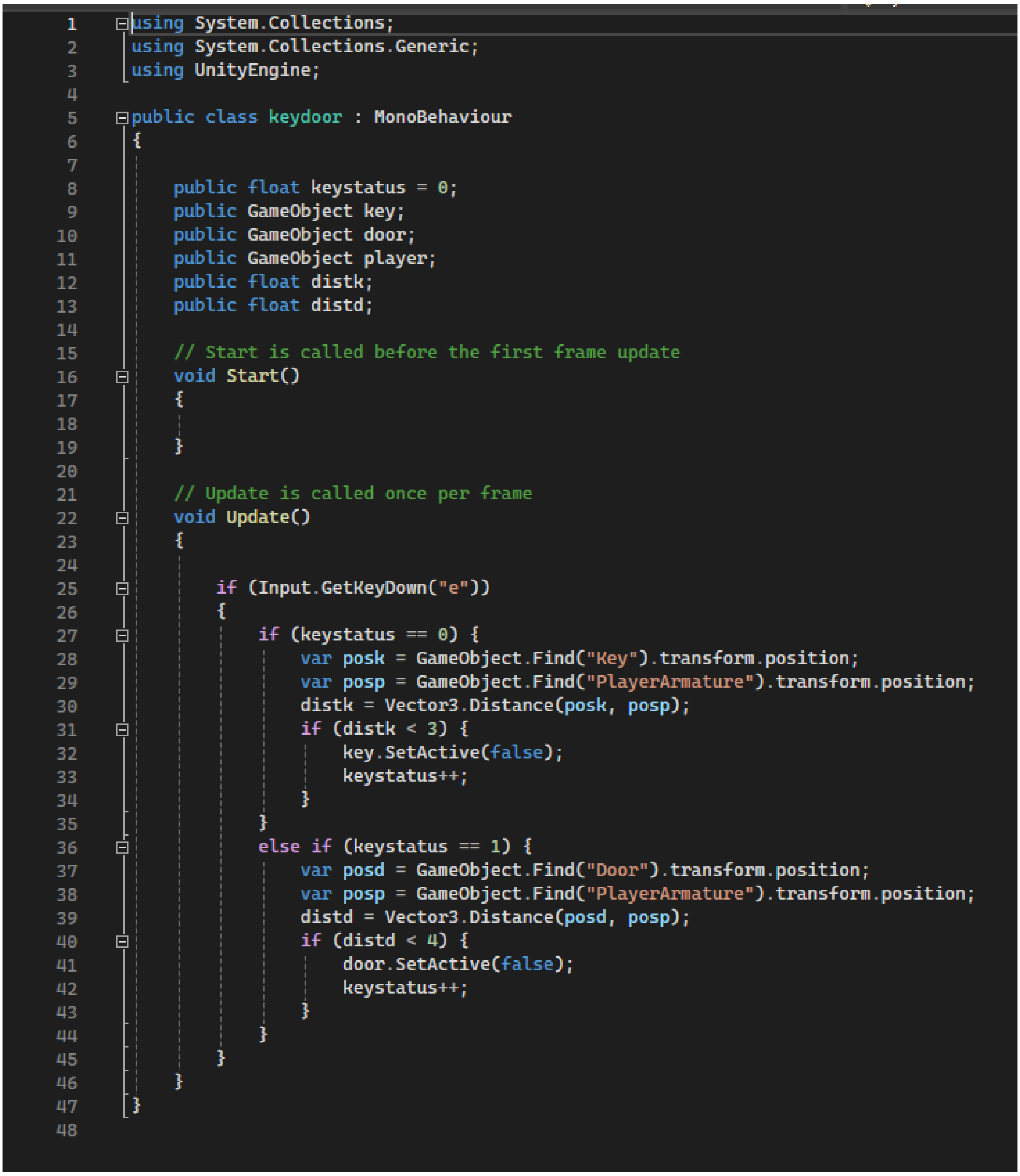
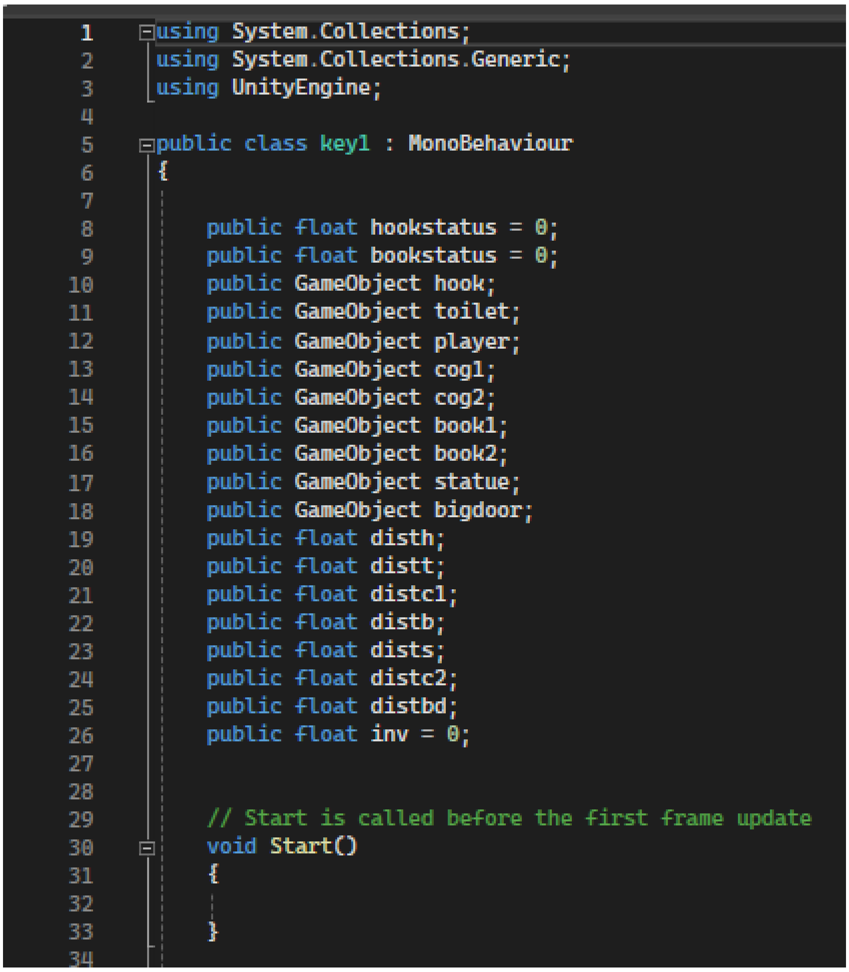
DevLog - Coding Overview

