text = player.position.z.ToString("0");

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class Game\_manager : MonoBehaviour {

bool isGameOver = false;

public float restartDelay = 1.0f;

public GameObject completeLevelUI;

public void CompleteLevel()

{

Debug.Log("Complete");

completeLevelUI.SetActive(true);

}

public void EndGame()

{

if(!isGameOver)

{

Debug.Log("Game Over");

isGameOver = true;

Invoke("Restart", restartDelay);

}

}

void Restart()

{

SceneManager.LoadScene(SceneManager.GetActiveScene().name);

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class EndTrigger : MonoBehaviour {

public Game\_manager gameManager;

void OnTriggerEnter()

{

gameManager.CompleteLevel();

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Credits : MonoBehaviour {

public void Quit()

{

Debug.Log("Quit");

Application.Quit();

}

}

-------------------------------------------------------------------------------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class Menu : MonoBehaviour {

public void StartGame()

{

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);

}

}