

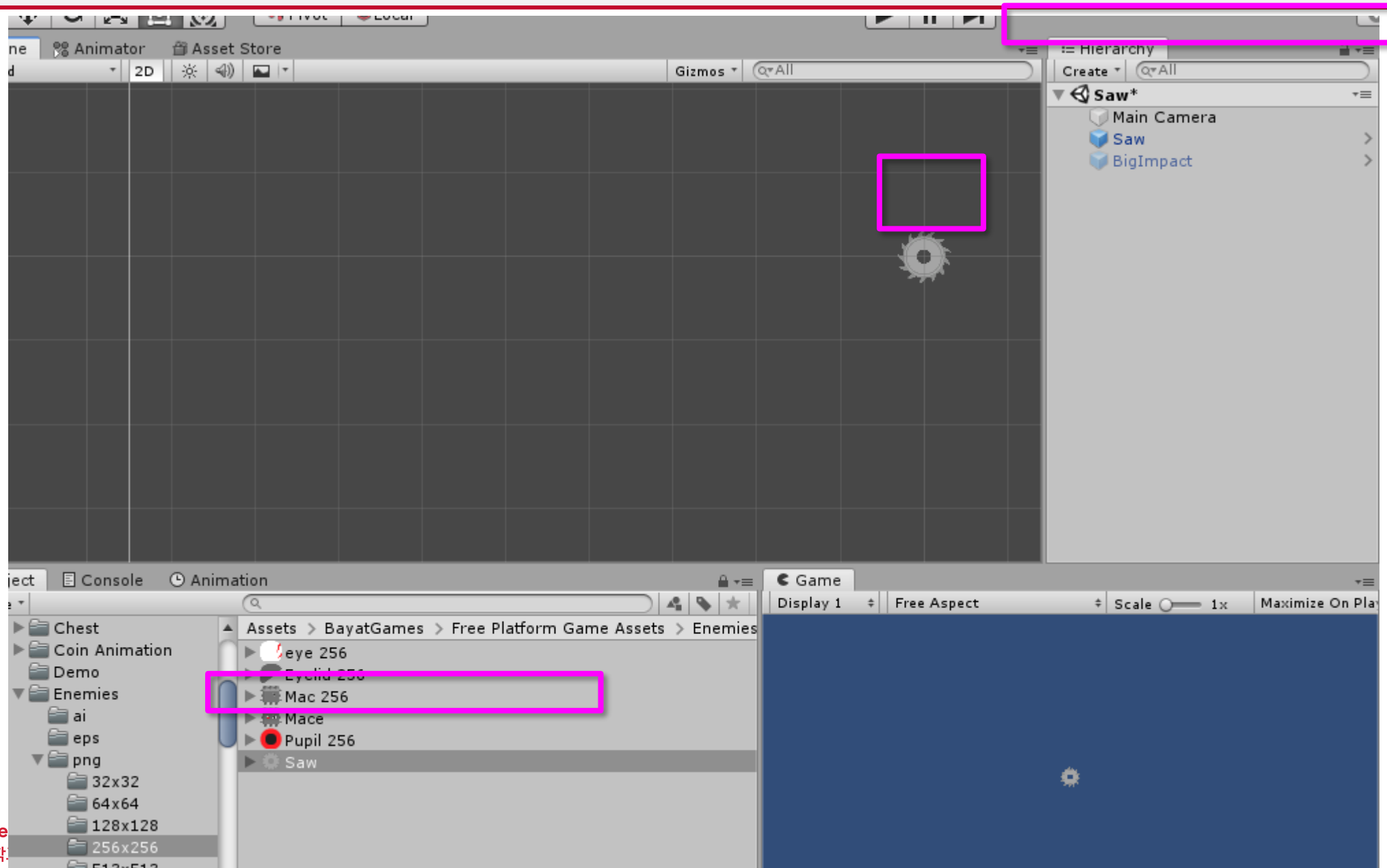
Dangerous Kave 04

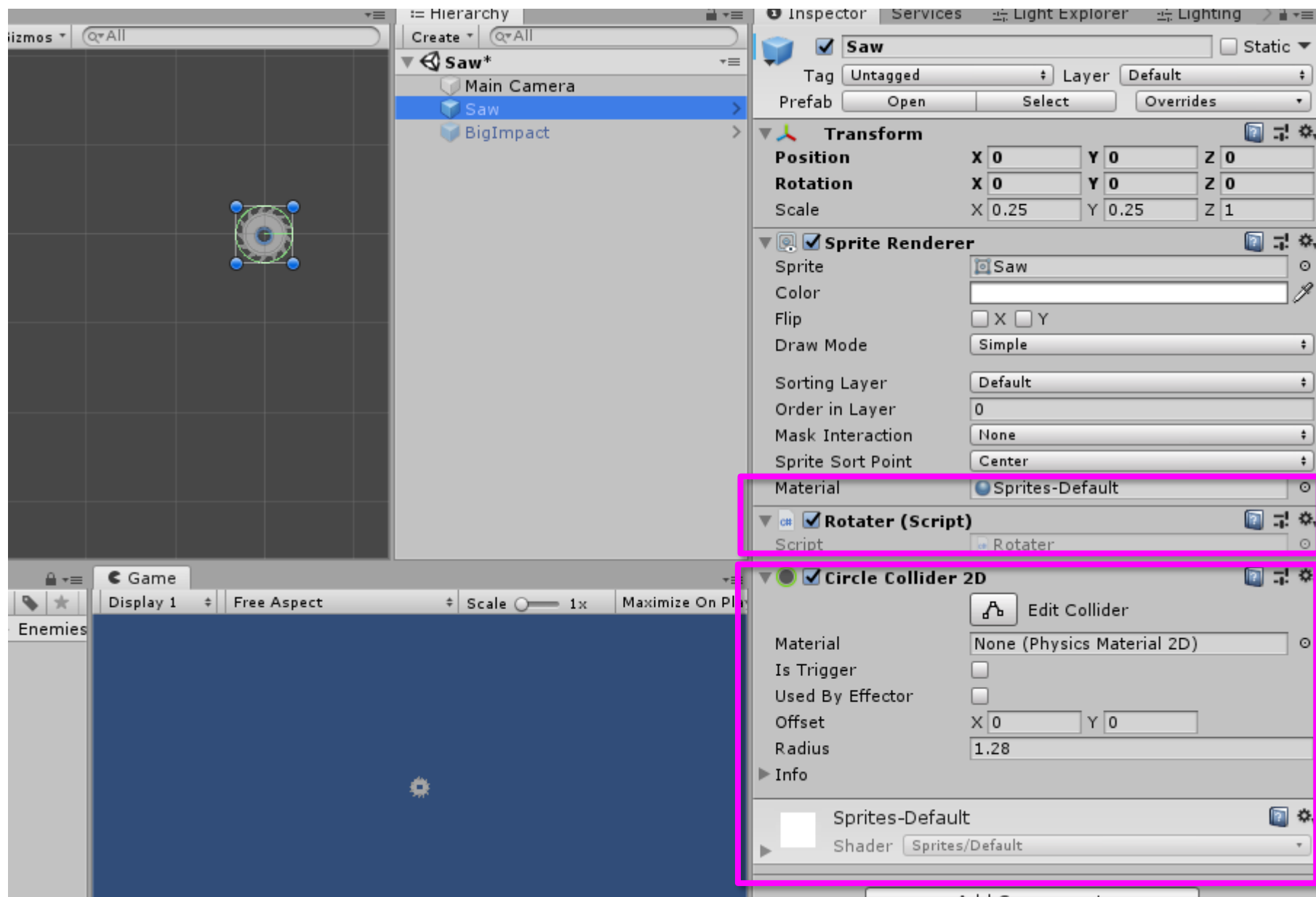
Saw Mechanic

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April, 2020

Saw Mechanic





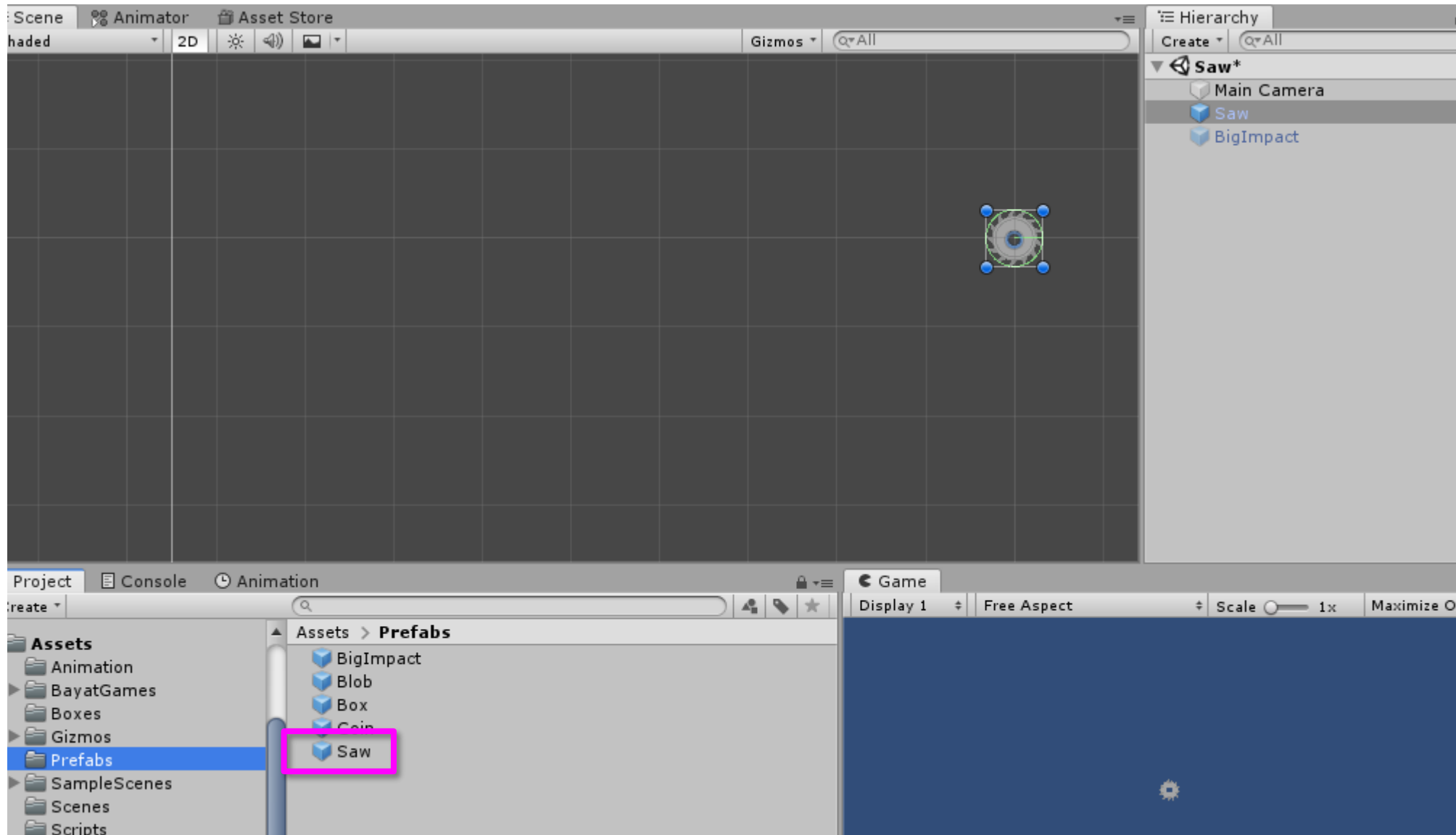
Rotater.cs

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

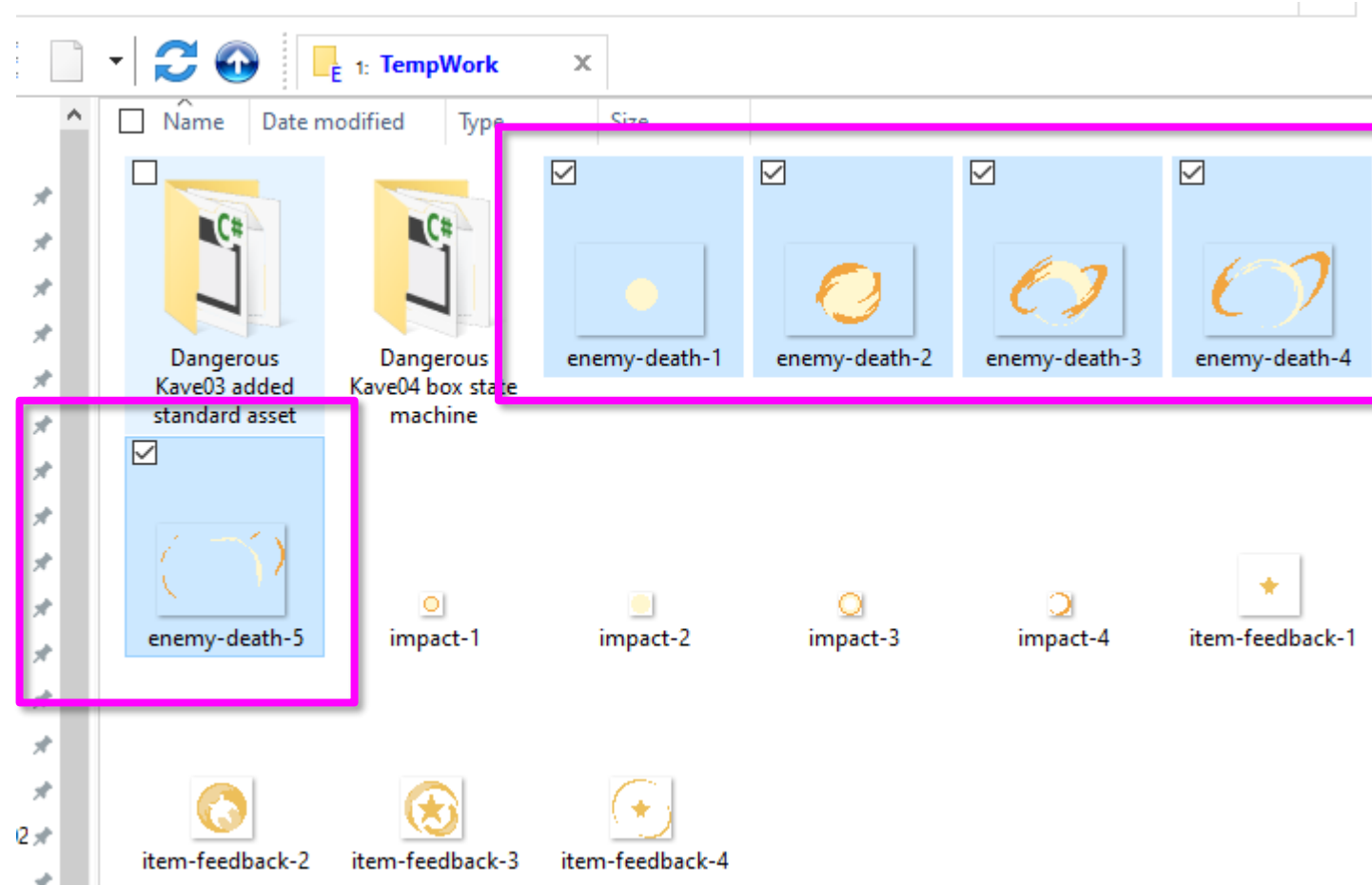
public class Rotater : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

