



유니티 게임 발표

깃허브 주소

<https://github.com/Bottomdeal/game>

2023-12-12

2019775031

성재원

깃허브 week3

Commits

History for `game` / `week3` on `main`

All users

All time

Commits on Oct 4, 2023

Create readme.md

Bottomdeal committed 2 months ago

Verified196de2b

<>

Update readme.md

Bottomdeal committed 2 months ago

Verifiededc1404

<>

Commits on Sep 20, 2023

Update readme.md

Bottomdeal committed 3 months ago

Verified8f8ae93

<>

Add files via upload

Bottomdeal committed 3 months ago

Verified5b2e916

<>

Create 수평수직슬라이드수정본.c

Bottomdeal committed 3 months ago

Verifiedd33ac4b

<>

Update readme.md

Bottomdeal committed 3 months ago

Verified19cd98d

<>

Add files via upload

Bottomdeal committed 3 months ago

Verified7caf7b5

<>

Add files via upload

Bottomdeal committed 3 months ago

Verifiedc409fc7

<>

Update readme.md

Bottomdeal committed 3 months ago

Verified894d960

<>

Add files via upload

Bottomdeal committed 3 months ago

Verifiedd3b3d73

<>

Update readme.md

readme.md

높은 단위 낮은 단위 출력 프로그램

깃허브 week3/class

Commits

History for [game](#) / [week3](#) / [class](#) on [main](#)

All users

All time

Commits on Sep 20, 2023

Update readme.md

Bottomdeal committed 3 months ago

Verified

8f8ae93

Add files via upload

Bottomdeal committed 3 months ago

Verified

5b2e916

Create 수평수직슬라이드수정본.c

Bottomdeal committed 3 months ago

Verified

d33ac4b

Update readme.md

Bottomdeal committed 3 months ago

Verified

19cd98d

Add files via upload

Bottomdeal committed 3 months ago

Verified

7caf7b5

Add files via upload

Bottomdeal committed 3 months ago

Verified

c409fc7

Update readme.md

Bottomdeal committed 3 months ago

Verified

894d960

Add files via upload

Bottomdeal committed 3 months ago

Verified

d3b3d73

Update readme.md

Bottomdeal committed 3 months ago

Verified

af7e687



깃허브 week4

Commits

History for [game](#) / [week4](#) on [main](#)

All users

All time

Commits on Oct 4, 2023

Add files via upload

Bottomdeal committed 2 months ago

Verified

64d6c8b



Update readme.md

Bottomdeal committed 2 months ago

Verified

46737df



readme.md



Update readme.md

Bottomdeal committed 2 months ago

Verified

fe92fa8



소스파일 8_8_1 분석하기

Create readme.md

Bottomdeal committed 2 months ago

Verified

00244b3



Commits on Sep 20, 2023

Create readme.md

Bottomdeal committed 3 months ago

Verified

e6c89ee



Create readme.md

Bottomdeal committed 3 months ago

Verified

dd3fad3



깃허브 week4/report

Commits

History for [game](#) / [week4](#) / [report](#) on [main](#)

All users

All time

Commits on Oct 4, 2023

Add files via upload

Bottomdeal committed 2 months ago

Verified

64d6c8b



Update readme.md

Bottomdeal committed 2 months ago

Verified

46737df



Commits on Sep 20, 2023

Create readme.md

Bottomdeal committed 3 months ago

Verified

e6c89ee



End of commit history for this file

readme.md



8_8_1 소스분석 레포트

깃허브 week5

Commits

History for [game](#) / [week5](#) on [main](#)

🔍 All users ▾

📅 All time ▾

🔗 Commits on Dec 12, 2023

Update readme.md

👤 Bottomdeal committed now

Verified

e430b7d



🔗 Commits on Oct 11, 2023

Add files via upload

👤 Bottomdeal committed 2 months ago

Verified

3ad0ebc



🔗 Commits on Oct 10, 2023

Delete week5/report/SlideMembers_CasinoPPTTemplatesFreeDownload_PW_9013.pptx

👤 Bottomdeal committed 2 months ago

Verified

805fcf5



Add files via upload

👤 Bottomdeal committed 2 months ago

Verified

ad192cd



Add files via upload

👤 Bottomdeal committed 2 months ago

Verified

d6a2929



Update readme.md

👤 Bottomdeal committed 2 months ago

Verified

230dcb1



Create 8_8_1 업그레이드

👤 Bottomdeal committed 2 months ago

Verified

6131cae



Update readme.md

👤 Bottomdeal committed 2 months ago

Verified

7ed0ef7



Create 8_8_1 원본 코드

👤 Bottomdeal committed 2 months ago

Verified

aceba87



🔗 Commits on Oct 4, 2023

readme.md

#원본 코드 업그레이드 발표

깃허브 week5/report

Commits

History for [game](#) / [week5](#) / [report](#) on [main](#)

All users

All time

Commits on Oct 11, 2023

Add files via upload

Bottomdeal committed 2 months ago

Verified

3ad0ebc



Commits on Oct 10, 2023

Delete week5/report/SlideMembers_CasinoPPTTemplatesFreeDownload_PW_9013.pptx

Bottomdeal committed 2 months ago

Verified

805fcf5



Add files via upload

Bottomdeal committed 2 months ago

Verified

ad192cd



Add files via upload

Bottomdeal committed 2 months ago

Verified

d6a2929



Update readme.md

Bottomdeal committed 2 months ago

Verified

230dc b1



Create 8_8_1 업그레이드

Bottomdeal committed 2 months ago

Verified

6131cae



Update readme.md

Bottomdeal committed 2 months ago

Verified

7ed0ef7



Create 8_8_1 원본 코드

Bottomdeal committed 2 months ago

Verified

aceba87



Commits on Sep 20, 2023

Create readme.md

Bottomdeal committed 3 months ago

Verified

7ba49dd



readme.md

#8_8_1 원본

#8_8_1 업그레이드

#발표 자료

깃허브 week10

Commits

History for [game](#) / Week10 on [main](#)

