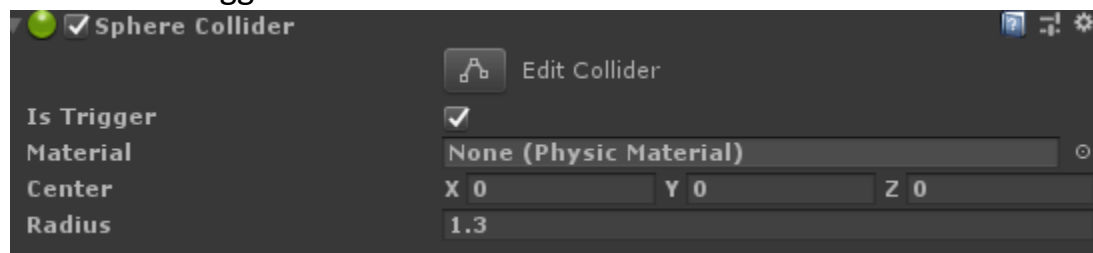


Tutorial 3 – collectibles

It is a code for collecting items by pressing a certain button and making the count appear on screen.

Tutorial used - <https://www.youtube.com/watch?v=yFKg8qVclBk>

1. Create a collectible – sphere
 - a. Give it a name and assign a green material
 - b. Give it a new sphere collider that will be used for triggering a text “press e” to collect it. Make the collider bigger then the sphere itself and tick “is trigger”



- c. Create a new script and call it “collect”
 - i. Add a “using UnityEngine.UI” at the start – it will be needed in order to use text.
 - ii. Create a public GameObject called “pickUptext” and a public Text “countText” - it will be used to track collected items. Also create a bool to allow a pick up

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine.UI;
4 using UnityEngine;
5
6 public class pickUp : MonoBehaviour
7 {
8     public GameObject pickUptext;
9     public Text countText;|
10    bool pickUpAllowed;
11
```

- iii. Then create an if statement which will pick up the item – pressing e or any other key and when pick up is allowed

```
void Update ()
{
    if (pickUpAllowed && Input.GetKeyDown(KeyCode.E))
    {
        PickUp ();
    }
}
```

- iv. Create conditions that will allow the pick up – when entering the collectible's collider - text will appear and pick up will be

```
private void OnTriggerEnter(Collider Collision)
{
    if (Collision.gameObject.name.Equals("Character"))
    {
        pickUpText.gameObject.SetActive (true);
        pickUpAllowed = true;
    }
}
```

allowed

And conditions when getting out of the collider – the text will disappear and pick up won't be allowed

```
private void OnTriggerExit (Collider collision)
{
    if (collision.gameObject.name.Equals ("Character"))
    {
        pickUpText.SetActive (false);
        pickUpAllowed = false;
    }
}
```

- v. Then create what PickUp will do – destroy the collectible and increase the collectible count, also disable the pick up text

```
private void PickUp()
{
    Destroy(gameObject);
    charCon.count += 1;
    SetCountText();
    pickUpText.SetActive(false);
}
```

- vi. Lastly, set the count text that will show how many you have collected

```
void SetCountText ()  
{  
    countText.text = "Collected: " + charCon.count.ToString ();  
}
```

- vii. Also in order not to reset the count to 0 all the time we gonna set it on the movement script and reference it in this script so

```
public characterController charCon;
```

it can be accessed

- d. Save your script and add it to the sphere
- e. Create a text field and write “press E” in it, it will be used to indicate when you can pick up an item. Also create a blank text that will be used for showing collectible count. Drag them and your character into the fields in the collectible Inspector

