Tutorial 2

Coding the bullets

First you need to create a bullet prefab

* Create a RigidBody on the bullet prefab
* In the RigidBody tick the “is trigger” box and change gravity to 0
* Make sure that you are using:

using Unity.Mathematics;

1. You need to create a float to be able to control the speed, a RigidBody to be able to control the component, and an object for the explosion effect

public float speed = 20;

public Rigidbody2D rb2d;

public GameObject BulletEx;

Make sure that you drag and drop the bullet effect prefab in the BulletEx section

1. To make the bullet move you need to reference the rigidbody component and also set the velocity

void Start()

{

rb2d = GetComponent<Rigidbody2D>();

rb2d.velocity = transform.right \* speed;

}

1. Now we have to destroy the bullet whenever it hits something, and respawn the prefab for the effect that you’d like to have when the bullet hits

void OnTriggerEnter2D()

{

Instantiate(BulletEx, transform.position, quaternion.identity);

Destroy(gameObject);

}

1. Now in the bullet effect you need to create a script that will make the effect destroy itself after the set amount of time

* First create two floats, one to keep track of the time and the other one will serve as the limit of time before destroying itself
* Then in the void Update create an if statement that will destroy the object when the counter is bigger than the limit

void Update()

{

Counter = Counter + Time.deltaTime;

if (Counter > Limit)

{

Destroy(gameObject);

}

}