

# Damir Nabiullin - Unity HW 5

[Prefabs](#)

## Task 1

DoorOpenDevice: [source code](#)

DeviceOperator: [source code](#)

The whole task was done according to the lecture.

## Task 2

DeviceTrigger: [source code](#)

The whole task was done according to the lecture.

## Task 3

[source code](#)

I created *FanConsoleDevice* script. I attached **Fan** object to it. This script has flag *\_isActive*. When *\_isActive* is **true** Fan object speeds up by angle acceleration value until max speed value. When *\_isActive* is **false** Fan object speeds down until 0. Console is activated by *DeviceOperator*.

## Task 4

[source code](#)

I have updated water splash from previous HW. I set up particle system to loop and updated *WaterSpot* script to check OnTriggerEnter/Exit.