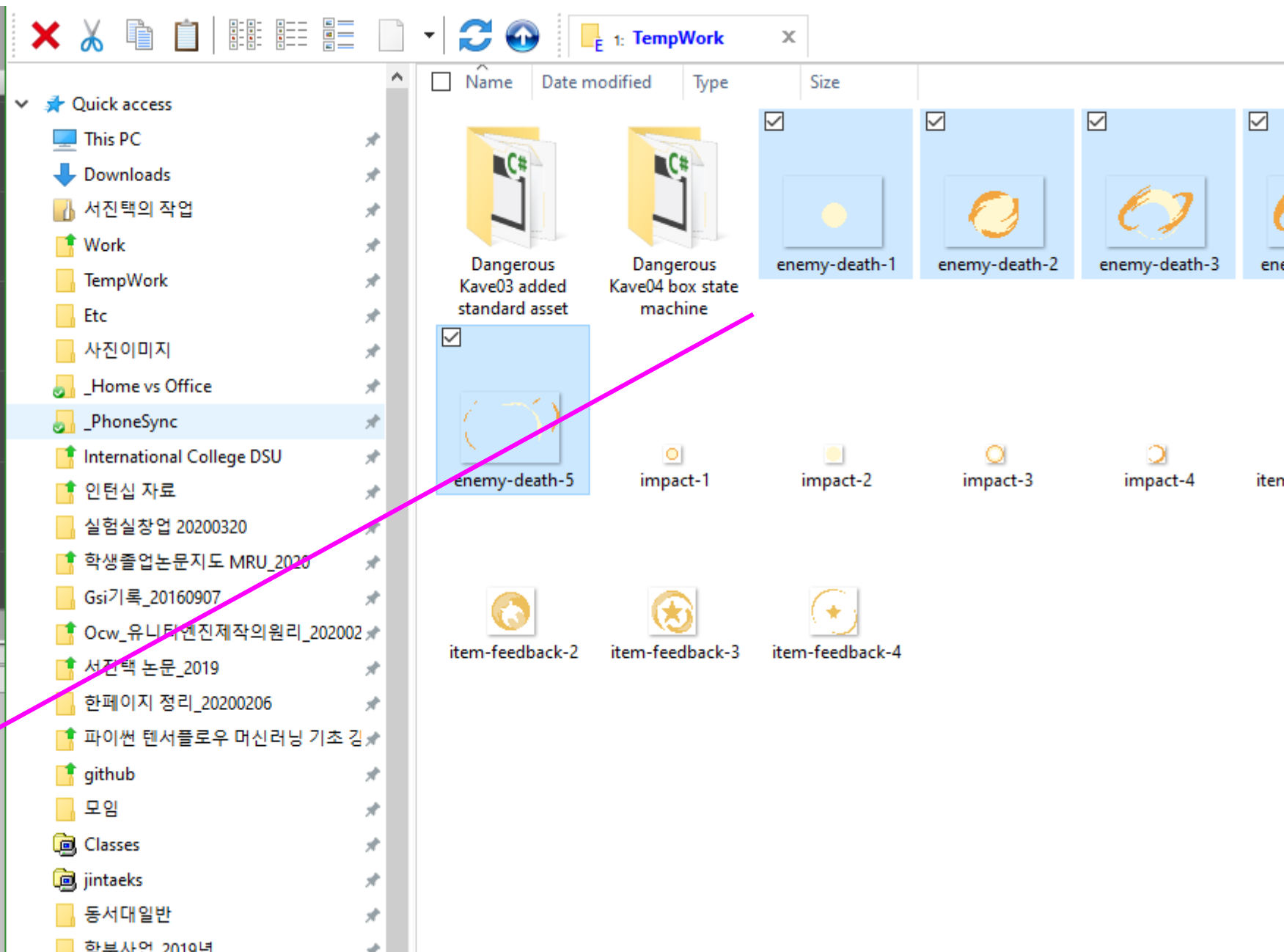
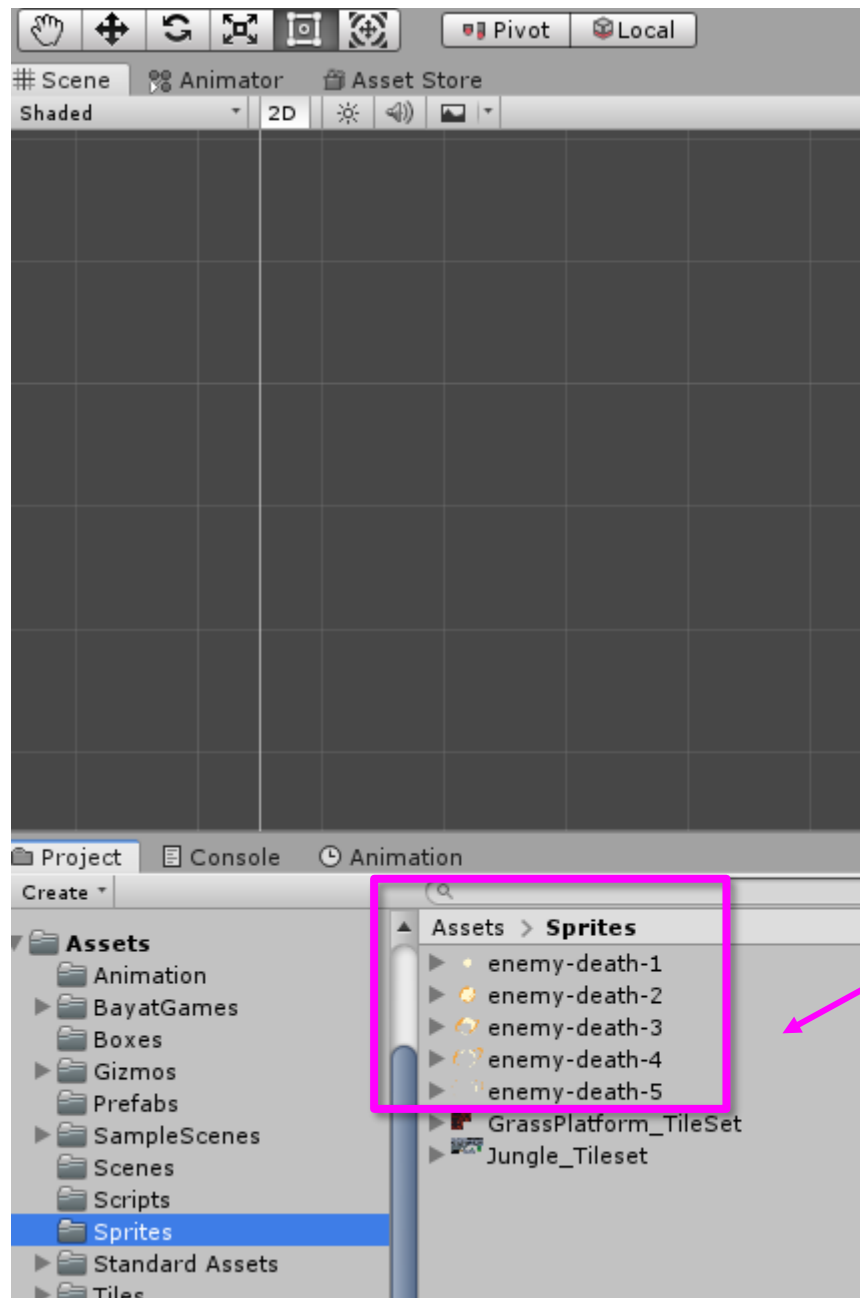
    }