Key / Door (YoG)

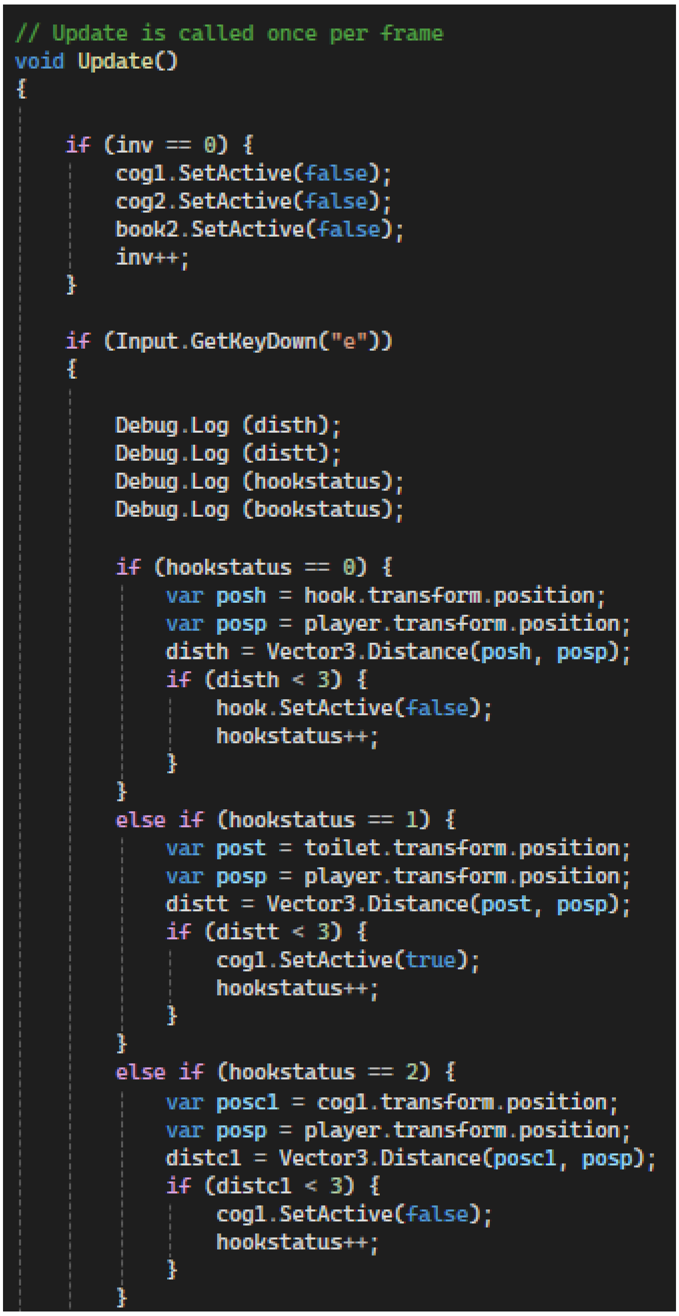


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class keydoor : MonoBehaviour
{

    public float keystatus = 0;
    public GameObject key;
    public GameObject door;
    public GameObject player;
    public float distk;
    public float distd;

    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

        if (Input.GetKeyDown("e"))
        {
            if (keystatus == 0) {
                var posk = GameObject.Find("Key").transform.position;
                var posp = GameObject.Find("PlayerArmature").transform.position;
                distk = Vector3.Distance(posk, posp);
                if (distk < 3) {
                    key.SetActive(false);
                    keystatus++;
                }
            }
            else if (keystatus == 1) {
                var posd = GameObject.Find("Door").transform.position;
                var posp = GameObject.Find("PlayerArmature").transform.position;