All users

All time

Commits on Dec 6, 2023

Delete Week10/report

Bottomdeal committed last week

Verified

644e887



Update report

Bottomdeal committed last week

Verified

dd57c80



Update Readme.md

Bottomdeal committed last week

Verified

1d493eb



Commits on Nov 8, 2023

Update Readme.md

Bottomdeal committed last month

Verified

34f449f



Update Readme.md

Bottomdeal committed last month

Verified

c73900f



Add files via upload

Bottomdeal committed last month

Verified

242b839



Create Readme.md

Bottomdeal committed last month

Verified

b566c60



Create Readme.md

Bottomdeal committed last month

Verified

62c852c



Create report

Bottomdeal committed last month

Verified

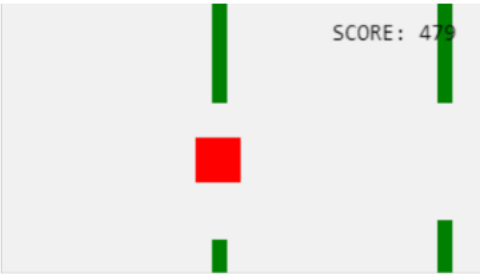
6c366de



Readme.md

웹 게임 코드 분석, 발표

코드 실행 결과



UP

LEFT

RIGHT


DOWN

깃허브 week10/report













Commits


History for [game](#) / [Week10](#) / Report on [main](#)

 All users ▾

 All time ▾

 Commits on Nov 8, 2023

Update Readme.md  Bottomdeal committed last month	Verified 34f449f   
Add files via upload  Bottomdeal committed last month	Verified 242b839   
Create Readme.md  Bottomdeal committed last month	Verified b566c60   

 End of commit history for this file

Readme.md
발표 자료

깃허브 week11

Commits

History for `game` / `week11` on `main`

Commits on Dec 6, 2023

Update Readme.md

Bottomdeal committed last week

Verified 4107e40

<>

Update Readme.md

Bottomdeal committed last week

Verified 467c796

<>

Update Readme.md

Bottomdeal committed last week

Verified 56ca707

<>

Update Readme.md

Bottomdeal committed last week

Verified 26018c3

<>

Update Readme.md

Bottomdeal committed last week

Verified df087b1

<>

Commits on Nov 15, 2023

Update Readme.md

Bottomdeal committed last month

Verified 0763fb0

<>

Add files via upload

Bottomdeal committed last month

Verified 1d30c88

<>

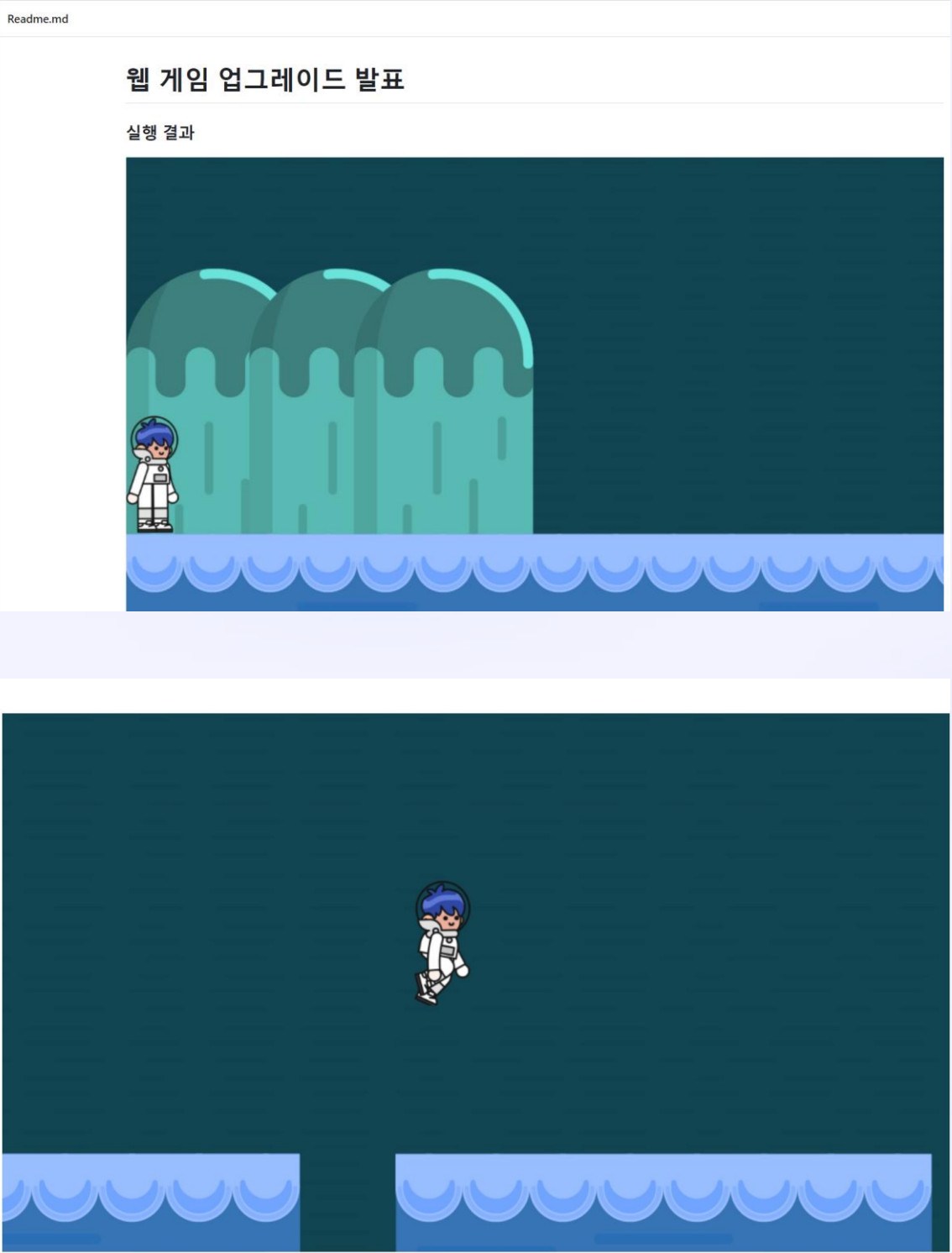
Create Readme.md

Bottomdeal committed last month

Verified 8cccf06

<>

End of commit history for this file



깃허브 week12

Commits

History for [game](#) / [Week12](#) on [main](#)

[All users](#) [All time](#)