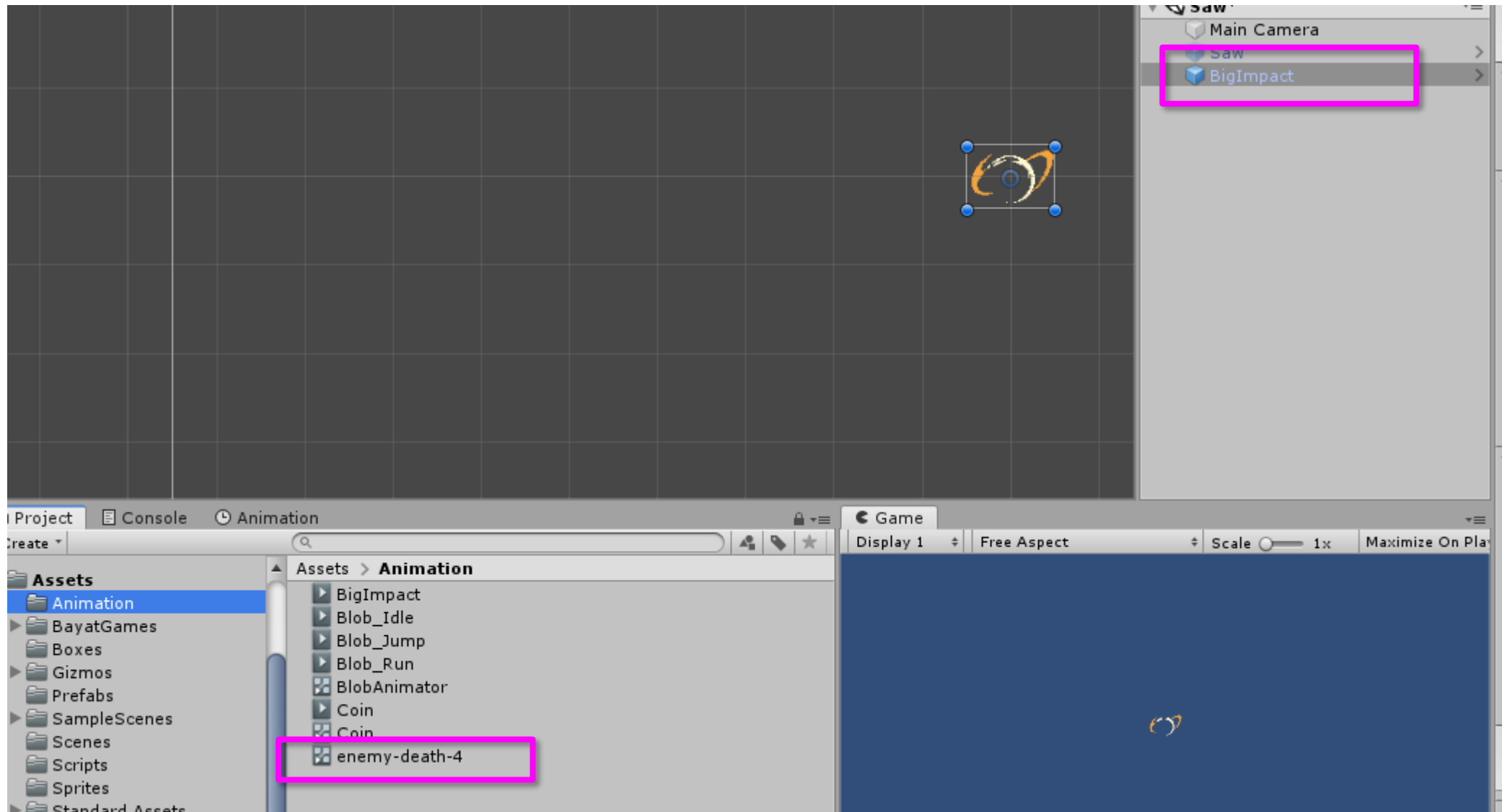
    // Update is called once per frame
    void Update()
    {
        transform.Rotate(0, 0, 360 * Time.deltaTime);
    }
}
```

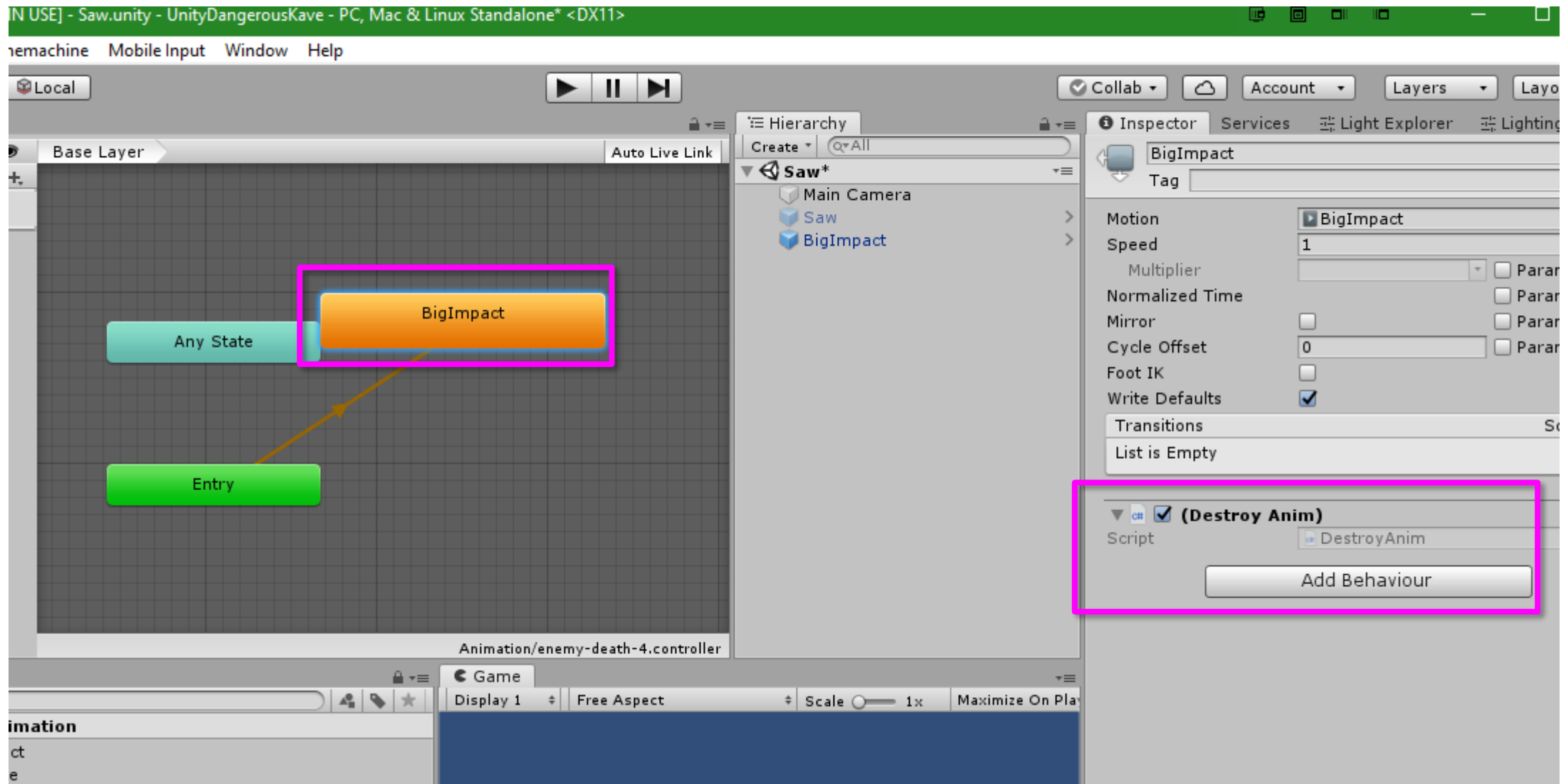


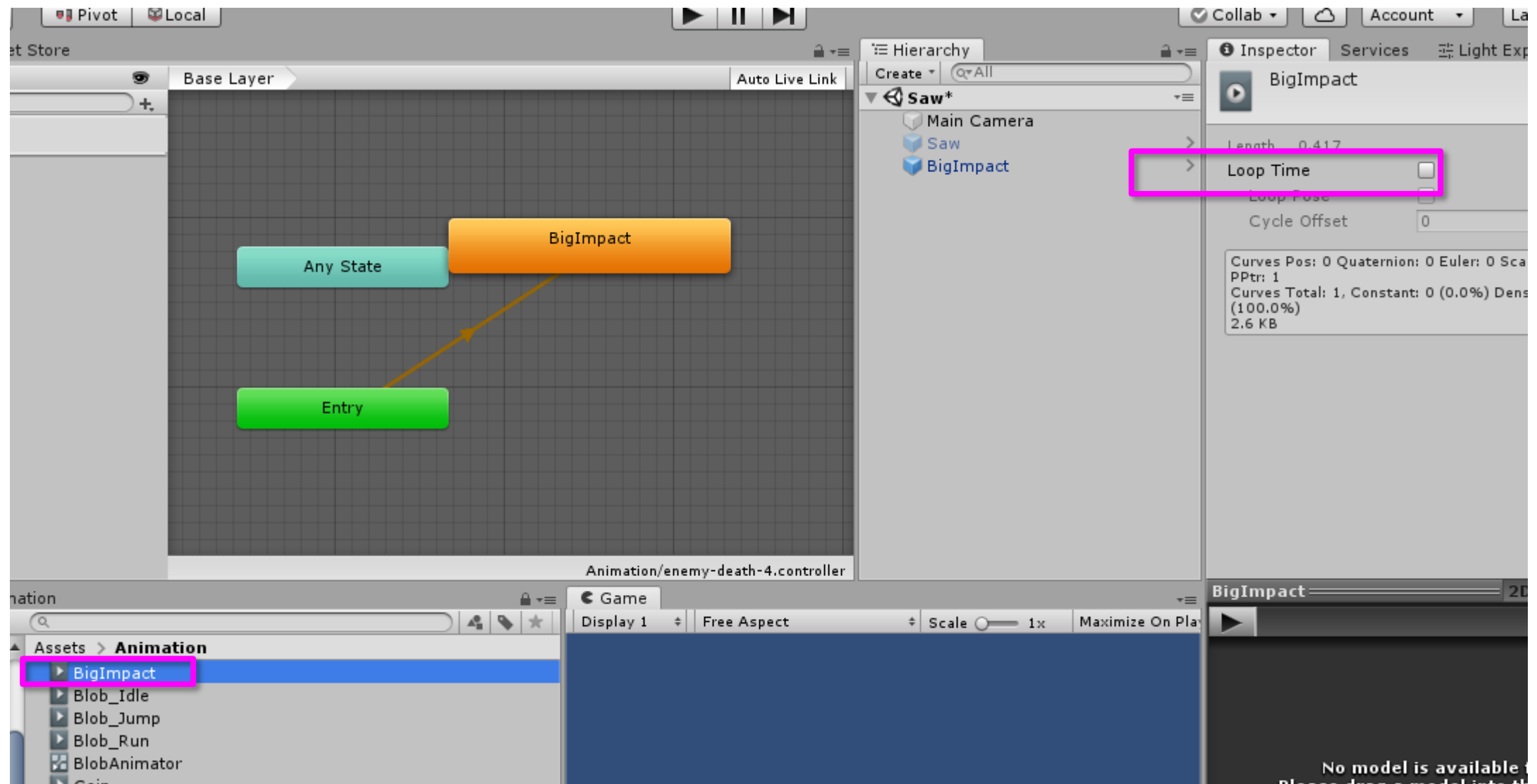
BigImpact sprite effect











DestroyAnim.cs

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

public class DestroyAnim : StateMachineBehaviour
{
    // OnStateEnter is called when a transition starts and the state machine starts to