                distd = Vector3.Distance(posd, posp);
                if (distd < 4) {
                    door.SetActive(false);
                    keystatus++;
                }
            }
        }
    }
}
```

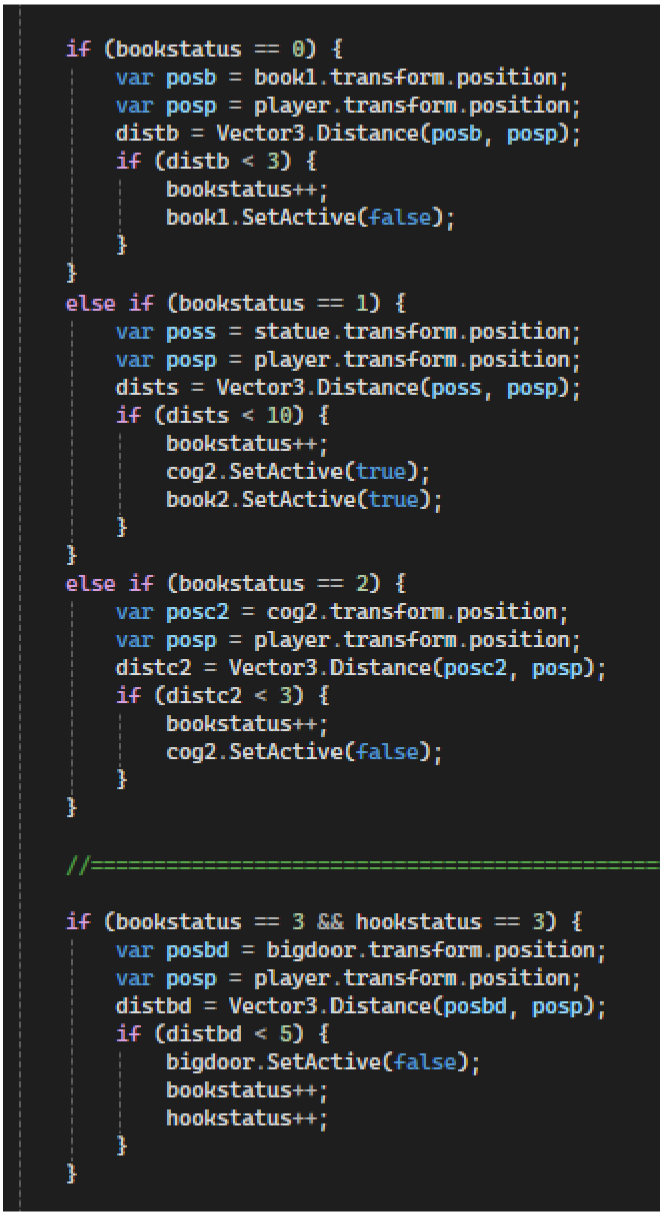
Cogwheel Puzzle (YoG)



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

public class key1 : MonoBehaviour
{

    public float hookstatus = 0;
    public float bookstatus = 0;
    public GameObject hook;
    public GameObject toilet;
    public GameObject player;
    public GameObject cog1;
    public GameObject cog2;
    public GameObject book1;
    public GameObject book2;
    public GameObject statue;
    public GameObject bigdoor;
    public float disth;
    public float distt;
    public float distc1;
    public float distb;
    public float dists;
    public float distc2;
    public float distbd;
    public float inv = 0;


    // Start is called before the first frame update
    void Start()
    {

    }
```