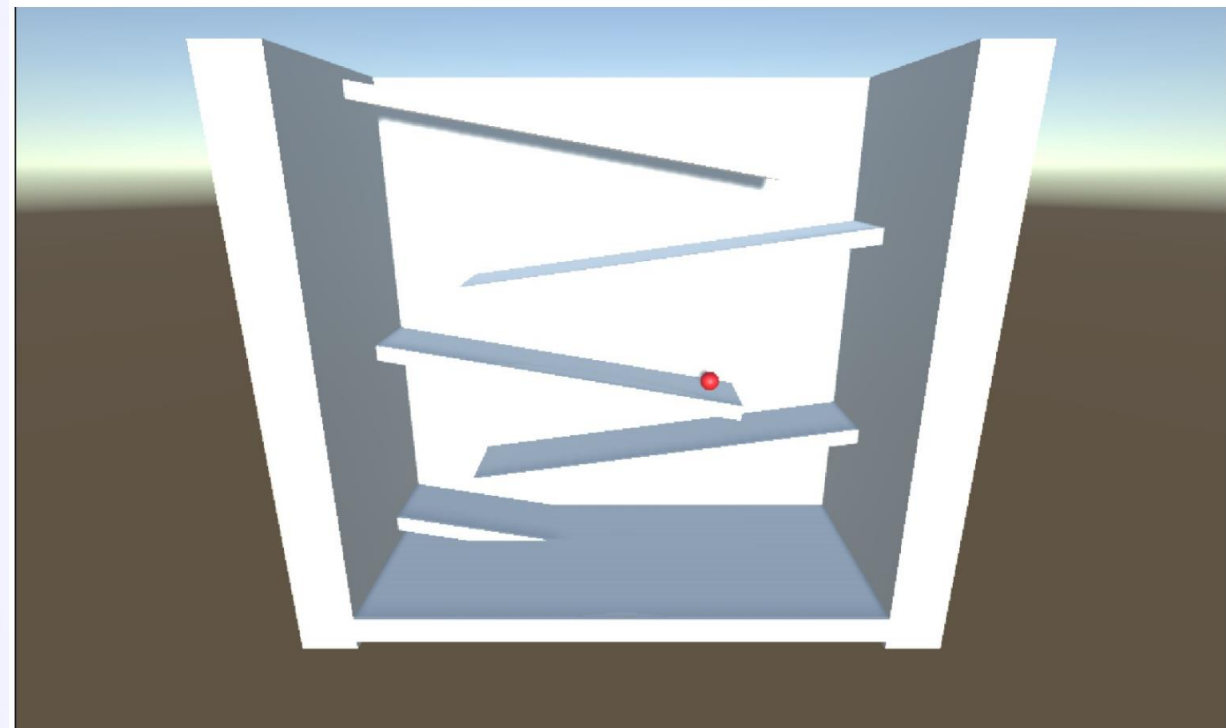
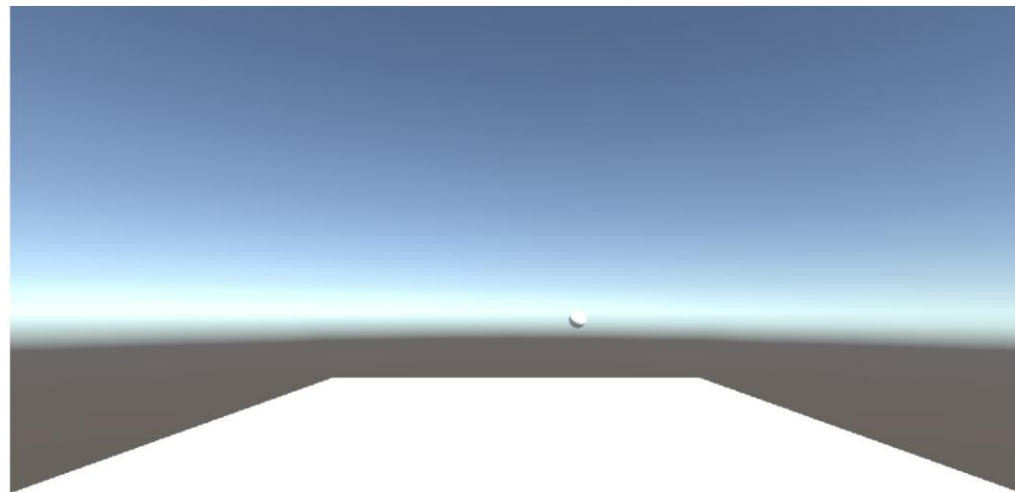
Commits on Dec 6, 2023

- Update Readme.md**
Bottomdeal committed last week Verified 9a257c4 [Copy](#) [Diff](#) [Compare](#)
- Create Readme.md**
Bottomdeal committed last week Verified 67878b9 [Copy](#) [Diff](#) [Compare](#)

End of commit history for this file

유니티 입문

실행 결과



깃허브 week13

Commits

History for [game](#) / [Week13](#) on [main](#)

