Programming Tutorial 2: Making collectable objects with a score

**Setting up the scene:**

1. Open up a 3D scene in Unity and spawn 2 cubes by opening up the selection on Samplescene > GameObject > 3D Object > Cube, then duplicate the cube.
2. Stretch one cube to create a platform.
3. Name it “Platform”.
4. To make my player more recognisable I change the colour of the player by right clicking inside my assets folder Create > Material and change the material colour to blue and assign it to my player.
5. Create two scripts, name one “Collect” and the other “playerCollect”.
6. Create another cube and apply a red material colour to it. Name this object “Collectable”.

**Building the code:**

1. Click on the first script named “Collect”.
2. Create a new function after void Update. We want the object to detect our player. So “if” the “player” collides with this object “destroy”, this game object. Like so:

private void OnTriggerEnter(Collider other)

{

if (other.name == "Player")

{

Destroy(gameObject);

}

}

1. Apply the script to the “Collectable”. Duplicate the “Collectable” object.
2. After MonoBehaviour we create a public variable, since we’re using numbers we need to use an integer and set the value to 0.

public int points = 0;

1. After the void Update we’re going to generate a text label and we’re going to give it a certain amount of dimensions which will determine the size of the text. The text will have “score” written on it plus the variable.

private void OnGUI()

{

GUI.Label(new Rect(20, 20, 200, 40), "Score: " + points);

}

1. Click on the “Collect” script. Under our “if” statement we’re going to add a value of 1 to represent the points we collect from this game object. So everytime the player collides with the game object it will destroy itself and 1 point would be added to our score.

private void OnTriggerEnter(Collider other)

{

if (other.name == "Player")

{

other.GetComponent<playerCollect>().points++;

Destroy(gameObject);

}

}

1. The player should be able to collect objects with the score increasing.

Reference used:

A WebDesign “Create a Score and a collectable by using Unity 3D”

<https://www.youtube.com/watch?v=kqkqxfRvXck>