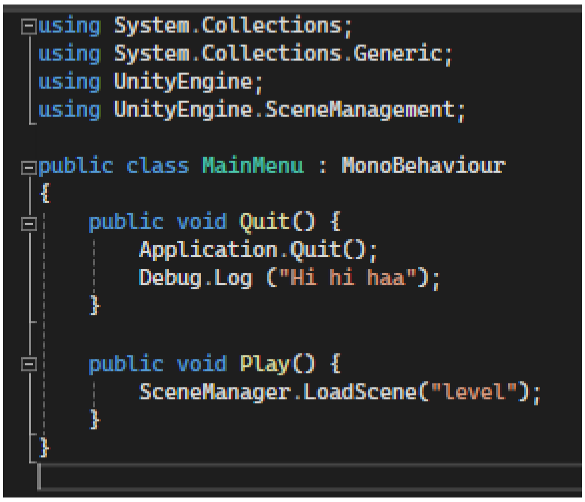


```
// Update is called once per frame
void Update()
{

    if (inv == 0) {
        cog1.SetActive(false);
        cog2.SetActive(false);
        book2.SetActive(false);
        inv++;
    }

    if (Input.GetKeyDown("e"))
    {

        Debug.Log (disth);
        Debug.Log (distt);
        Debug.Log (hookstatus);
        Debug.Log (bookstatus);

        if (hookstatus == 0) {
            var posh = hook.transform.position;
            var posp = player.transform.position;
            disth = Vector3.Distance(posh, posp);
            if (disth < 3) {
                hook.SetActive(false);
                hookstatus++;
            }
        }
        else if (hookstatus == 1) {
            var post = toilet.transform.position;
            var posp = player.transform.position;
            distt = Vector3.Distance(post, posp);
            if (distt < 3) {
                cog1.SetActive(true);
                hookstatus++;
            }
        }
        else if (hookstatus == 2) {
            var poscl = cog1.transform.position;
            var posp = player.transform.position;
            distcl = Vector3.Distance(poscl, posp);
            if (distcl < 3) {
                cog1.SetActive(false);
                hookstatus++;
            }
        }
```
]



