**Приложение 1**

**Программный код aiscript.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class aiscrip : MonoBehaviour

{

public float speed = 2f;

private Transform target;

void Start()

{

target = GameObject.FindGameObjectWithTag("Player").GetComponent<Transform>();

}

void Update()

{

transform.position = Vector2.MoveTowards(transform.position, target.position, speed \* Time.deltaTime);

}

}

**Приложение 2**

**Программный код Buffs.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Buffs : MonoBehaviour

{

buffSpeed \_buffSpeed;

movement \_movement;

Healthbar hp;

public GameObject buffPick;

GameObject ShieldBuff;

private float buffid = 0;

public static float buffDur;

private float speed = 0;

private string buffName;

public GameObject shield;

private void OnCollisionEnter2D(Collision2D collision)

{

if (collision.gameObject.tag == "Buff")

{

\_movement = gameObject.GetComponent<movement>();

hp = gameObject.GetComponent<Healthbar>();

\_buffSpeed = collision.gameObject.GetComponent<buffSpeed>();

buffDur = \_buffSpeed.buffDuration;

buffid = \_buffSpeed.buffID;

speed = \_movement.movementSpeed;

OnBuff();

Destroy(collision.gameObject);

}

}

private void OnGUI()

{

GUI.Label(new Rect(500, 15, 75, 75), "Buff time Left is " + buffDur.ToString());

GUI.Label(new Rect(700, 15, 75, 75), "Buff type is " + buffName);

}

private void Update()

{

if(buffDur > 0)

{

buffDur -= Time.deltaTime;

Change(buffDur);

}

}

void OnBuff()

{

if (buffid == 0)

{

\_movement.movementSpeed += 2;

buffName = "Speed";

}

else if (buffid == 1)

{

hp.hp += 2;

buffName = "HEALTH";

}

else if (buffid == 2)

{

ShieldBuff = Instantiate(shield, gameObject.transform.position,Quaternion.identity);

buffName = "SUPER SHIELD";

}

}

void Change(float time)

{

if(time <= 0)

{

\_movement.movementSpeed = 4;

Destroy(ShieldBuff);

buffDur = 0;

}

}

}

**Приложение 3**

**Программный код BuffSpawn.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class BuffSpawn : MonoBehaviour

{

public float respawnCd = 5f;

public GameObject prefab;

// Start is called before the first frame update

void Start()

{

InvokeRepeating("buffSpawn", respawnCd, respawnCd);

}

// Update is called once per frame

void Update()

{

}

void buffSpawn()

{

int posX = Random.Range(-20, 20);

int posY = Random.Range(-20, 20);

Vector3 spawnPos = new Vector3(transform.position.x + posX, transform.position.y + posY, 0);

Instantiate(prefab, spawnPos, Quaternion.identity);

}

}

**Приложение 4**

**Программный код buffSpeed.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class buffSpeed : MonoBehaviour

{

public float buffDuration = 10f;

public int buffID = 0;

public int buffChangingTime = 1;

private SpriteRenderer spriteRenderer;

public Sprite[] newSprite;

// Start is called before the first frame update

private void Awake()

{

}

void Start()

{

spriteRenderer = gameObject.GetComponent<SpriteRenderer>();

InvokeRepeating("ChangeSprite",buffChangingTime, buffChangingTime);

}

// Update is called once per frame

void Update()

{

}

void ChangeSprite()

{

buffID = Random.Range(0, 3);

spriteRenderer.size += new Vector2(5, 5);

spriteRenderer.sprite = newSprite[buffID];

}

}

**Приложение 5**

**Программный код bullet.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class bullet : MonoBehaviour

{

public GameObject prefab;

private void OnCollisionEnter2D(Collision2D collision)

{

if (collision.transform.gameObject.tag == "Enemy")

{

// GameObject effect = Instantiate(hitEffect, collision.transform.position, collision.transform.rotation);

Destroy(collision.gameObject);

//Destroy(effect, 2f);

Score.score += 10;

Score.enemyCount--;

Instantiate(prefab, collision.transform.position,Quaternion.identity);

}

Destroy(gameObject);

}

}

**Приложение 6**

**Программный код CameraFollow.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CameraFollow : MonoBehaviour

{

public Transform player;

private Vector3 offset;

// Update is called once per frame

void Update()

{

transform.position = new Vector3(player.position.x + offset.x, player.position.y + offset.y,-40);

