

Assignment 5 Video Game Design

My code: using System.Collections;

using System.Collections.Generic;
using UnityEngine;

```
public class PlayerController : MonoBehaviour
{
    public float speed = 5f;
    public float jumpSpeed = 8f;
    private float direction = 0f;
    private Rigidbody2D player;

    // Start is called before the first frame update
    void Start()
    {
        player = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    void Update()
    {
        direction = Input.GetAxis("Horizontal");

        if (direction > 0f)
        {
            player.linearVelocity = new Vector2(direction * speed, player.linearVelocity.y);
        }
        else if (direction < 0f)
        {
            player.linearVelocity = new Vector2(direction * speed, player.linearVelocity.y);
        }
        else
        {
            player.linearVelocity = new Vector2(0, player.linearVelocity.y);
        }

        if (Input.GetButtonDown("Jump"))
        {
            player.linearVelocity = new Vector2(player.linearVelocity.x, jumpSpeed);
        }
    }
}
```

My win script: using UnityEngine;

using UnityEngine.SceneManagement;

```
public class WinScript : MonoBehaviour
{
    void Start()
    {
    }

    void Update()
    {
    }

    private void OnCollisionEnter2D(Collision2D other)
    {
        if (other.gameObject.name == "Dog")
        {
            Debug.Log("Touched!");
            SceneManager.LoadScene(1);
        }
    }
}
```

Challenges faced

1. I added a win script to my game so that when my character gets to the bone at the end a screen that says You Win pops up
2. I found this Project pretty easy. The hardest part was trying to understand what needed to be done and how I could solve them.
3. I solved them because my peers that did understand what needed to be done helped me understand.
4. I am most proud of my character because I feel the dog I made in Pixilart turned out really cool.

Screenshot of my game.