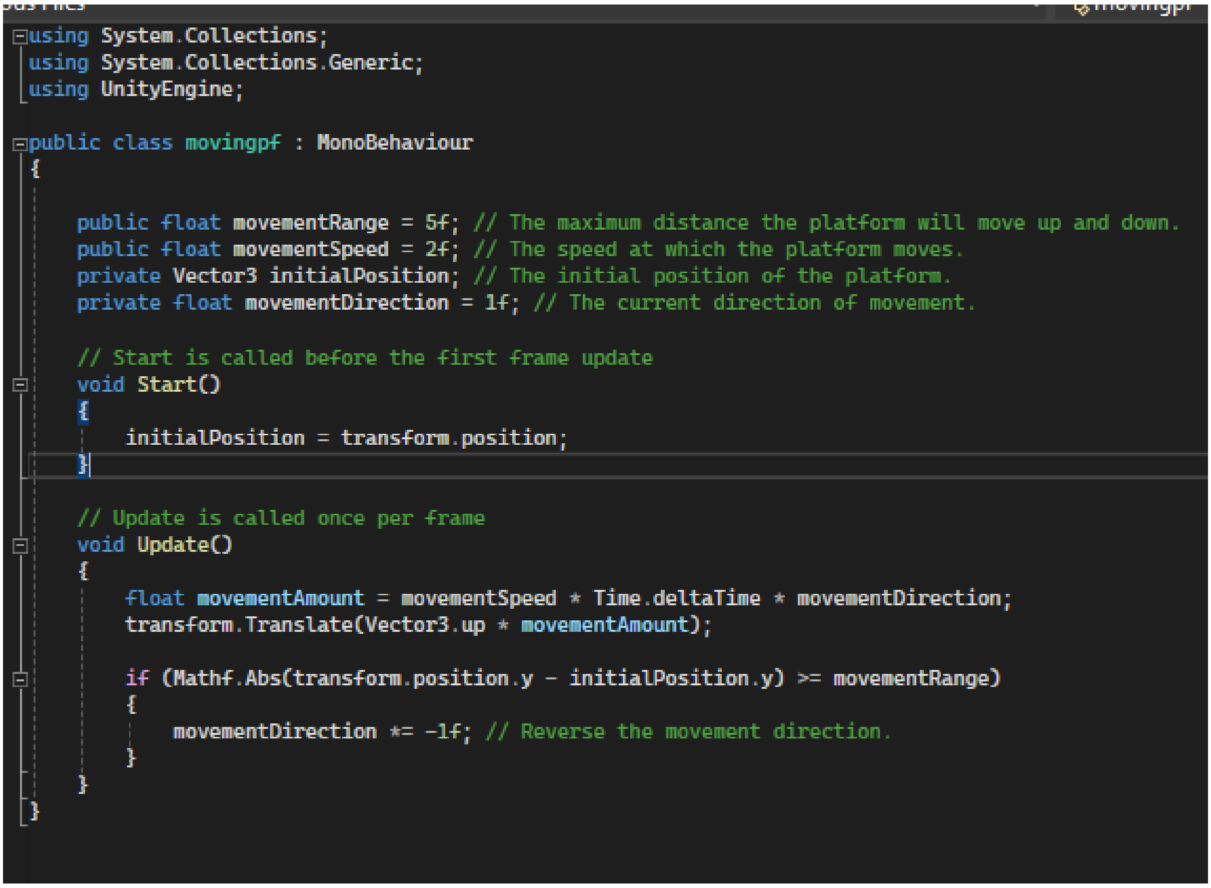
```csharp
    if (bookstatus == 0) {
        var posb = book1.transform.position;
        var posp = player.transform.position;
        distb = Vector3.Distance(posb, posp);
        if (distb < 3) {
            bookstatus++;
            book1.SetActive(false);
        }
    }
    else if (bookstatus == 1) {
        var poss = statue.transform.position;
        var posp = player.transform.position;
        dists = Vector3.Distance(poss, posp);
        if (dists < 10) {
            bookstatus++;
            cog2.SetActive(true);
            book2.SetActive(true);
        }
    }
    else if (bookstatus == 2) {
        var posc2 = cog2.transform.position;
        var posp = player.transform.position;
        distc2 = Vector3.Distance(posc2, posp);
        if (distc2 < 3) {
            bookstatus++;
            cog2.SetActive(false);
        }
    }

    //==============================================

    if (bookstatus == 3 && hookstatus == 3) {
        var posbd = bigdoor.transform.position;
        var posp = player.transform.position;
        distbd = Vector3.Distance(posbd, posp);
        if (distbd < 5) {
            bigdoor.SetActive(false);
            bookstatus++;
            hookstatus++;
        }
    }
```

