Lecture 10 Helicopter Game:

TO DO List:

1. Create a scene, Save as Helicopter game
2. Add a Terrain by clicking GameObject🡪3D🡪Terrain
3. Goto brush option, Paint Texture, Create layer of grass and mud
4. Mud is second layer, it can only be painted above grass with appropriate brush size.
5. Choose Raise and Lower Terrain and draw mountains
6. Add Tree on Terrain by clicking next to brush and Add a tree (broadleaf) from standard assets
7. Now add a police car helicopter from unity store:

Link: <https://assetstore.unity.com/packages/3d/vehicles/land/police-car-helicopter-52496>

1. Add CameraScript to the Main Camera
2. Apply script on helicopter to move it up, down, forward, left and right
3. Add bullet in the scene by selecting a sphere from Gameobject (3D) and applying black material to it.
4. Bring a particle system from StandardAssets🡪ParticleSystem🡪Prefab🡪After Burner
5. Make it child of bullet, and set its rotation at 90 degree (make it look like its behind the bullet)
6. Place Enemy helicopter from ()
7. Apply script to bullet to make it translate and destroy enemy (make sure your helicopter has mesh collider which is convex and rigidbody)
8. Apply Script enemy
9. Make an empty object, name as EnemyController, apply EnemyController Script
10. Add Explosion from particle system, and keep its position same as enemy
11. Instantiate explosion in bullet script.
12. Add audio source of blast at explosion and helicopter audio to helicopter
13. Add GameObject🡪UI🡪Text, save as Score Text and add score in bullet script as score=score+1;
14. Save scene
15. Make a new Scene, add text to it “Game Over!!, Press R to Reload”
16. Make an empty Game object and add reload script.
17. Make sure helicopter script has onCollisionEnter method which will load “GameOver scene”.
18. Also make sure your both scenes are saved in scene folder and added to File🡪build settings🡪Add open scene.