All users

All time

Commits on Dec 6, 2023

Update Readme.md

Bottomdeal committed last week

Verified

2e5ee3f



Create Readme.md

Bottomdeal committed last week

Verified

7041ad9

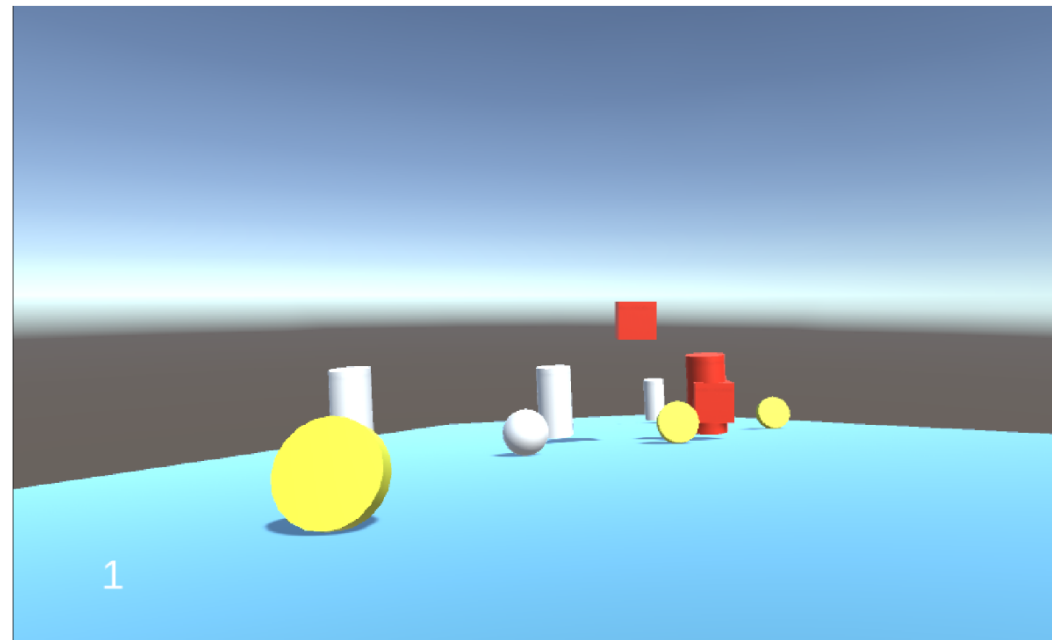


End of commit history for this file

Readme.md

유니티 입문 2주차

실행 결과



깃허브 week14

Commits

History for `game` / `Week14` on `main`

All users

All time

Commits on Dec 12, 2023

Update README.md

Bottomdeal committed 39 minutes ago

Verified

56118d3



Update README.md

Bottomdeal committed 44 minutes ago

Verified

708b609



Update README.md

Bottomdeal committed 45 minutes ago

Verified

78e1da6



Update README.md

Bottomdeal committed 51 minutes ago

Verified

a293c2e



Commits on Dec 6, 2023

Create README.md

Bottomdeal committed last week

Verified

349f6e2



End of commit history for this file

깃허브 week14

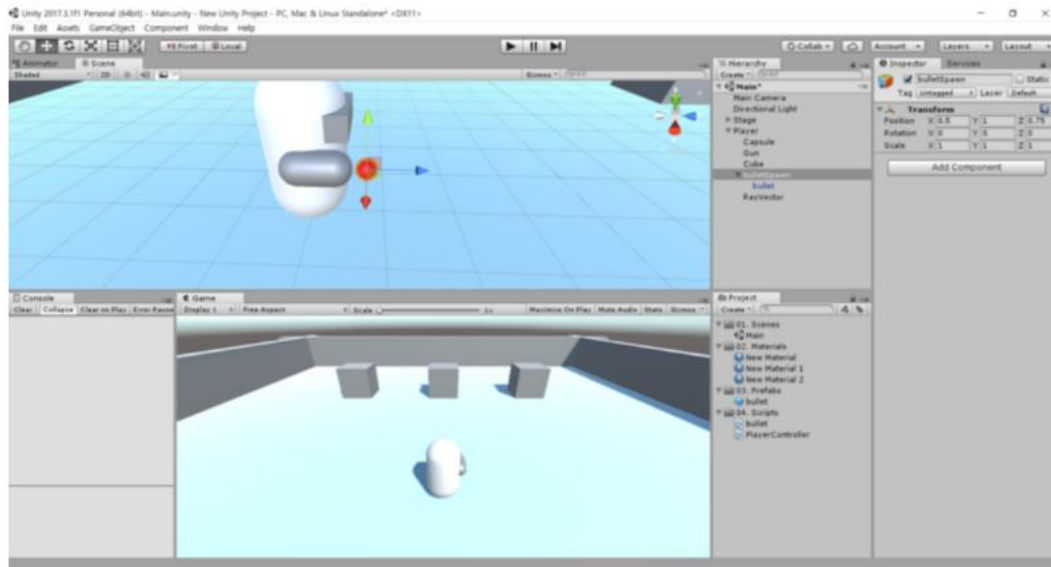
Readme.md

유니티 게임 업그레이드 및 발표

게임 원본 코드 주소

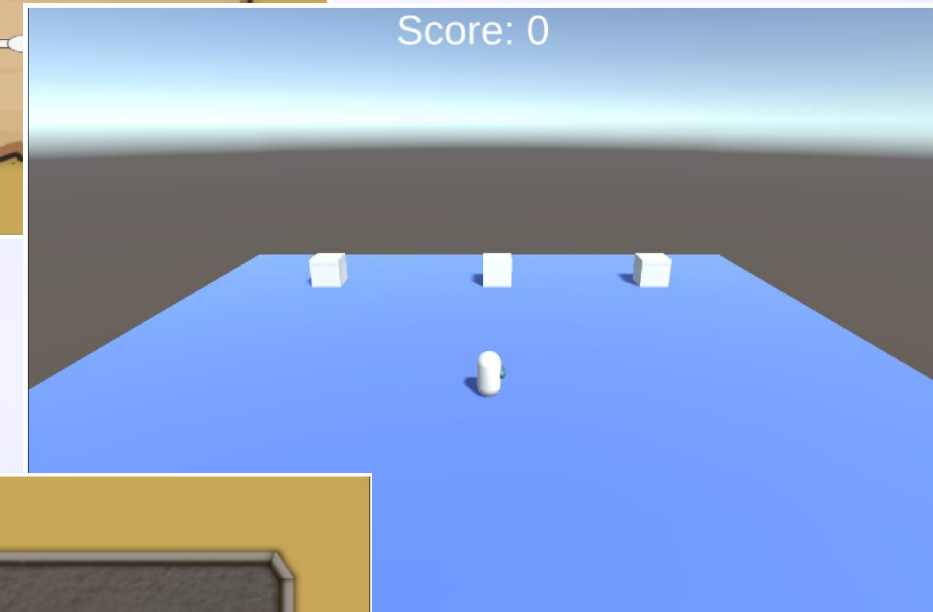
<https://young-94.tistory.com/51>

실행 결과