}

}

**Приложение 7**

**Программный код dealingDamage.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class dealingDamage : MonoBehaviour

{

public GameObject prefab;

Healthbar hp;

private void OnCollisionEnter2D(Collision2D collision)

{

if(collision.gameObject.tag == "Player")

{

hp = GameObject.FindGameObjectWithTag("Player").GetComponent<Healthbar>();

hp.hp--;

Instantiate(prefab, transform.position, Quaternion.identity);

Destroy(gameObject);

Score.enemyCount--;

}

}

}

**Приложение 8**

**Программный код ShieldBuff.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class ShieldBuff : MonoBehaviour

{

public GameObject prefab;

private void Update()

{

if (Buffs.buffDur == 0)

{

Destroy(gameObject);

}

}

private void OnCollisionEnter2D(Collision2D collision)

{

if (collision.transform.gameObject.tag == "Enemy")

{

// GameObject effect = Instantiate(hitEffect, collision.transform.position, collision.transform.rotation);

Destroy(collision.gameObject);

//Destroy(effect, 2f);

Score.score += 10;

Score.enemyCount--;

GameObject corpse = Instantiate(prefab, collision.transform.position, Quaternion.identity);

Destroy(corpse, 10f);

}

}

}

**Приложение 9**

**Программный код shooting.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class shooting : MonoBehaviour

{

public Transform firePoint;

public GameObject prefab;

public float bulletForce = 20f;

// Update is called once per frame

void Update()

{

if (Input.GetButtonDown("Fire1"))

{

Shoot();

}

}

void Shoot()

{

GameObject bullet = Instantiate(prefab, firePoint.position, firePoint.rotation);

Rigidbody2D rb = bullet.GetComponent<Rigidbody2D>();

rb.AddForce(firePoint.up \* bulletForce,ForceMode2D.Impulse);

}

}

**Приложение 10**

**Программный код movement.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class movement : MonoBehaviour

{

public Rigidbody2D rb;

public Camera cam;

public Animator animator;

public int movementSpeed = 4;

Vector2 mvmnt;

public float animspeed;

public bool facingRight = true;

private SpriteRenderer sprite;

private void Start()

{

sprite = gameObject.GetComponent<SpriteRenderer>();

}

void Update()

{

mvmnt.x = Input.GetAxisRaw("Horizontal");

mvmnt.y = Input.GetAxisRaw("Vertical");

animspeed = Mathf.Abs(mvmnt.x) + Mathf.Abs(mvmnt.y);

animator.SetFloat("speed", Mathf.Abs(animspeed\*movementSpeed));

if (mvmnt.x > 0)

{

sprite.flipX = false;

}

else if (mvmnt.x < 0 )

{

sprite.flipX = true;

}

}

private void FixedUpdate()

{

rb.MovePosition(rb.position + mvmnt \* movementSpeed \* Time.fixedDeltaTime);

}

}

**Приложение 11**

**Программный код ShieldConnect.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class ShieldConnect : MonoBehaviour

{

private Transform target;

// Start is called before the first frame update

void Start()

{

target = GameObject.FindGameObjectWithTag("Player").GetComponent<Transform>();

}

// Update is called once per frame

void Update()

{

transform.position = target.position;

}

}

**Приложение 12**

**Программный код Web.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.Networking;

using UnityEngine.SceneManagement;

using System;

public class Web : MonoBehaviour

{

public static string login, password;

private string warning;

public static int DBscore;

public void PasswordText(string pass)

{

password = pass;

}

public void LoginText(string log)

{

login = log;

}

public IEnumerator Test()

{ //Создаем Запрос

WWWForm form = new WWWForm();

form.AddField("Login", login);

form.AddField("Password", password);

//Отправляем запрос

WWW req = new WWW("siteTest.loc", form);

//Поулчаем Ответ

yield return req;

Debug.Log(req.text);

string[] mas = req.text.Split(' ');

//Score DB

try

{

DBscore = int.Parse(mas[1]);

}

catch(Exception )

{

}

if (mas[0] == "True")

{

SceneManager.LoadScene(1);

}

else

{

warning = "Неправильный логин или пароль!";

}

}

public void ButtonPress()

{

StartCoroutine(Test());

}

private void OnGUI()

{

GUI.Label(new Rect(100, 15, 200, 200), warning);

}

public void OpenURL()

{

Application.OpenURL("http://site.loc/login.php");

}

}

**Приложение 13**

**Программный код Death.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Death : MonoBehaviour

{

public GameObject particle;

void Start()

