

# Unity Learning

**Project Module II -Rock-Up**

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# Make Rocket => Prefab

Save and check the prefab has all the components

# Add Rigidbody Constraints

`rb.freezeRotation = true;`

Apply Rotation

Then

`rb.freezeRotation = false;`

# Add Drag To RB

Rigidbody. Drag =0.25 or 0.3

Reduce buoyancy

# Change Gravity settings

Project Settings=> Physics

-9.81 m/s<sup>2</sup>

(x,y,z)

Play will values at runtime

# Audio Management

Audio Listener

Audio Source

Audio Clips

Different Audio extensions

# Add Thrust Sound

Download <https://freesound.org/search/?q=rocket>

Cache a reference to AudioSource called `audioSource`

Use `audioSource.Play()` to play when we are thrusting

Use `!audioSource.isPlaying` to make sure we only play if we aren't already playing (Note: `!` = not true)

Use an else condition and `audioSource.Stop()` to stop our SFX when we aren't thrusting.

# Frame Collision Detection

Use switch Case instead

1. Pass
2. Finish
3. Fuel
4. Fail(default)

Use Tags for obs objects



# Add a Respawn Logic

Suppose player fails, it needs to respawn again

Use unity scene management

Load scene (current one)

# Add Life concepts

Allow to respawn only 3 times

Frame logic for 3 lives