업그레이드 게임

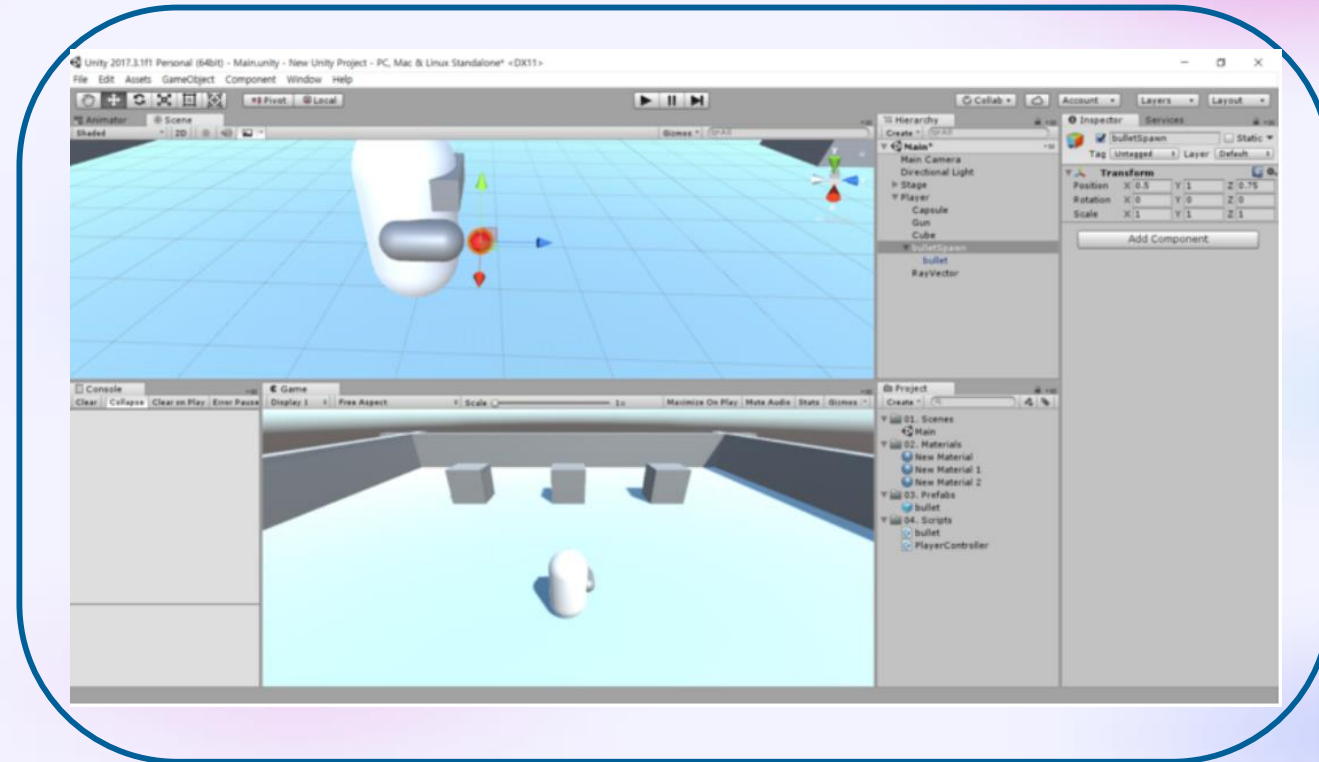
실행 결과



예상 점수

18점

기존 게임 소개



방향키로 플레이어를 움직이고, 스페이스바를 눌러 총알을 발사해서 목표물을 맞춰 없애는 게임이다.

기존 게임 소개

```
1  using System.Collections;
2      using System.Collections.Generic;
3      using UnityEngine;
4
5  public class PlayerController : MonoBehaviour {
6
7      void Update()
8      {
9          float x = Input.GetAxis("Horizontal") * Time.deltaTime * 150.0f;
10         float z = Input.GetAxis("Vertical") * Time.deltaTime * 3.0f;
11
12         transform.Rotate(0, x, 0);
13         transform.Translate(0, 0, z);
14     }
15 }
```

PlayerController 스크립트

플레이어 오브젝트에 적용시켜
방향키로 움직일 수 있음

스크립트 설명

```
1  using System.Collections;
2      using System.Collections.Generic;
3      using UnityEngine;
4
5  public class bullet : MonoBehaviour {
6
7      void OnCollisionEnter(Collision col)
8      {
9          if (col.gameObject.CompareTag("Box"))
10         {
11             Destroy(col.gameObject);
12             Destroy(this.gameObject);
13         }
14     }
15 }
```