{

GameObject particleInstance = Instantiate(particle, transform.position, Quaternion.identity);

Destroy(particleInstance, 1f);

Destroy(gameObject, 10f);

}

}

**Приложение 14**

**Программный код rotation.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class rotation : MonoBehaviour

{

//Weapon Rotation Script

public float speed = 50f;

public bool facingRight = false;

public Transform player;

// Update is called once per frame

void Update()

{

Vector2 dir = Camera.main.ScreenToWorldPoint(Input.mousePosition) - transform.position;

float angle = Mathf.Atan2(dir.y, dir.x) \* Mathf.Rad2Deg;

Quaternion rotation = Quaternion.AngleAxis(angle, Vector3.forward);

transform.rotation = Quaternion.Slerp(transform.rotation, rotation, speed \* Time.deltaTime);

transform.position = player.position;

}

private void FixedUpdate()

{

}

}

**Приложение 15**

**Программный код Healthbar.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class Healthbar : MonoBehaviour

{

public int hp = 5;

private void Update()

{

if (hp <= 0)

{

SceneManager.LoadScene(3);

}

}

private void OnGUI()

{

GUI.Label(new Rect(10, 15, 75, 75), "HP is " + hp.ToString());

}

}

**Приложение 16**

**Программный код Score.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Score : MonoBehaviour

{

public static int score = 0;

public static int enemyCount = 0;

public float spawnTime = 1000f;

public GameObject prefab;

public int hp;

GameObject[] posSpawn = new GameObject[6];

void Start()

{

InvokeRepeating("SpawnEnemy", spawnTime, spawnTime);

posSpawn = GameObject.FindGameObjectsWithTag("Point");

}

private void OnGUI()

{

GUI.Label(new Rect(100, 15, 75, 75), "Score is " + score.ToString());

}

void SpawnEnemy()

{

if (MaxEnemies.enemyMax > enemyCount)

{

Instantiate(prefab, posSpawn[Random.Range(0, 6)].GetComponent<Transform>());

enemyCount++;

}

}

}

**Приложение 17**

**Программный код detatching.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class detatching : MonoBehaviour

{

// Update is called once per frame

void Update()

{

transform.DetachChildren();

}

}

**Приложение 18**

**Программный код Link.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Link : MonoBehaviour

{

public void UrlOpen()

{

Application.OpenURL("http://site.loc/login.php");

}

}

**Приложение 19**

**Программный код MainMenu.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour

{

// Start is called before the first frame update

public void Play(int index)

{

SceneManager.LoadScene(index);

}

}

**Приложение 20**

**Программный код following.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class following : MonoBehaviour

{

public Transform player;

private Vector3 offset;

// Update is called once per frame

void Update()

{

transform.position = new Vector3(player.position.x + offset.x, player.position.y + offset.y, -40);

}

}

**Приложение 21**

**Программный код ParticleScript.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class ParticleScript : MonoBehaviour

{

void Update()

{

Destroy(gameObject, 3f);

}

}

**Приложение 22**

**Программный код ScoreGameOver.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

using UnityEngine.UI;

public class ScoreGameOver : MonoBehaviour

{

Text endScore;

void Start()

{

endScore = GetComponent<Text>();

endScore.text +=" "+ Score.score.ToString(); ;

StartCoroutine(ScoreSend());

}

public IEnumerator ScoreSend()

{

if(Web.DBscore >= Score.score)

{

}

else

{

WWWForm form = new WWWForm();

form.AddField("Score", Score.score);

form.AddField("Login", Web.login);

WWW req = new WWW("siteTest.loc", form);

yield return req;

}

Score.score = 0;

}

}

**Приложение 23**

**Программный код Textt.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Textt : MonoBehaviour

{

Text text;

// Start is called before the first frame update

void Start()

{

text = GetComponent<Text>();

text.text += ", "+Web.login;

}

}

**Приложение 24**

**Программный код MaxEnemiews.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class MaxEnemies : MonoBehaviour

{

public static int enemyMax = 100;

public Text text;

public Text inputText;

private void Start()

{

inputText.text = enemyMax.ToString();

}

private void Update()

{

text.text = "Максимальное количество противников = "+ enemyMax.ToString();

}

public void EnemyChange(string enemies)

{

try

{

enemyMax = System.Int32.Parse(enemies);

}

catch (System.Exception)

{

}

}

public void ButtonPressed(int x)

{

SceneManager.LoadScene(x);

}

}