    // evaluate this state
    override public void OnStateEnter(Animator animator, AnimatorStateInfo stateInfo, int
    layerIndex)
    {
        Destroy(animator.gameObject, stateInfo.Length);
    }

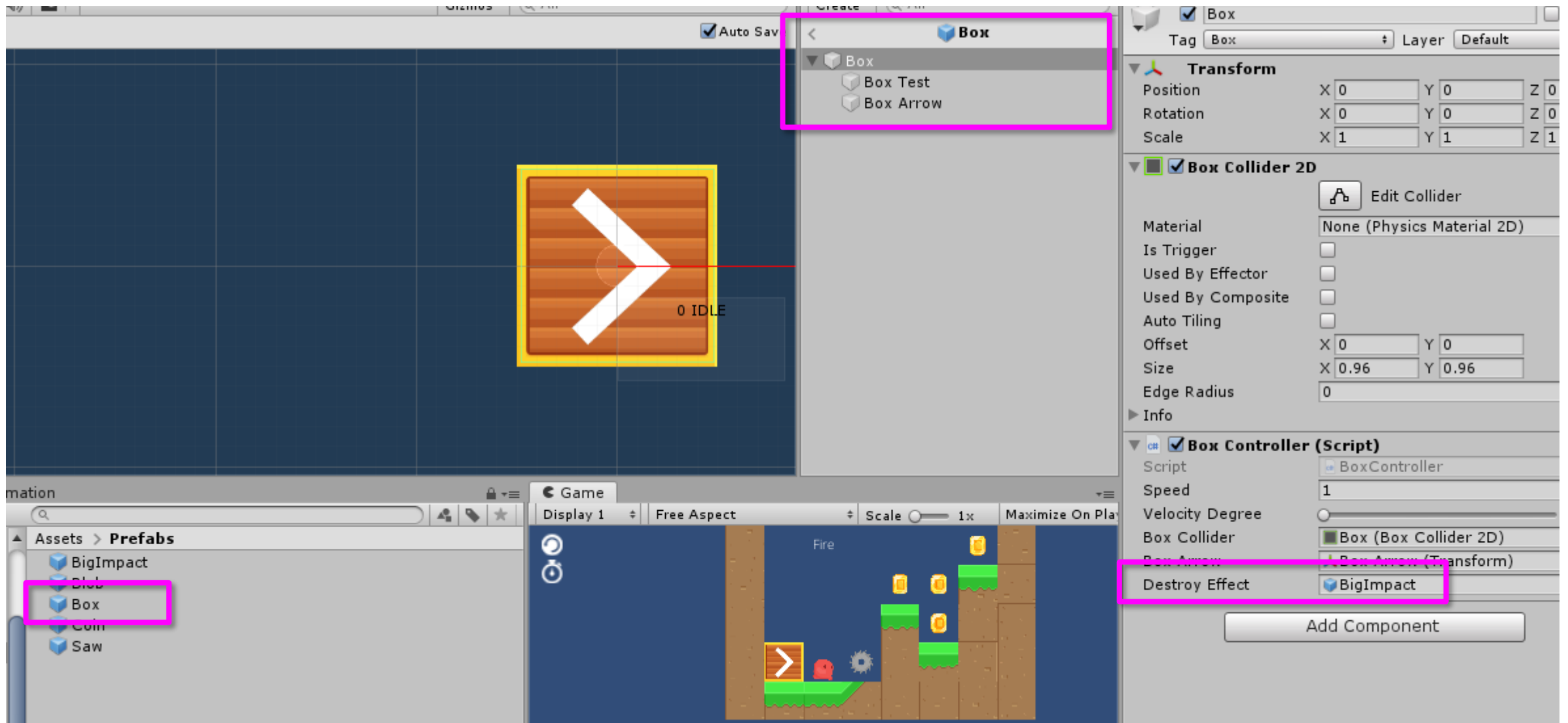
    // OnStateUpdate is called on each Update frame between OnStateEnter and OnStateExit
    // callbacks
    //override public void OnStateUpdate(Animator animator, AnimatorStateInfo stateInfo, int
    //layerIndex)
    //{
    //    //
    //}
}
```