Main Menu (YoG)



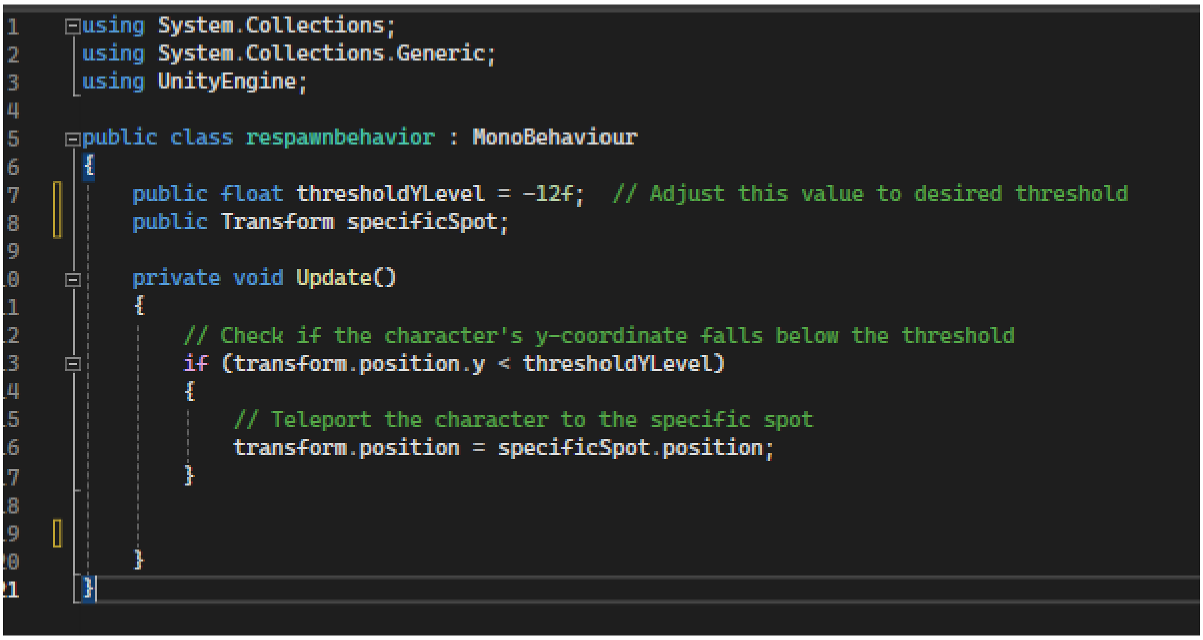
```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour
{
    public void Quit() {
        Application.Quit();
        Debug.Log ("Hi hi haa");
    }

    public void Play() {
        SceneManager.LoadScene("level");
    }
}
```

Moving Platform (Personal)



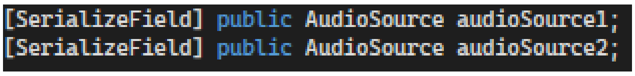
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class movingpf : MonoBehaviour
{

    public float movementRange = 5f; // The maximum distance the platform will move up and down.
    public float movementSpeed = 2f; // The speed at which the platform moves.
    private Vector3 initialPosition; // The initial position of the platform.
    private float movementDirection = 1f; // The current direction of movement.

