



Script 1: MAKE the UFO follow the mouse.

if mouse x axis position change.

↳ Follow the mouse's x axis position

↳ Set position x = mouse x axis

y axis position of UFO is a fixed value.

Script 2: Beam

Follow the x position of mouse

y axis position fixed

if mouse y move up.

↳ set the x scale of beam smaller,



if mouse y move down

↳ set the x scale of beam larger.



Script 3: Cow

$x:()$ $y:()$

Use Inspector to set every single cow object.

if mouse x position with cow x position range.

$(x \pm 1)$

↳ Set target Lerp position to 1

↳ if not, set target to 0, so it will slowly back to original location,

make it
rotation ←

if target lerp progress is 1

↳ Progress will increase smoothly approaching the target.

Use an AnimationCurve make the movement of cow smoothly.