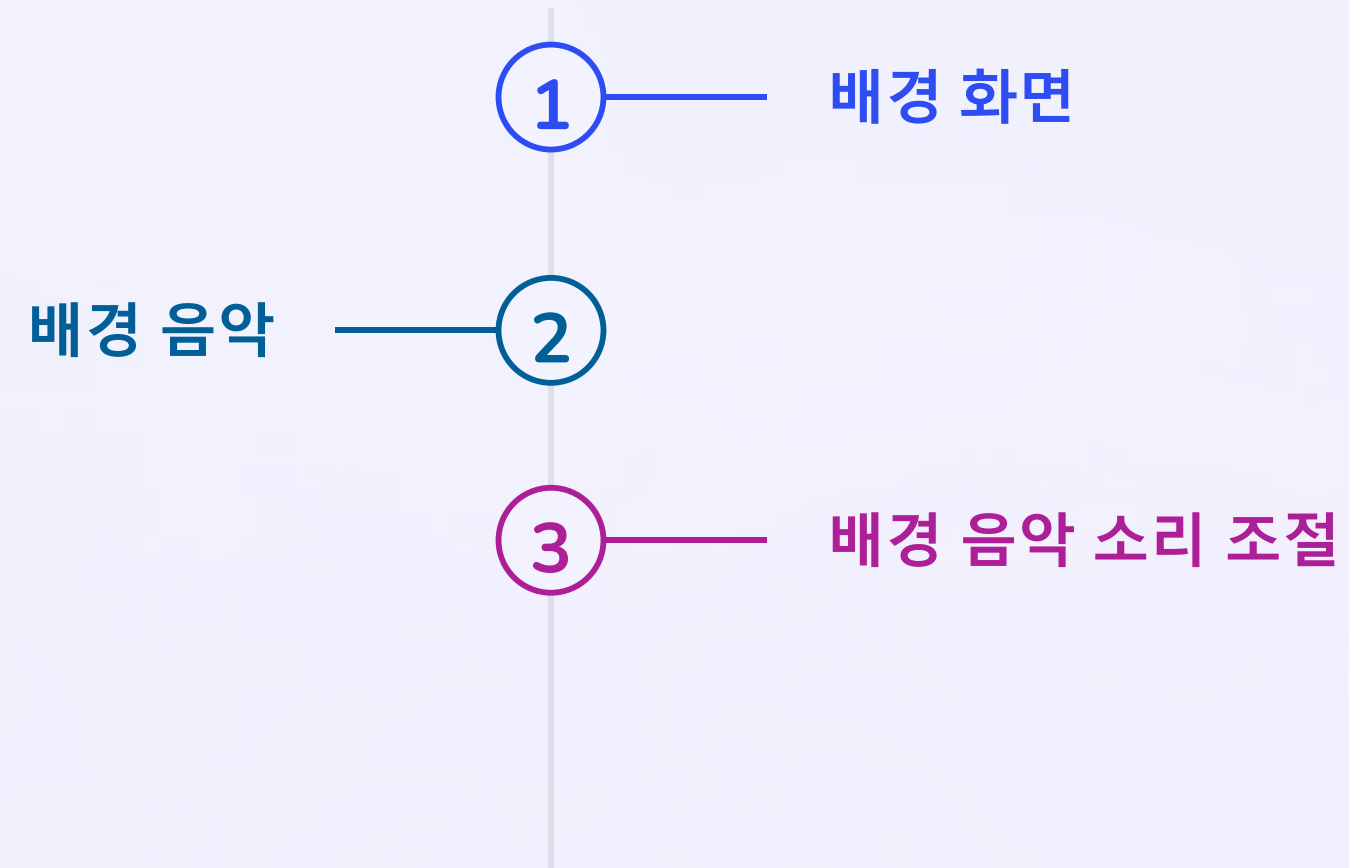
Bullet 스크립트

총알의 충돌을 감지해

“BOX”태그를 가진 오브젝트와 충돌 시

BOX와 총알 둘 다 없앴

업그레이드 요소



업그레이드 요소



업그레이드 요소



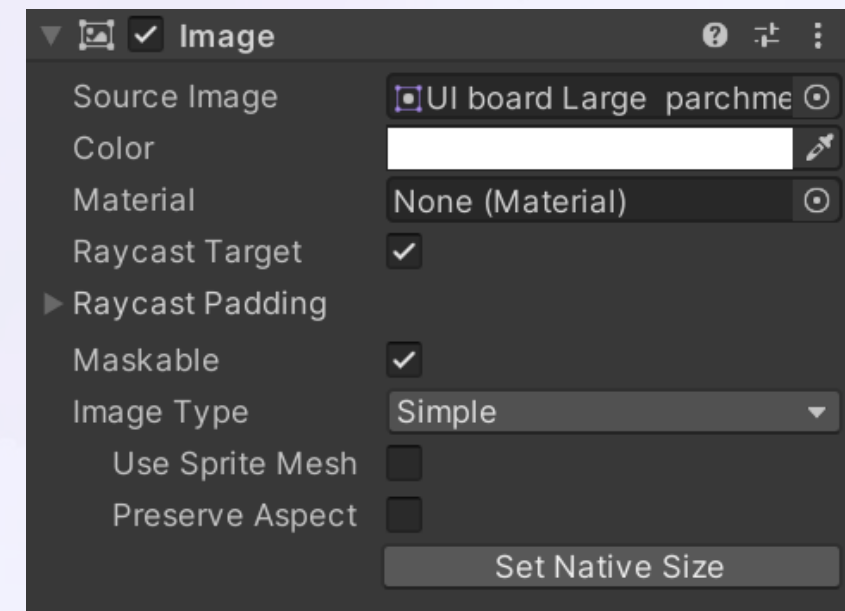
1.배경 화면

```
1 using UnityEngine;
2 using UnityEngine.SceneManagement;
3
4 public class StartGame : MonoBehaviour
5 {
6     public void StartGameButton()
7     {
8         SceneManager.LoadScene("SampleScene");
9     }
10 }
```

Start버튼 누르면 다음 씬으로 넘어가는 스크립트

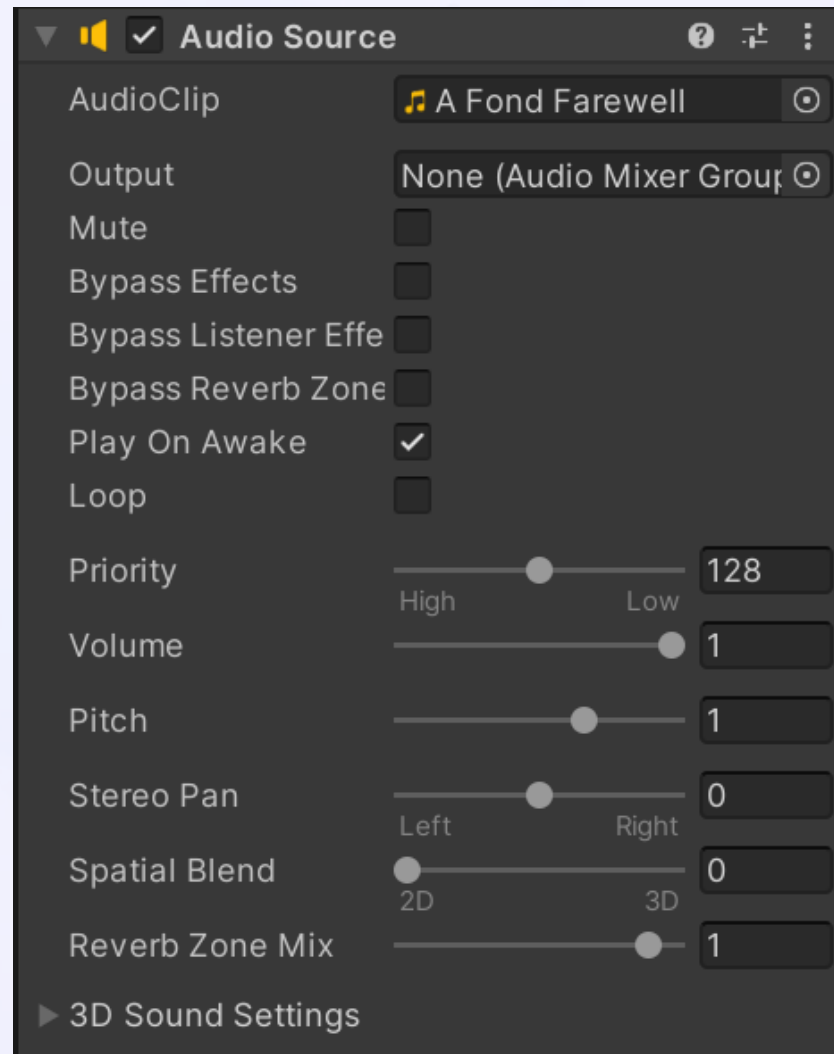


실행 화면



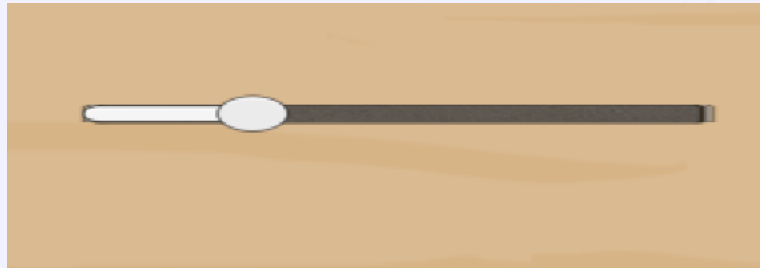
이미지 적용

2.배경 음악

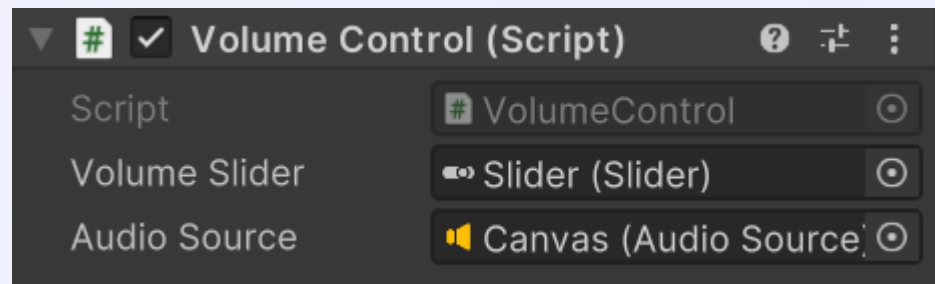


에셋 스토어에서
다운받은 오디오 클립을
Audio Source 에서 적용

3.배경 음악 소리 조절



슬라이드바를 만들어서
마우스로 배경음악 소리
조절 가능



```
1 using UnityEngine;
2 using UnityEngine.UI;
3
4 참조 0개
5 public class VolumeControl : MonoBehaviour
6 {
7     참조 2개
8     public Slider volumeSlider;
9     참조 2개
10    public AudioSource audioSource;
11
12    참조 0개
13    void Start()
14    {
15        // 초기 볼륨 설정
16        audioSource.volume = volumeSlider.value;
17    }
18
19    참조 0개
20    public void ChangeVolume()
21    {
22        // 슬라이더 값에 따라 볼륨 조절
23        audioSource.volume = volumeSlider.value;
24    }
25 }
```

