

Nama : Hernanda Candra P.

Kelas : TI-4D

NIM : 1741720184

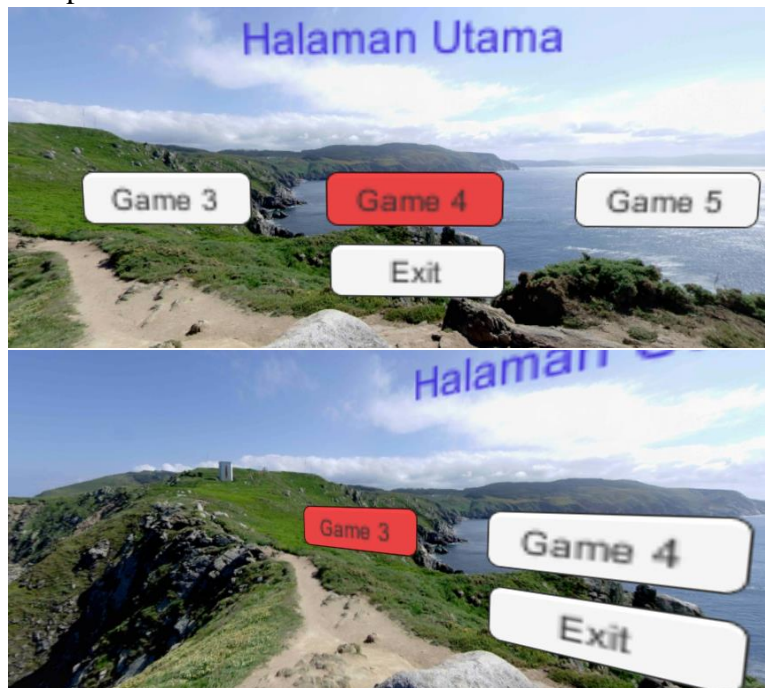
Pemrograman Game

VR Pertemuan 6

1. Scene



2. Tampilan Halaman Utama

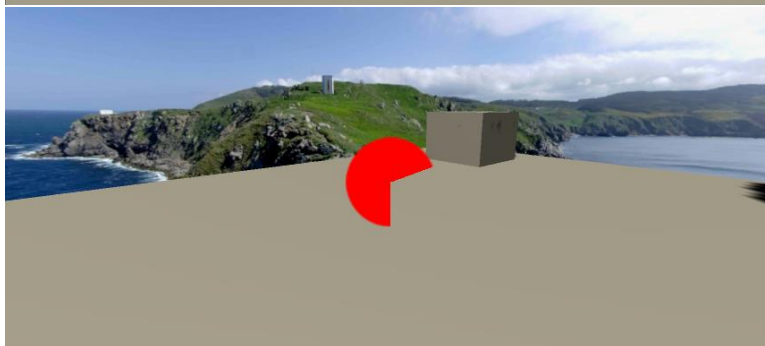


3. Tampilan Game Pertemuan 3





4. Tampilan Game Pertemuan 4



5. Tampilan Game Pertemuan 5



6. Source Code Halaman Utama

```
7. using System.Collections;
8. using System.Collections.Generic;
9. using UnityEngine;
10.using UnityEngine.SceneManagement;
11.
12.public class HalamanUtama : MonoBehaviour
13.{
14.    public void PindahHalaman(string halaman)
15.    {
16.        SceneManager.LoadScene(halaman);
17.    }
18.    public void KeluarAplikasi()
19.    {
20.        Application.Quit();
21.    }
22.}
```

23. Source Code Ubah Warna (Game 3)

```
24.using System.Collections;
25.using System.Collections.Generic;
26.using UnityEngine;
27.
28.public class UbahWarna : MonoBehaviour
29.{
30.    public void Merah()
31.    {
32.        GetComponent<Renderer>().material.color = Color.red;
33.    }
34.
35.    public void Biru()
36.    {
37.        GetComponent<Renderer>().material.color = Color.blue;
38.    }
39.
40.    public void Hitam()
41.    {
42.        GetComponent<Renderer>().material.color = Color.black;
43.    }
44.
45.    public void Green()
46.    {
47.        GetComponent<Renderer>().material.color = Color.green;
48.    }
49.
50.    public void White()
51.    {
52.        GetComponent<Renderer>().material.color = Color.white;
53.    }
```

```

54.
55.     public void Yellow()
56.     {
57.         GetComponent<Renderer>().material.color = Color.yellow;
58.     }
59. }

```

60. Source Code VRGaze (Game 4)

```

61. using System.Collections;
62. using System.Collections.Generic;
63. using UnityEngine;
64. using UnityEngine.UI;
65.
66. public class VRGaze : MonoBehaviour
67. {
68.     public Image imgGaze;
69.     public float totalTime = 2;
70.     bool gvrStatus;
71.     float gvrTimer;
72.     // Start is called before the first frame update
73.     void Start()
74.     {
75.
76.     }
77.
78.     // Update is called once per frame
79.     void Update()
80.     {
81.         if(gvrStatus){
82.             gvrTimer += Time.deltaTime;
83.             imgGaze.fillAmount = gvrTimer / totalTime;
84.             // print("Bagus");
85.         }
86.     }
87.
88.     public void GVRon(){
89.         gvrStatus = true;
90.         print("GVR ON");
91.     }
92.
93.     public void GVRonRed(){
94.         gvrStatus = true;
95.         print("Ini Kubus Merah");
96.     }
97.
98.     public void GVRonBlack(){
99.         gvrStatus = true;
100.         print("Ini Kubus Hitam");
101.     }

```

```

102.
103.     public void GVROff(){
104.         gvrStatus = false;
105.         gvrTimer = 0;
106.         imgGaze.fillAmount = 0;
107.     }
108. }

```

109. Source Code Tangkap Object (Game 5)

```

110.     using System.Collections;
111.     using System.Collections.Generic;
112.     using UnityEngine;
113.
114.     public class TangkapObject : MonoBehaviour
115.     {
116.         public GameObject bola;
117.         public GameObject tangan;
118.
119.         bool tertangkap = false;
120.         Vector3 posisiBola;
121.         // Start is called before the first frame update
122.         void Start()
123.         {
124.             posisiBola = bola.transform.position;
125.         }
126.
127.         // Update is called once per frame
128.         void Update()
129.         {
130.             if(Input.GetButtonDown("Fire1"))
131.             {
132.                 if(!tertangkap){
133.                     bola.GetComponent<Renderer>().material.color =
134.                     Color.blue;
135.                     bola.transform.SetParent(tangan.transform);
136.                     bola.transform.localPosition = new Vector3(0f, -
137.                     0.672f, 0f);
138.                     // bola.transform.localPosition =
139.                     tangan.transform.localPosition;
140.                     tertangkap = true;
141.                 } else if (tertangkap)
142.                 {
143.                     bola.GetComponent<Renderer>().material.color =
144.                     Color.red;
145.                     bola.transform.SetParent(null);
146.                     bola.transform.localPosition = posisiBola;
147.                     tertangkap = false;
148.                 }
149.             }
150.         }
151.     }

```

146.

147. }

148. }

149. }