



Panel Game Over

Panel Game Over

- Tạo panel có 1 button Resume
- Tạo gameobject Gamplay Controller
- Tạo script cho Gameplay Controller có 2 component là
 - GameObject Panel
 - Button resume
 - Using UnityEngine.UI
 - PlayerDie()
 - ResumeGame()
- Khi Player Die, dừng từ player gọi hành vi hiển thị PlayerDie() của GameplayController

```
GameObject.Find("Gameplay  
Controller").GetComponent<Gameplaycontroller>().PlayerDie();
```



Panel Game Over

```
public class Gameplaycontroller : MonoBehaviour {  
    public GameObject pausePannel;  
    public Button ButtonResume;  
    public void PlayerDie()  
    {  
        pausePannel.SetActive(true);  
    }  
    public void ResumeGame()  
    {  
        pausePannel.SetActive(false);  
        Application.LoadLevel("Gameplay");  
    }  
}
```

Panel Game Over





Timer

- Add Image: GameObject – UI – Image
- Rename: Timer
- Add Source Image
- Add Silder: GameObject – UI – Slider
- Rename: Timer Silder
- Add Source Image for Background
- Add Source Image for Fill
- Tạo file Timer Script
- Gắn Timer Script vào Gameplay Controller

Timer


➤ Min – Max - Value

Min Value	<input type="text" value="0"/>
Max Value	<input type="text" value="100"/>
Whole Numbers	<input type="checkbox"/>
Value	<input type="range" value="100"/>





Timer script



```
private Slider slider;  
private GameObject player;  
public float time=100f;  
public float timeBurn=1f;
```



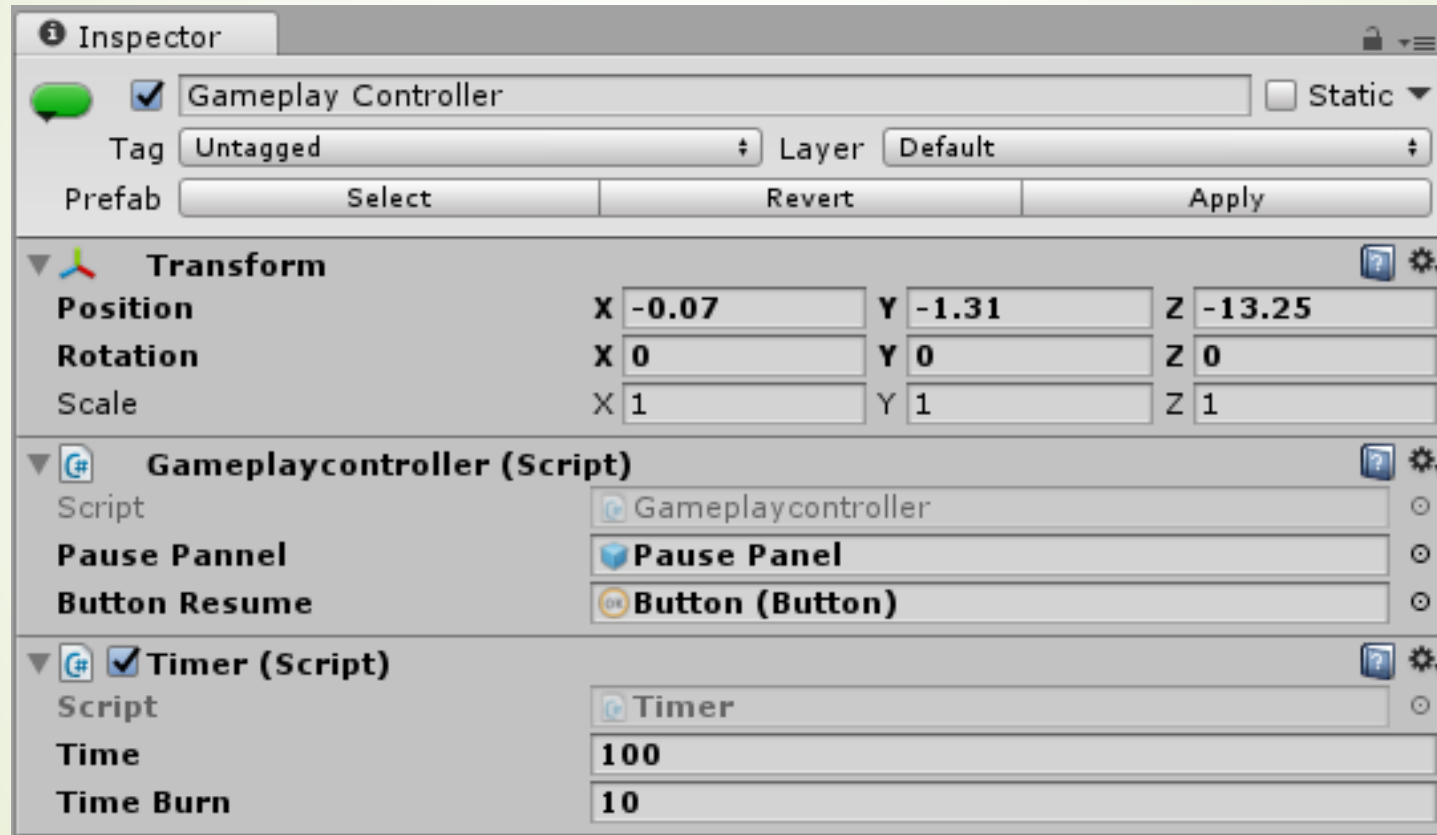
Timer script

```
private void Awake()  
{  
    player = GameObject.Find("Player");  
    slider = GameObject.Find("Timer Slider").GetComponent<Slider>();  
  
    slider.minValue = 0f;  
    slider.maxValue = time;  
    slider.value = time;  
}
```