VolumeControl
스크립트

4.총알 피격 시 효과음

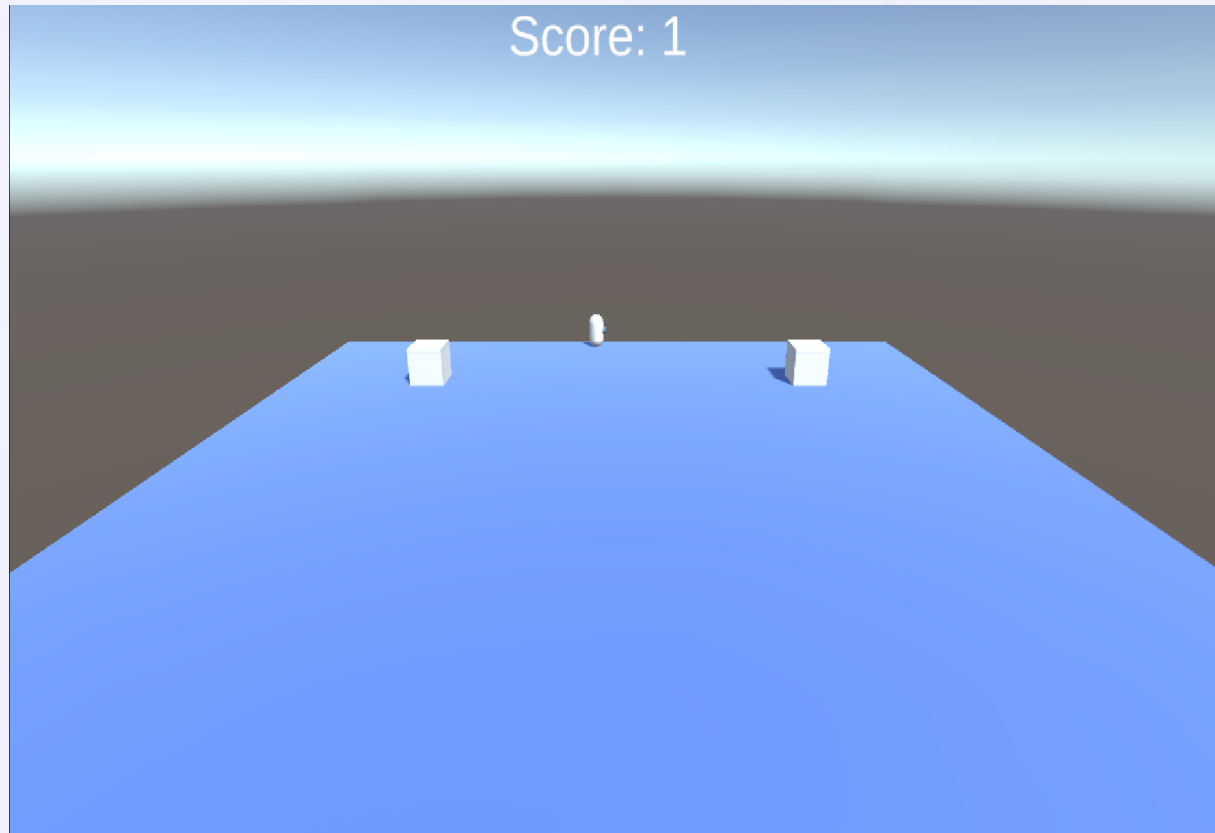
```
1 using UnityEngine;
2
3 참조 0개
4 public class PlaySoundOnCollision : MonoBehaviour
5 {
6     참조 1개
7     public AudioClip collisionSound;
8     참조 2개
9     private AudioSource audioSource;
10
11     참조 0개
12     void Start()
13     {
14         audioSource = GetComponent<AudioSource>();
15     }
16
17     참조 0개
18     void OnCollisionEnter(Collision collision)
19     {
20         // 장애물과 충돌했을 때 효과음 재생
21         if (collision.gameObject.CompareTag("Box"))
22         {
23             audioSource.PlayOneShot(collisionSound);
24         }
25     }
26 }
```

PlaySoundOnCollision
스크립트



Audio Source를 추가하고
스크립트를 bullet
오브젝트에 적용시킴

5.바닥을 벗어날 시 시작위치로 이동



바닥을 벗어나면
다시 시작지점인
중앙으로 이동

```
1 using UnityEngine;
2
3 참조 0개
4 public class PlayerBoundary : MonoBehaviour
5 {
6     참조 2개
7     public Vector3 startPosition; // 플레이어의 시작 위치
8     참조 1개
9     public float xBoundary = 8f; // X축 경계선
10    참조 1개
11    public float zBoundary = 8f; // Z축 경계선
12
13    참조 0개
14    void Start()
15    {
16        // 플레이어 시작 위치 정의
17        startPosition = transform.position;
18    }
19
20    참조 0개
21    void Update()
22    {
23        // 플레이어가 경계를 벗어나면 시작 위치로 돌아옵니다.
24        if (Mathf.Abs(transform.position.x) > xBoundary || Mathf.Abs(transform.position.z) > zBoundary)
25        {
26            transform.position = startPosition;
27        }
28    }
29 }
```

PlayerBoundary
스크립트

6. 점수 구현

```
1 using TMPro;
2 using UnityEngine;
3
4 참조 0개
5 public class ScoreDisplay : MonoBehaviour
6 {
7     참조 2개
8     private TextMeshProUGUI textMesh;
9
10    참조 0개
11    private void Start()
12    {
13        textMesh = GetComponent<TextMeshProUGUI>();
14    }
15
16    참조 0개
17    private void Update()
18    {
19        textMesh.text = "Score: " + ScoreManager.Instance.Score; // 점수를 표시
20    }
21 }
```