BoxController.cs

```
private EState _movingState = EState.IDLE;
private float _stateTimer = 0.0f;
private CircularQueue<Vector2> _posQueue = new CircularQueue<Vector2>(10);
private float posQueueInsertTimer = 0.0f; // insert position for every 0.1 second.
[SerializeField]
private GameObject _destroyEffect;

void Start()
{
    _boxCollider = GetComponent<BoxCollider2D>();
    Debug.Assert(_boxCollider != null);

    _boxArrow = transform.Find("Box Arrow");
}
```



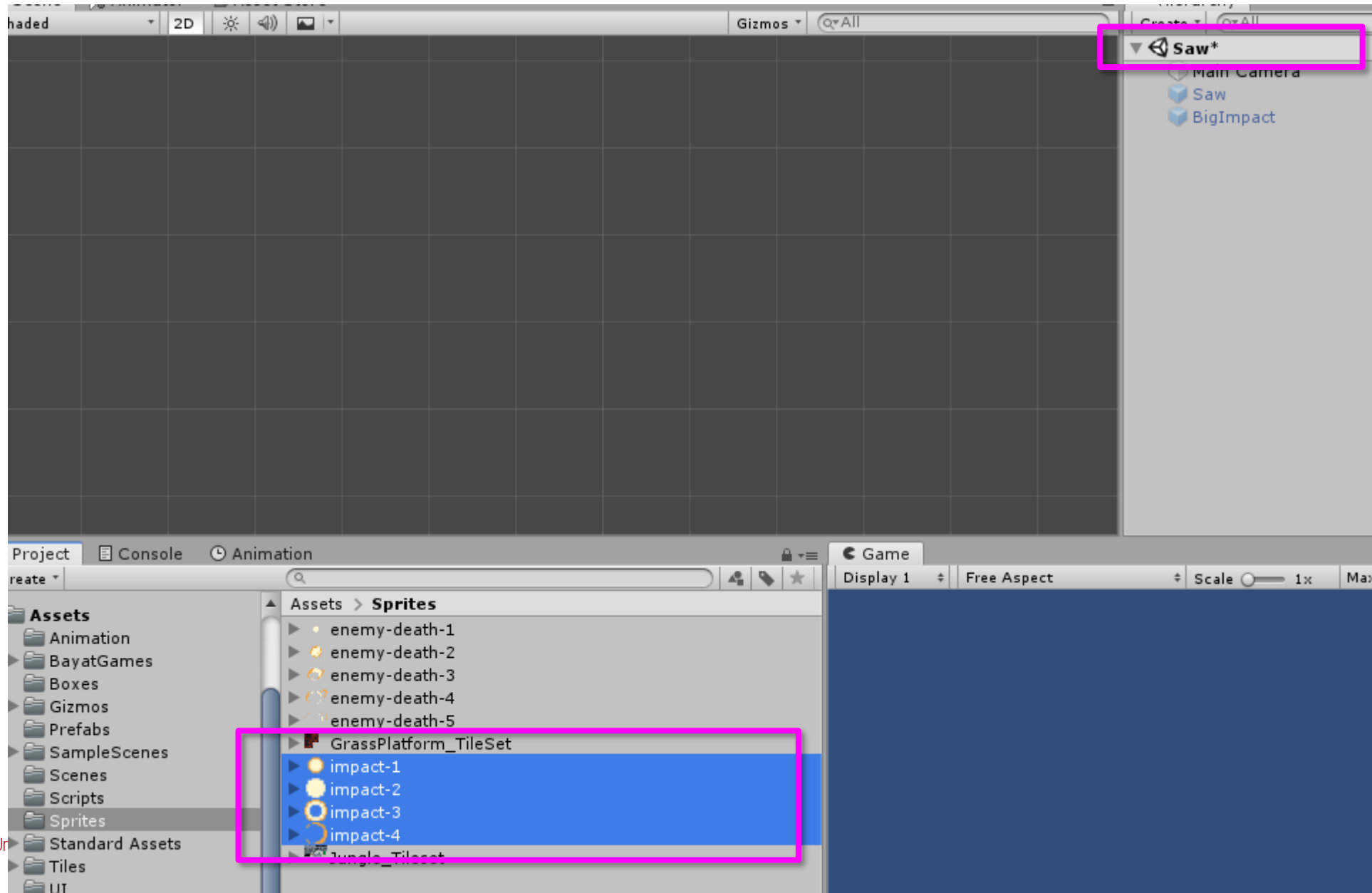
or 'Box'

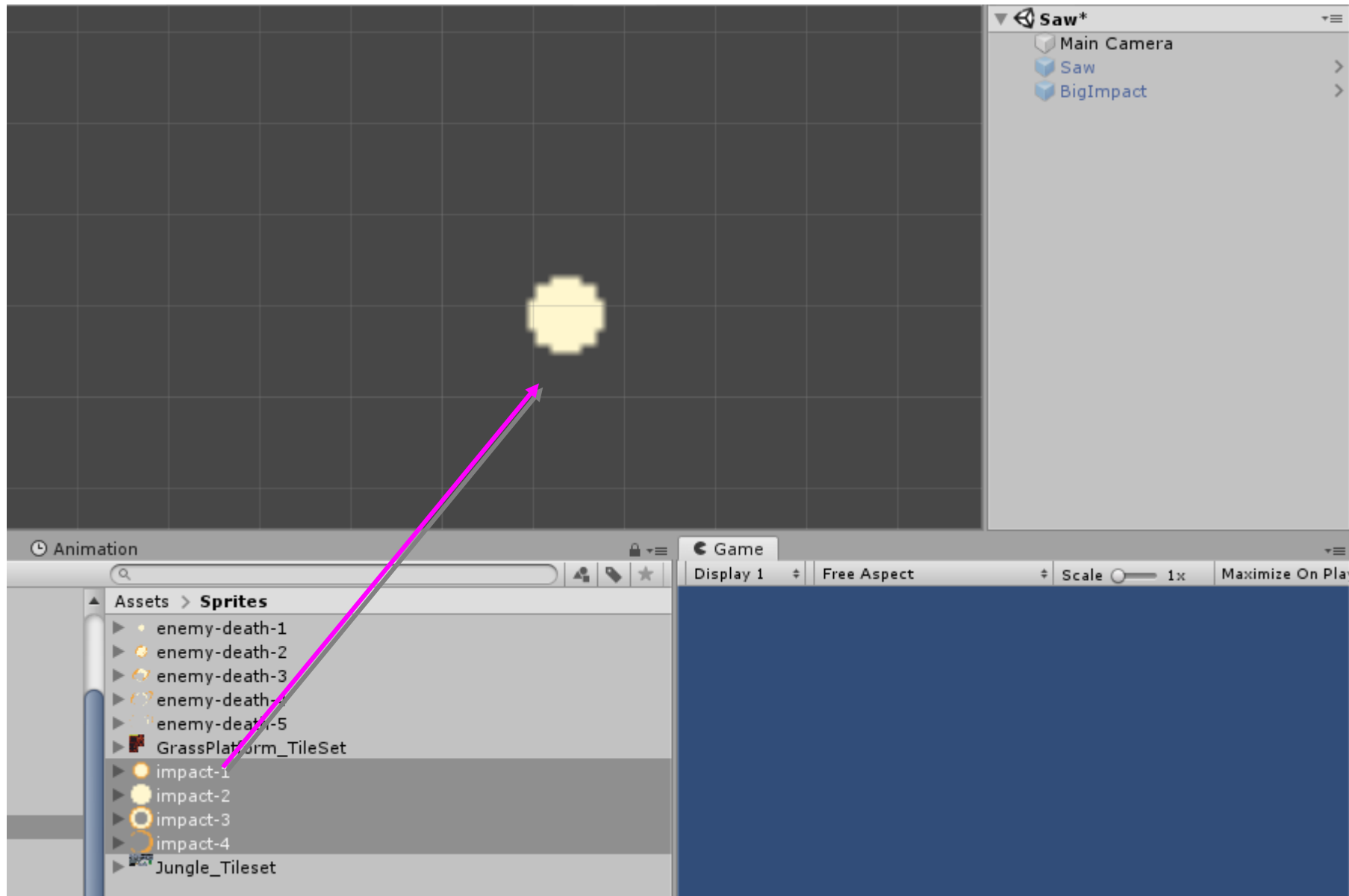
```
if (hit.gameObject.CompareTag("Player") || hit.gameObject.CompareTag("Box"))  
{  
    _stateTimer = 0.0f; // initialize timer when there is a collision with 'Player'  
}
```