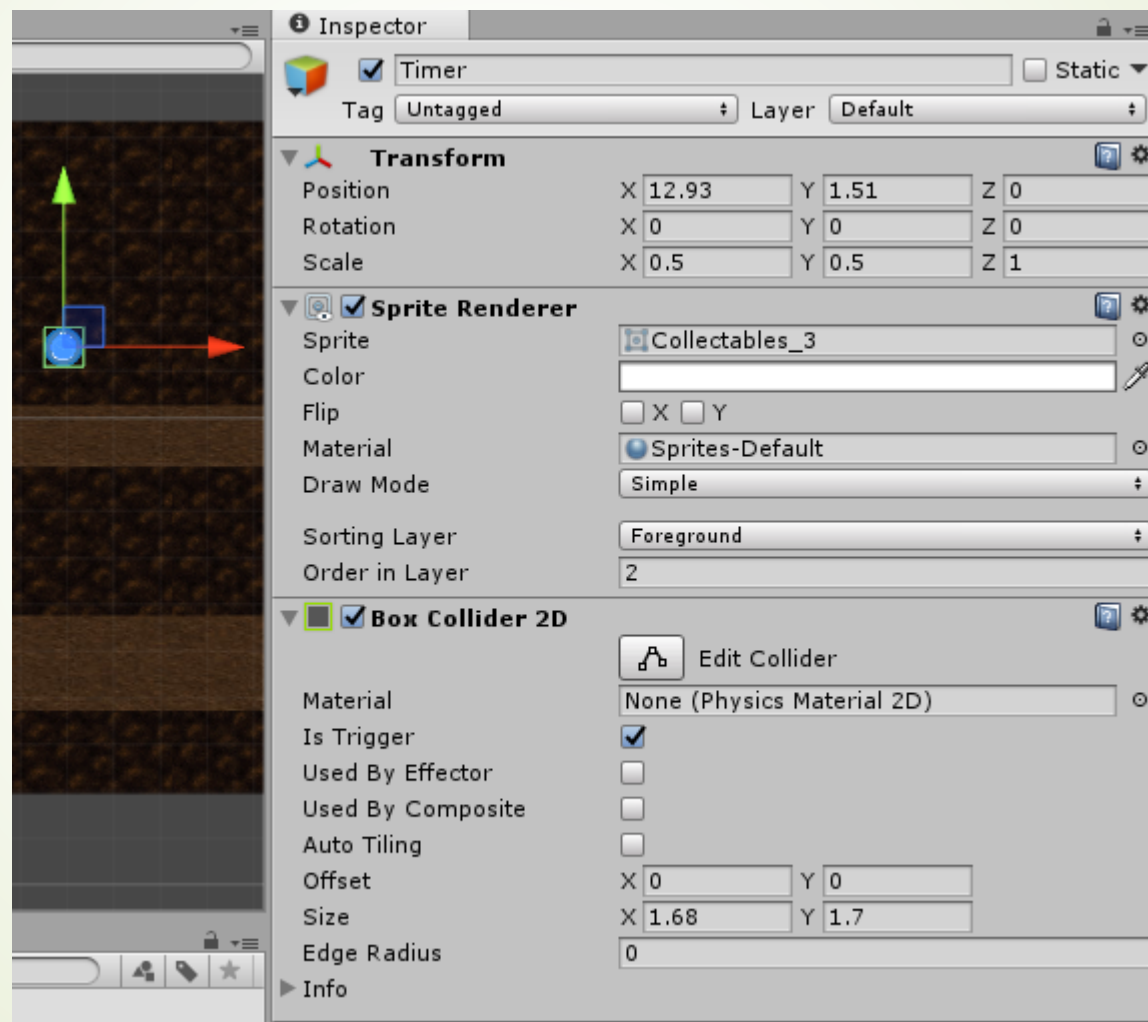

Timer script

```
void Update()
{
    if (!player)    return;
    if (time > 0)
    {
        time -= timeBurn * Time.deltaTime;
        slider.value = time;
    } else {
        slider.value = 0f;
        Destroy(player);
        GameObject.Find("Gameplay Controller").GetComponent<Gameplaycontroller>().PlayerDie();
    }
}
```

Gắn Timer Script vào Gameplay Controller

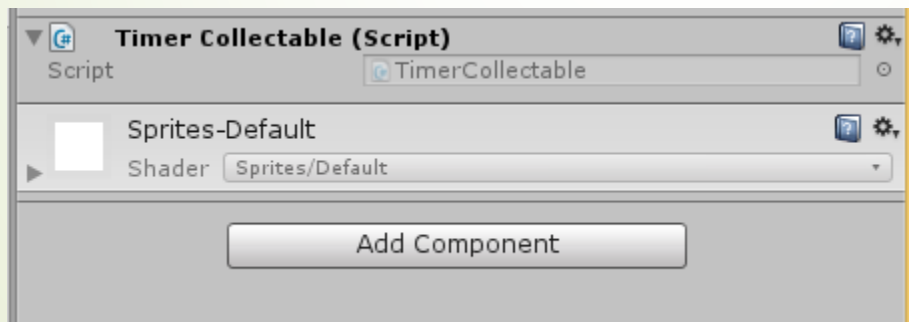


Thêm GameObject Timer



Thêm GameObject Timer

- Kéo Sprite Timer vào scene
- Add BoxCollider2D component
- Set Is Trigger = True
- Viết TimerCollectable script





TimerCollectable

```
public class TimerCollectable : MonoBehaviour {  
  
    private void OnTriggerEnter2D(Collider2D collision)  
    {  
        if(collision.gameObject.tag == "player")  
        {  
            Destroy(gameObject);  
            GameObject.Find("Gameplay Controller").GetComponent<Timer>().time += 30;  
        }  
    }  
}
```