ScoreDisplay 스크립트

```
1 using UnityEngine;
2 using UnityEngine.SceneManagement;
3
4 참조 1개
5 public class ScoreManager : MonoBehaviour
6 {
7     참조 2개
8     public static ScoreManager Instance { get; private set; }
9
10    참조 3개
11    public int Score { get; private set; } = 0;
12
13    참조 0개
14    private void Awake()
15    {
16        if (Instance == null)
17        {
18            Instance = this;
19            DontDestroyOnLoad(gameObject);
20        }
21        else
22        {
23            Destroy(gameObject);
24        }
25    }
26
27    참조 0개
28    public void AddScore(int amount)
29    {
30        Score += amount;
31        if (Score == 3)
32        {
33            SceneManager.LoadScene("End");
34        }
35    }
36
37    참조 0개
38    public void ResetScore()
39    {
40        Score = 0;
41    }
42 }
```

ScoreManager 스크립트

7. 플레이어 속도 변경

```
1 using System.Collections;
2 using UnityEngine;
3
4 public class PlayerController : MonoBehaviour
5 {
6     public float speed = 6.0f;
7     private float defaultSpeed;
8
9     void Start()
10    {
11        // 플레이어의 초기 이동 속도를 저장합니다.
12        defaultSpeed = speed;
13    }
14
15    void Update()
16    {
17        // 방향키 입력을 받아 이동합니다.
18        float moveHorizontal = Input.GetAxis("Horizontal");
19        float moveVertical = Input.GetAxis("Vertical");
20
21        Vector3 movement = new Vector3(moveHorizontal, 0.0f, moveVertical);
22        transform.position += movement * speed * Time.deltaTime;
23    }
24 }
```

플레이어 속도 변경

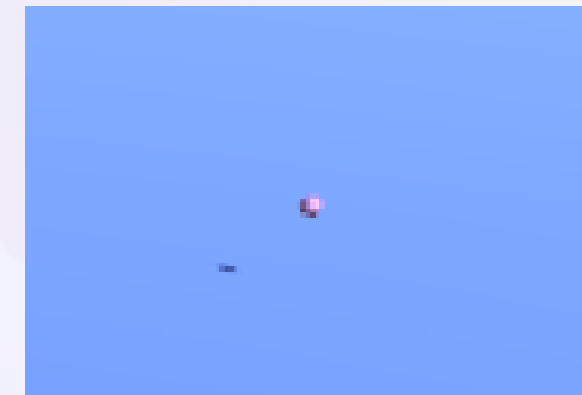
8. 장애물 파괴 시 총알 색 랜덤 변경

```
1 using UnityEngine;
2
3 참조 0개
4 public class ChangeColorOnCollision : MonoBehaviour
5 {
6     참조 2개
7     private Renderer renderer;
8
9     참조 0개
10 void Start()
11 {
12     // 장애물의 Renderer 컴포넌트를 가져옵니다.
13     renderer = GetComponent<Renderer>();
14 }
15
16 참조 0개
17 void OnCollisionEnter(Collision collision)
18 {
19     // 총알과 충돌했을 때 색상 변경
20     if (collision.gameObject.CompareTag("Bullet"))
21     {
22         // 색상을 랜덤으로 변경합니다.
23         renderer.material.color = new Color(Random.value, Random.value, Random.value);
24     }
25 }
26 }
```

ChangeColorOnCollision
스크립트
장애물 파괴 시 랜덤 변경



처음 총알 색

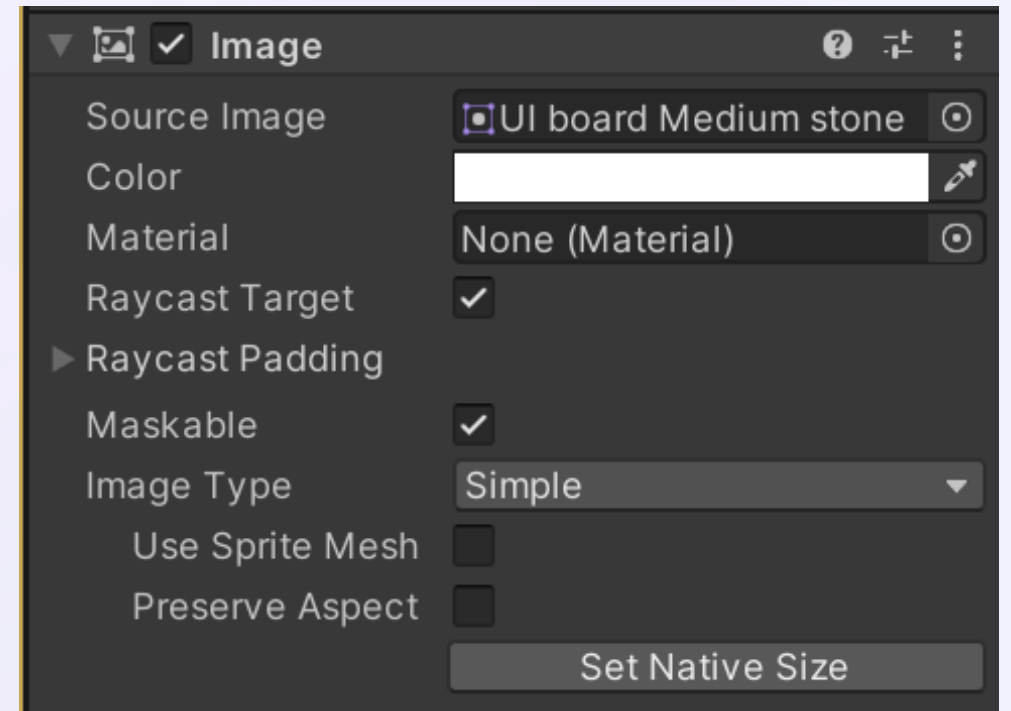


장애물 파괴 후
총알 색

9. 게임 클리어 화면



게임 클리어 화면



10. 게임 종료 버튼



버튼 누를 시
게임 종료

```
1 using UnityEngine;
2
3 public class GameQuit : MonoBehaviour
4 {
5     public void QuitGame()
6     {
7 #if UNITY_EDITOR
8         UnityEditor.EditorApplication.isPlaying = false;
9 #else
10        Application.Quit();
11 #endif
12    }
13 }
```

GameQuit 스크립트

게임 시연

예상 점수

19점

출처

배경화면 - <https://www.youtube.com/watch?v=4Zj4sf7FgPo>

에셋스토어 → <https://assetstore.unity.com/packages/2d/gui/fantasy-wooden-gui-free-103811>

<https://assetstore.unity.com/packages/audio/music/universe-game-music-ambient-music-235050>

<https://assetstore.unity.com/packages/audio/sound-fx/shooting-sound-177096>

AI WRTN

감사합니다