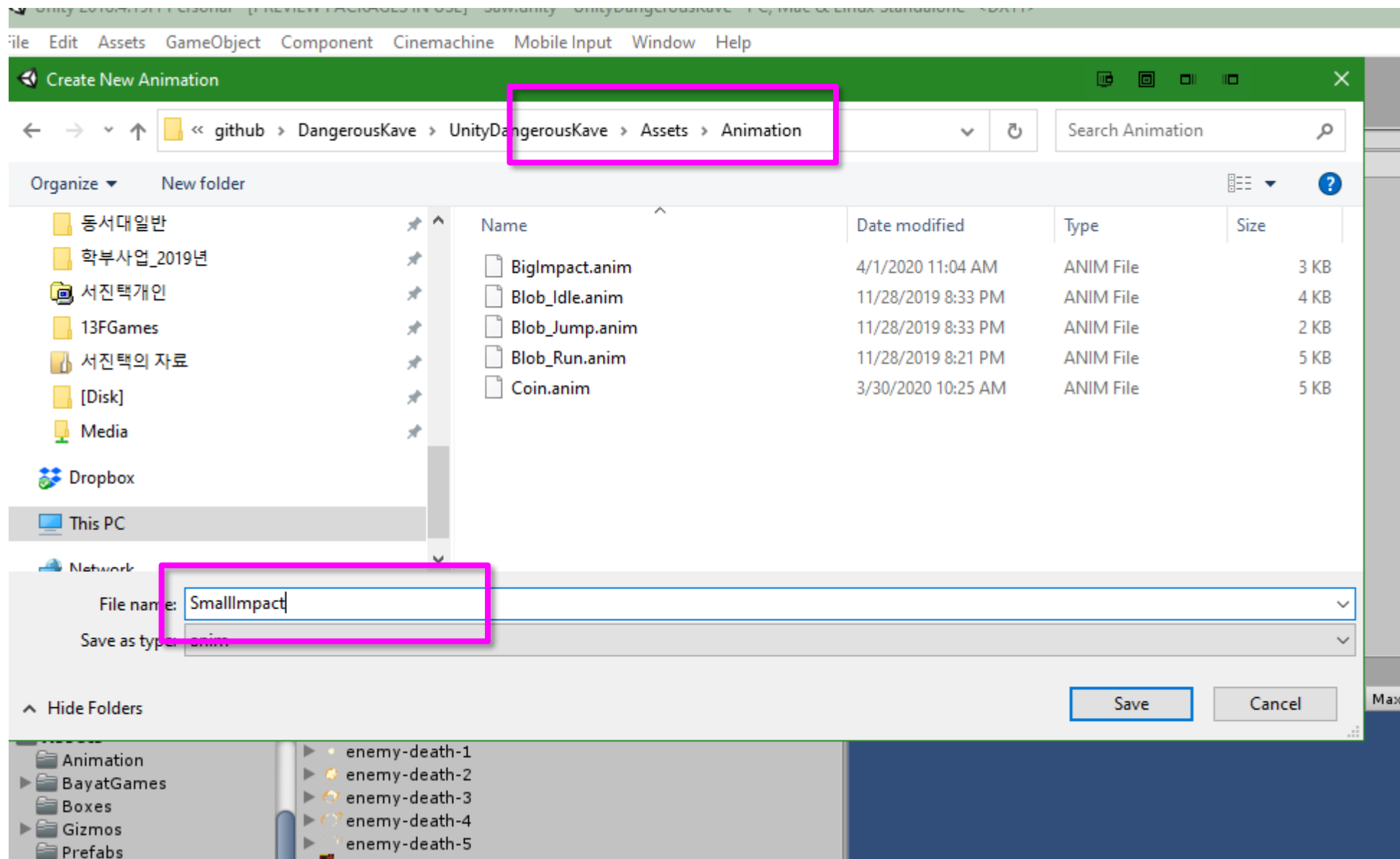
```
isInAir = false;  
ColliderDistance2D colliderDistance = hit.Distance(_boxCollider);
```

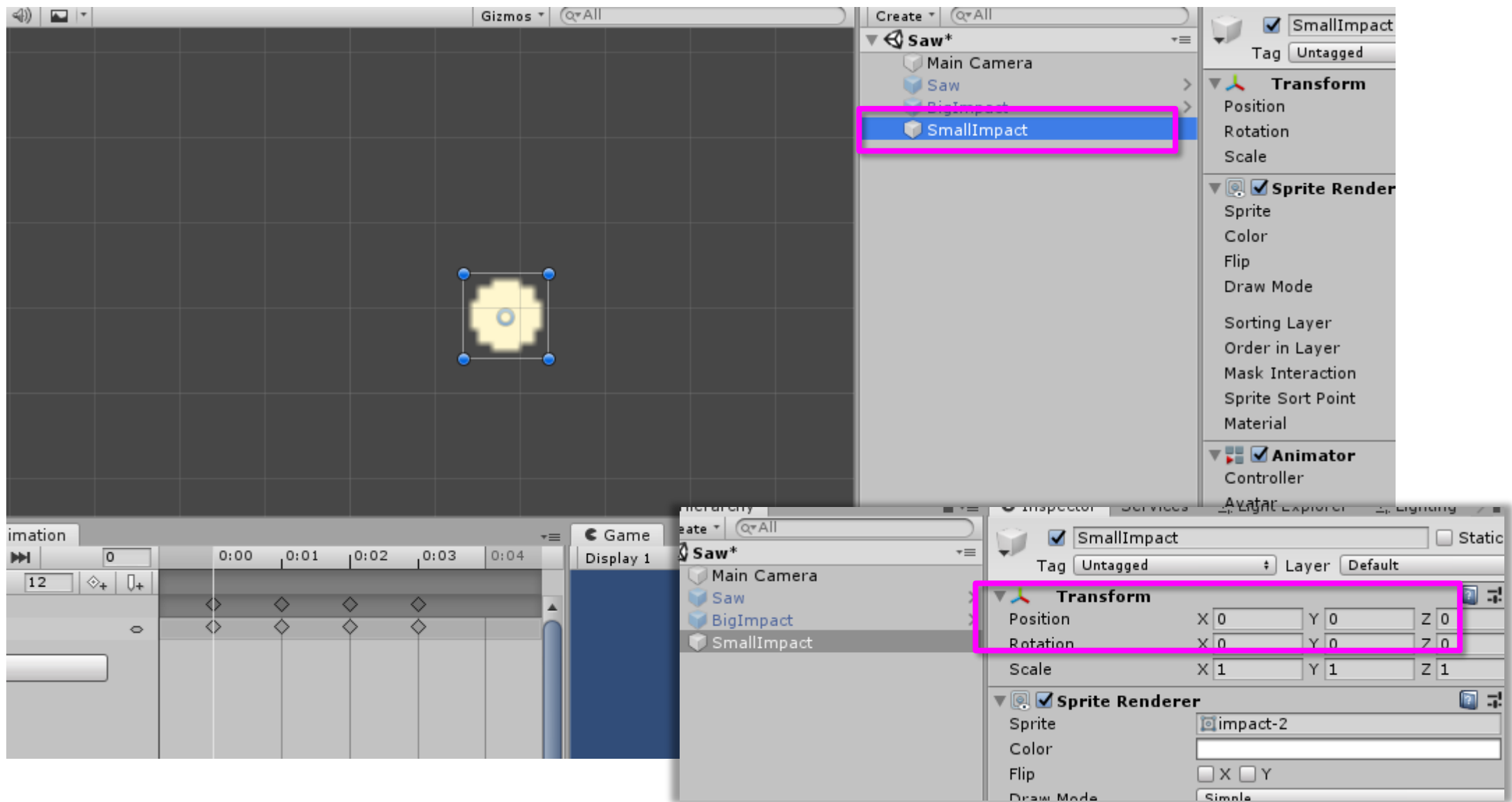
```
if (colliderDistance.isOverlapped)  
{  
    if (hit.gameObject.CompareTag("Saw"))  
    {  
        Destroy(gameObject);  
        Instantiate(_destroyEffect, transform.position, transform.rotation);  
        break;  
    }  
}
```

