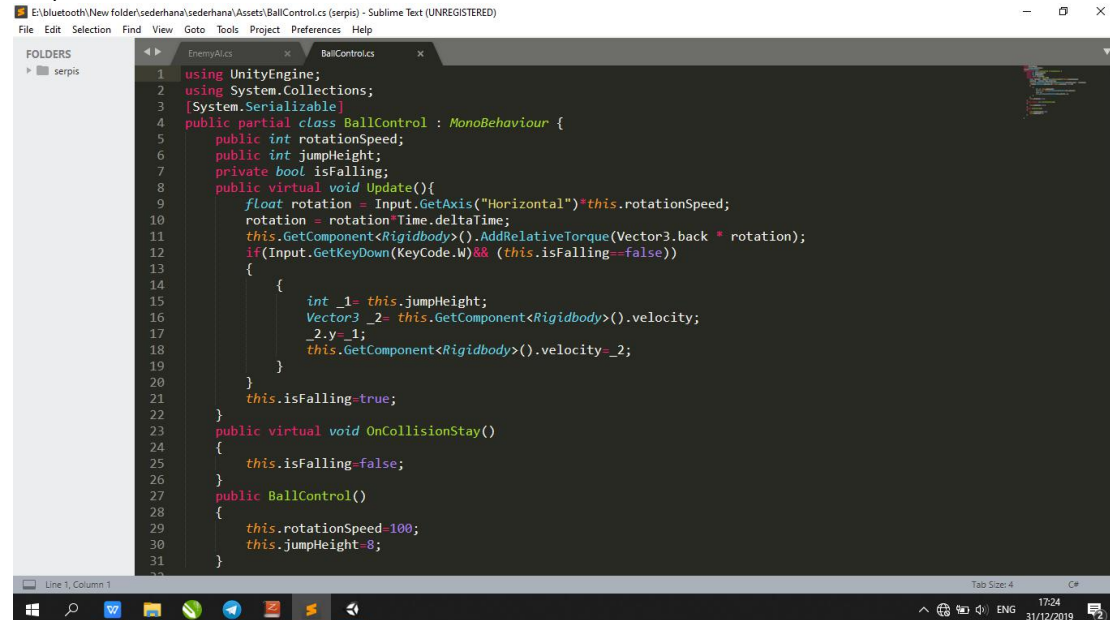


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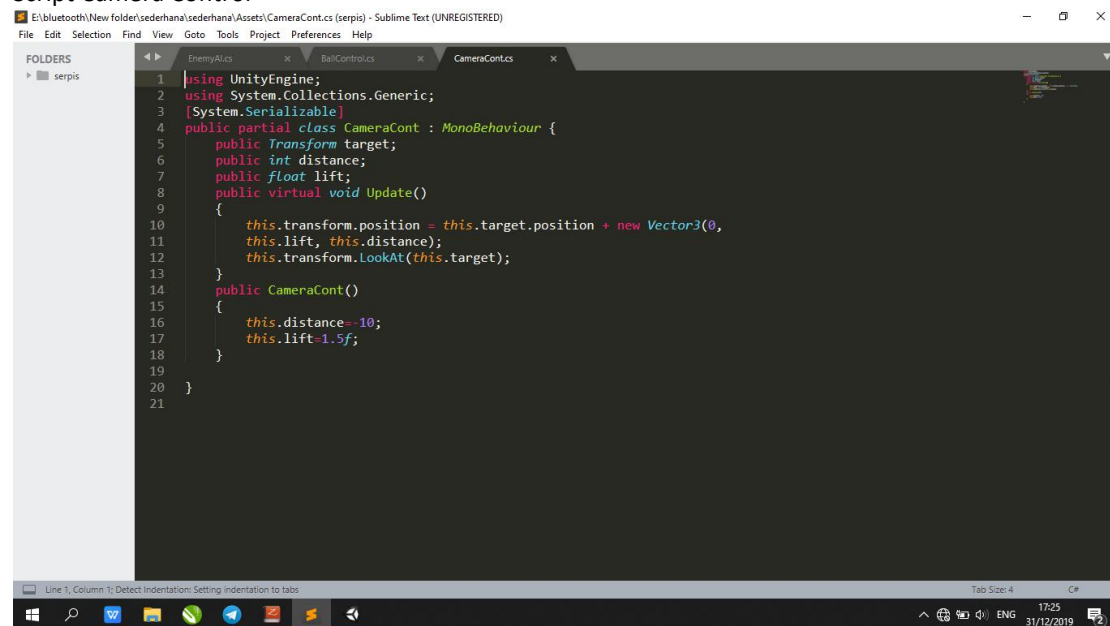
## MODUL 9

### Script Ball Control



```
1 using UnityEngine;
2 using System.Collections;
3 [System.Serializable]
4 public partial class BallControl : MonoBehaviour {
5     public int rotationSpeed;
6     public int jumpHeight;
7     private bool isFalling;
8     public virtual void Update(){
9         float rotation = Input.GetAxis("Horizontal")*this.rotationSpeed;
10        rotation = rotation*Time.deltaTime;
11        this.GetComponent<Rigidbody>().AddRelativeTorque(Vector3.back * rotation);
12        if(Input.GetKeyDown(KeyCode.W)&& (this.isFalling==false))
13        {
14            {
15                int _1= this.jumpHeight;
16                Vector3 _2= this.GetComponent<Rigidbody>().velocity;
17                _2.y=_1;
18                this.GetComponent<Rigidbody>().velocity=_2;
19            }
20        }
21        this.isFalling=true;
22    }
23    public virtual void OnCollisionStay()
24    {
25        this.isFalling=false;
26    }
27    public BallControl()
28    {
29        this.rotationSpeed=100;
30        this.jumpHeight=8;
31    }
32 }
```

### Script Camera Control



```
1 using UnityEngine;
2 using System.Collections.Generic;
3 [System.Serializable]
4 public partial class CameraCont : MonoBehaviour {
5     public Transform target;
6     public int distance;
7     public float lift;
8     public virtual void Update()
9     {
10        this.transform.position = this.target.position + new Vector3(0,
11        this.lift, this.distance);
12        this.transform.LookAt(this.target);
13    }
14    public CameraCont()
15    {
16        this.distance=-10;
17        this.lift=1.5f;
18    }
19 }
20
21 }
```

## Ketika Di Play