    // Start is called before the first frame update
    void Start()
    {
        initialPosition = transform.position;
    }

    // Update is called once per frame
    void Update()
    {
        float movementAmount = movementSpeed * Time.deltaTime * movementDirection;
        transform.Translate(Vector3.up * movementAmount);

        if (Mathf.Abs(transform.position.y - initialPosition.y) >= movementRange)
        {
            movementDirection *= -1f; // Reverse the movement direction.
        }
    }
}
```

Respawn Mechanic (Personal)

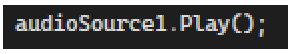


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class respawnbehavior : MonoBehaviour
{
    public float thresholdYLevel = -12f;  // Adjust this value to desired threshold
    public Transform specificSpot;

    private void Update()
    {
        // Check if the character's y-coordinate falls below the threshold
        if (transform.position.y < thresholdYLevel)
        {
            // Teleport the character to the specific spot
            transform.position = specificSpot.position;
        }


    }
}
```

Music System (Industry Project)

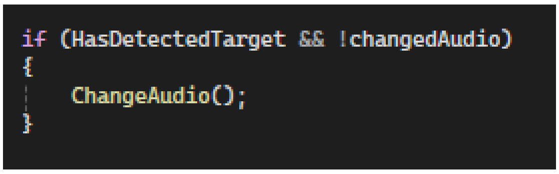


```
[SerializeField] public AudioSource audioSource1;
[SerializeField] public AudioSource audioSource2;
```



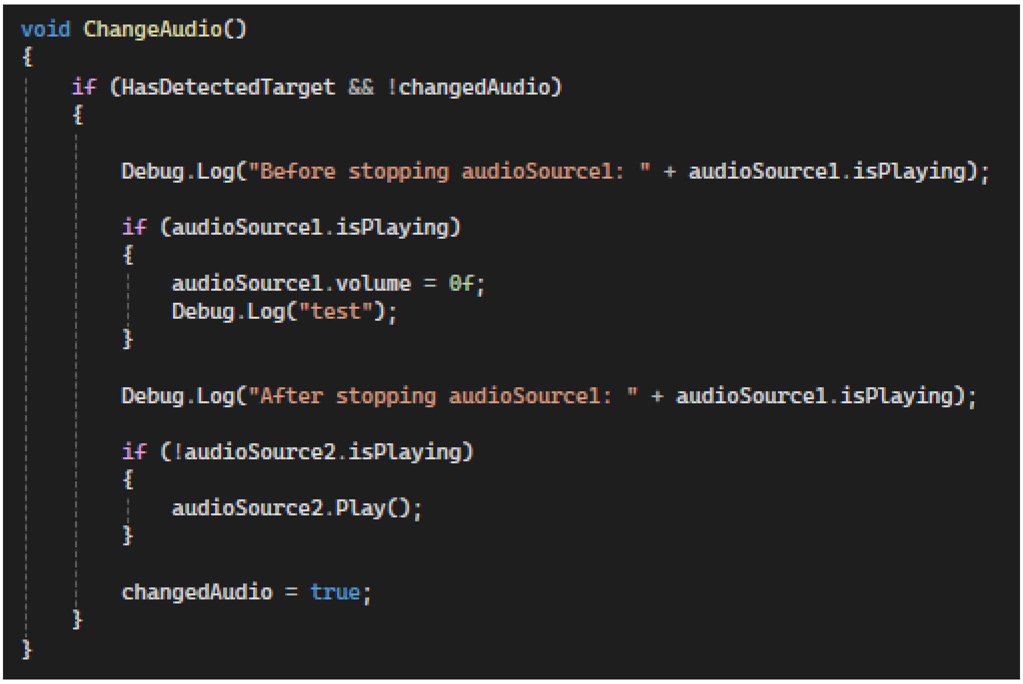
```
audioSource1.Play();
```

(in void start)



```
if (HasDetectedTarget && !changedAudio)
{
    ChangeAudio();
}
```

(in void update)



```
void ChangeAudio()
{
    if (HasDetectedTarget && !changedAudio)
    {

        Debug.Log("Before stopping audioSource1: " + audioSource1.isPlaying);

        if (audioSource1.isPlaying)
        {
            audioSource1.volume = 0f;
            Debug.Log("test");
        }

        Debug.Log("After stopping audioSource1: " + audioSource1.isPlaying);

        if (!audioSource2.isPlaying)
        {
            audioSource2.Play();
        }

        changedAudio = true;
    }
}
```