Game Programming Assignment Part 3 Unity Tutorial Document of IF Statements

IF Statements are to set conditions in your code. Providing that IF statements occur on unity when coding, you will need to decide based on the condition.

However, an addition of the IF Statement is just the if-else statement. In our coffee example, the else statement may be that you drink the coffee. This attempt will not be carried out when the first condition is unsatisfied. If the coffee is not too hot, you can drink it.

Furthermore, by making the else statement conditional, another is used. With the prior coffee example, it wouldn't be drunk if it were too hot, but if we left it for too long and it got cold, no one else would try to drink it.

However, if neither of these conditions is satisfied, the coffee is neither too hot nor too cold, then the coffee is at an appropriate average drinking temperature.

Therefore, as a few seconds passed away, I allowed the coffee to go from hot to warm to cold. Then, on Unity, I unpaused the timer to let the temperature of the coffee constantly change for at least a few seconds. The coffee temperature converted from hot to warm for the first three seconds, and then the temperature of the coffee converted from warm to cold as the next six seconds pass by, which is double the amount after the first three seconds of the temperature went from hot to warm when testing it out on Unity after the programming was done.

Finally, now that the coffee temperature has dropped below its hot limit, it is in suitable condition. But the coffee gets too cold if I wait until it's below the cold limit. So, you can utilise IF Statement to make options within your code as to what it should do when wanting to program anything on Unity.

using UnityEngine; using System.Collections;

public class IFStatement : MonoBehaviour {

float coffeeTemperature = 85.0f; float hotLimitTemperature = 70.0f; float coldLimitTemperature = 40.0f;

void Update () {

if(Input.GetKeyDown(KeyCode.Space)) Temperature();

coffeeTemperature -= Time.deltaTime \* 5f;

]

Void TemperatureTest ()

{

// If the coffee’s temperature is greater than the

Hottest drinking temperature...

if(coffeeTemperature > hotLimitTemperature)

{

//... do this.

print(“Coffee is too hot.”);

}

// If it isn’t, but the coffee temperature is less than the coldest drinking temperature...

else if(coffeeTemperature < coldLimitTemperature) {

//...do this.

Print (“Coffee is too cold.”);

}

// IF it is neither of those then...

else

{

//... do this.

print(“Coffee is just right.”);

}

}

}