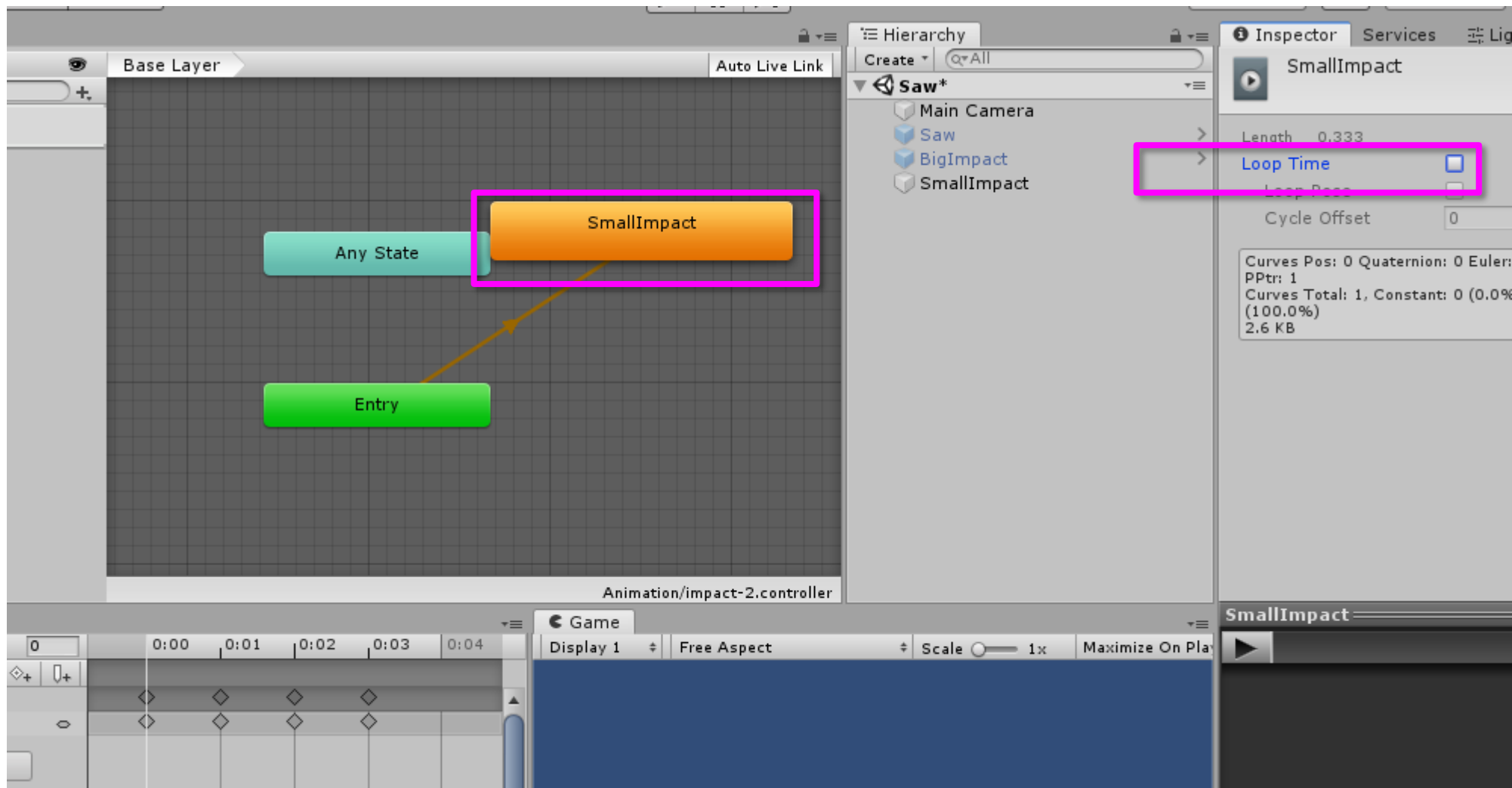
Small impact sprite effect

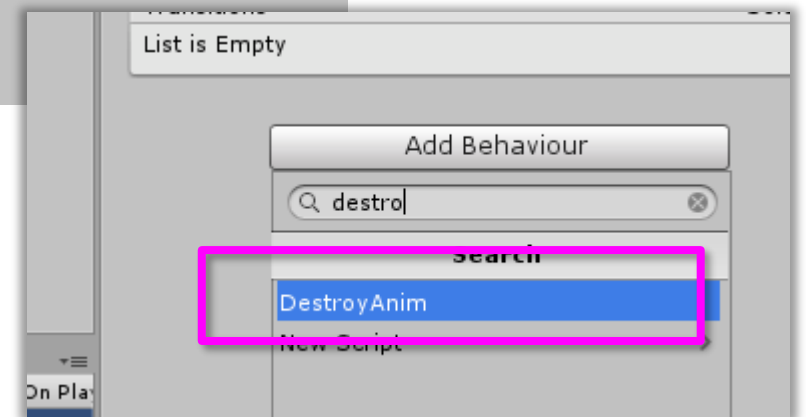
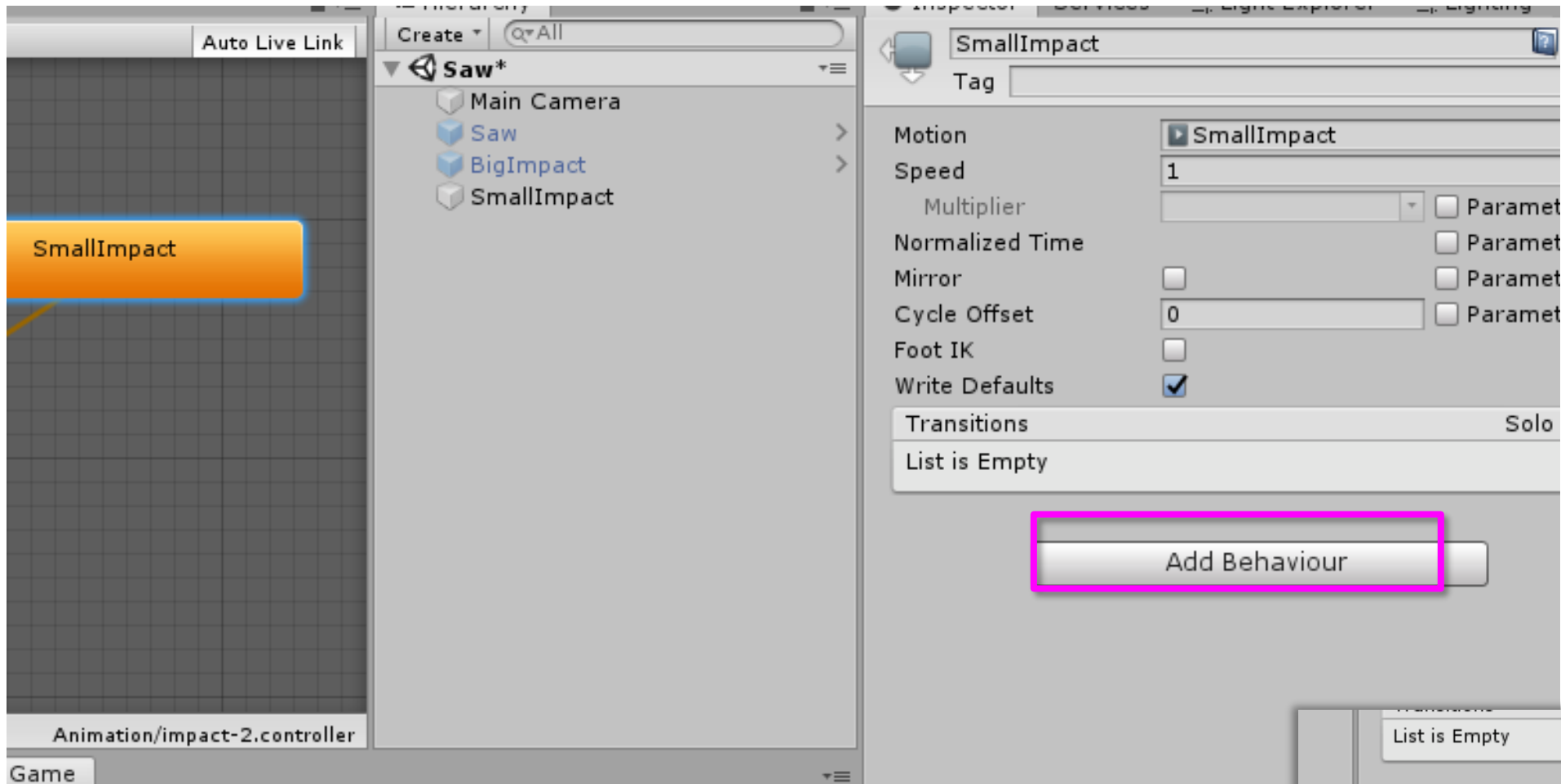


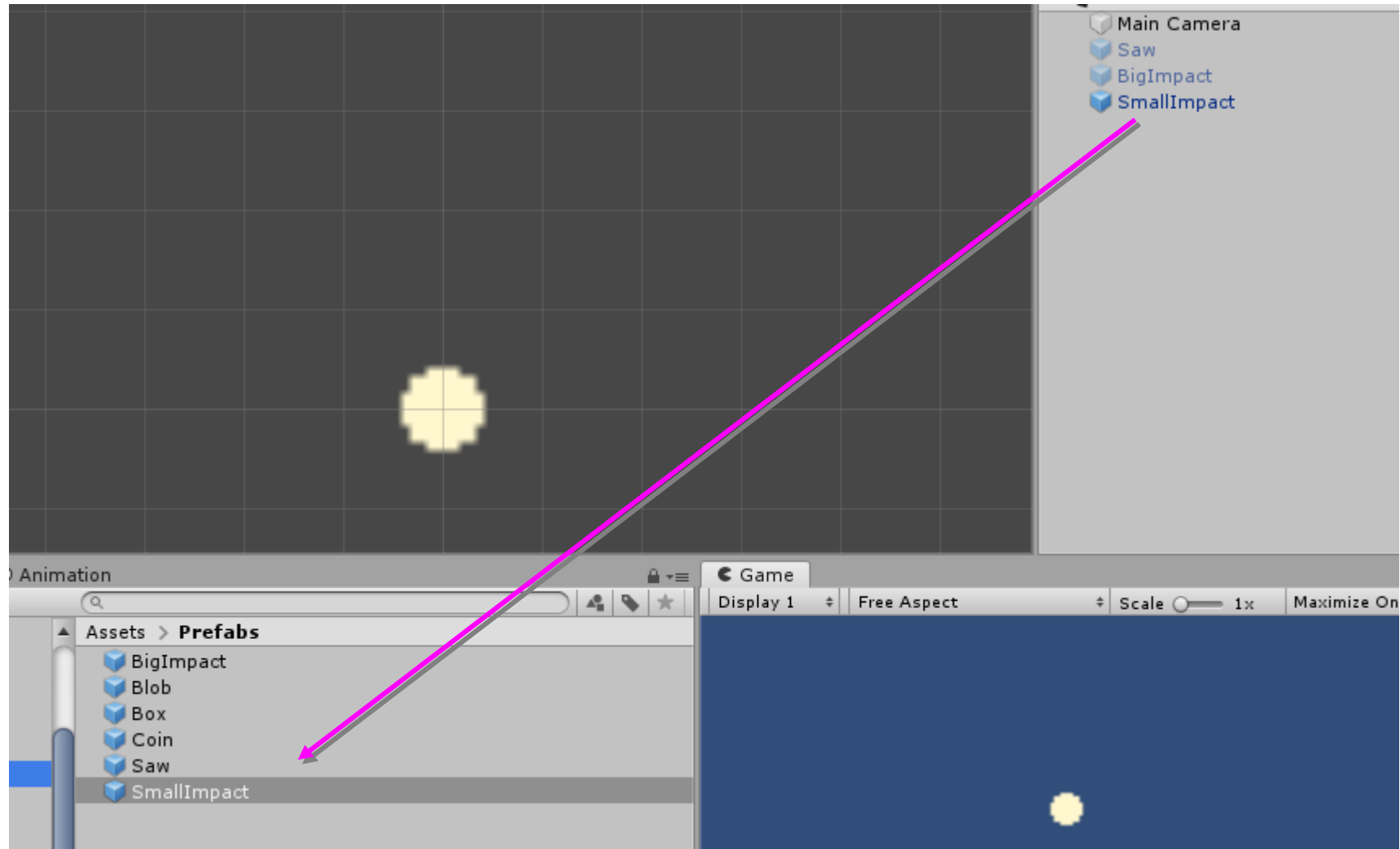




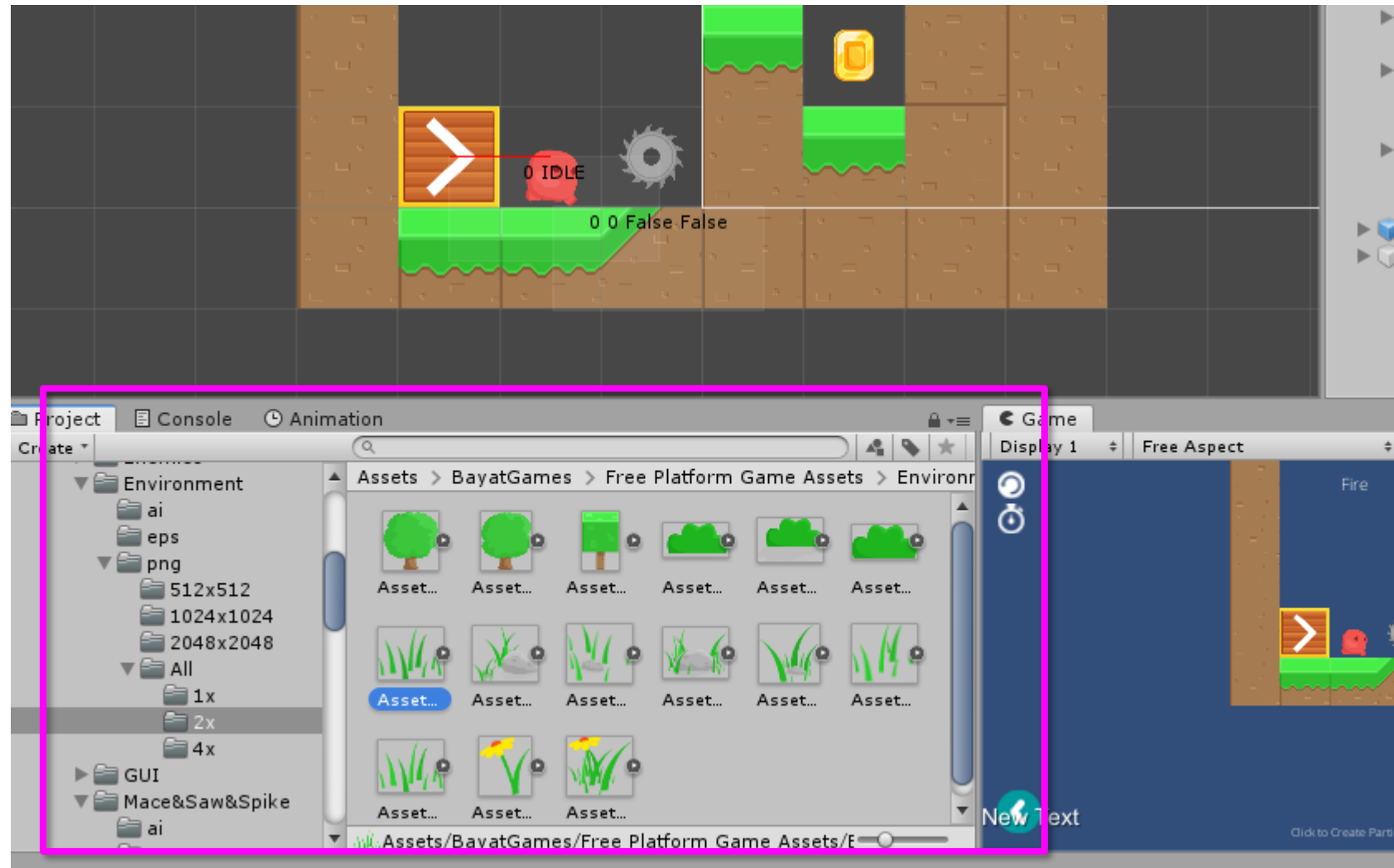


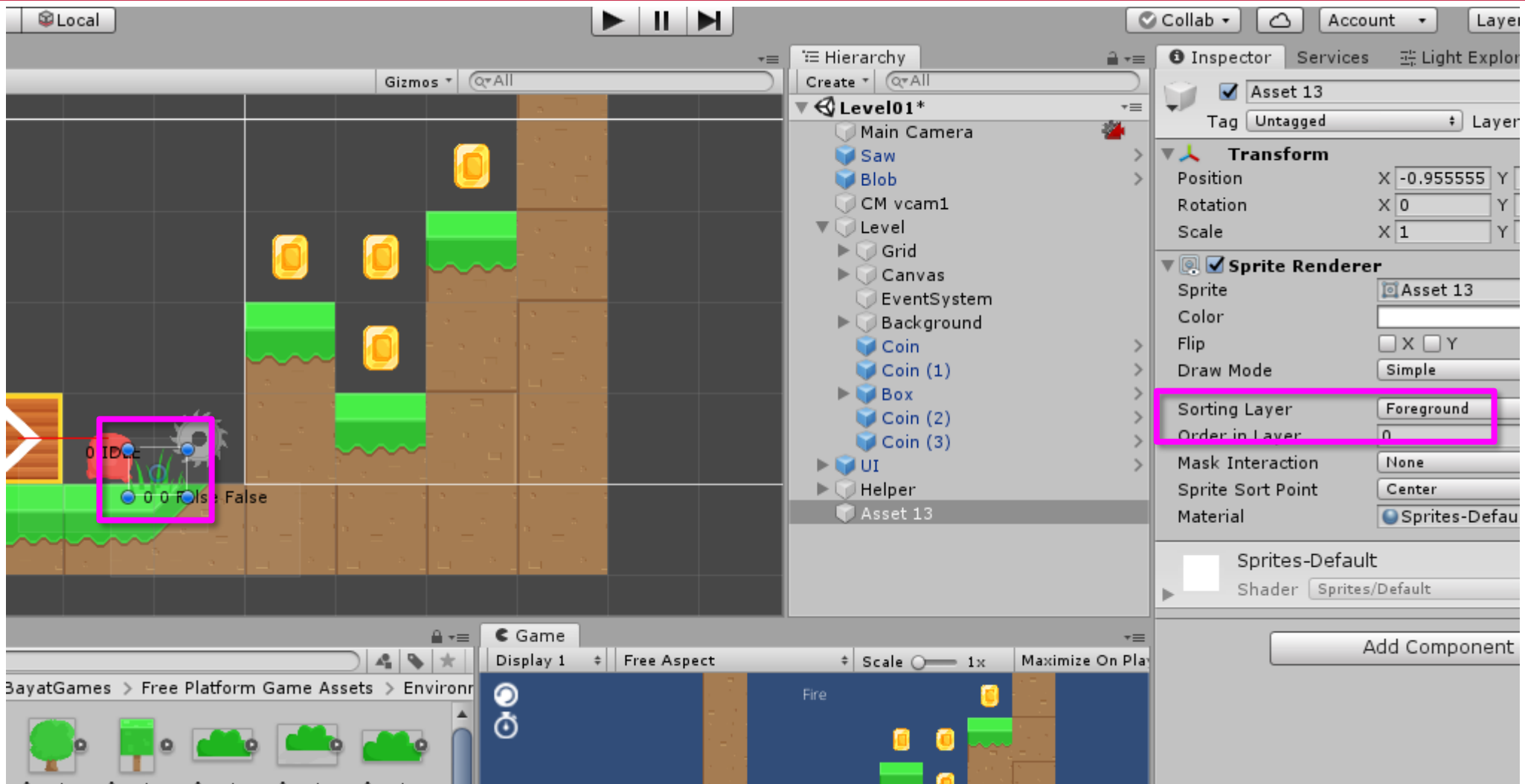






Level Decoration





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