Quản lý điểm – thời gian

Collectables

- Tạo những viên Diamond, Timer, Coin, ….
- Add component BoxCollider2D
- Set IsTrigger = true
- Viết scripts DiamondScript

DiamondScript

```
void Start () {
    if (DoorScript.Instance != null)
        DoorScript.Instance.CollectablesCount++;
}
private void OnTriggerEnter2D(Collider2D collision)
  {
    if(collision.gameObject.tag =="player")
    {
        Destroy(gameObject);
        if (DoorScript.Instance != null)
            DoorScript.Instance.DecrementCollectables();
    }
  }
```

ExitDoor - Score

- Tạo animation ExitDoor có 2 trạng thái Idle và Open
- Uncheck Set Loop chỉ cho animation lặp 1 lần
- Tạo Animation Exit khi Player đi vào cửa
- Add Text vào scence để hiển thị điểm
- Viết Script DoorScript

DoorScript

public static DoorScript Instance;

private Animator anim;

private BoxCollider2D box;

private int Score = 0;

public Text txtScore;

[HideInInspector]

public int CollectablesCount;

DoorScript

```
void Awake () {
    if (Instance == null)
        Instance = this;

    anim = GetComponent<Animator>();
    box = GetComponent<BoxCollider2D>();
}
```

DoorScript

```
IEnumerator DoorOpen()

{

    anim.Play("Open");

    yield return new WaitForSeconds(2f);

    box.isTrigger = true;


}
```

DoorScript

```
public void DecrementCollectables()
{
    CollectablesCount--;
    Score++; // mỗi lần lấy được diamond thì tăng điểm lên 1 đơn vị
    txtScore.text = "Score: " + Score;


    if(CollectablesCount==0)
        StartCoroutine(DoorOpen());
}
```

DoorScript

```
private void OnTriggerEnter2D(Collider2D collision)
    {
        if(collision.gameObject.tag =="player")

        {
            Destroy(collision.gameObject);
            Destroy(Instantiate(exit, collision.transform.position, Quaternion.identity),1f );
        }
    }
```

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	0
Max Value	100
Whole Numbers	☐
Value	100

Timer script

private Slider slider;

private GameObject player;

public float time=100f;

public float timeBurn=1f;
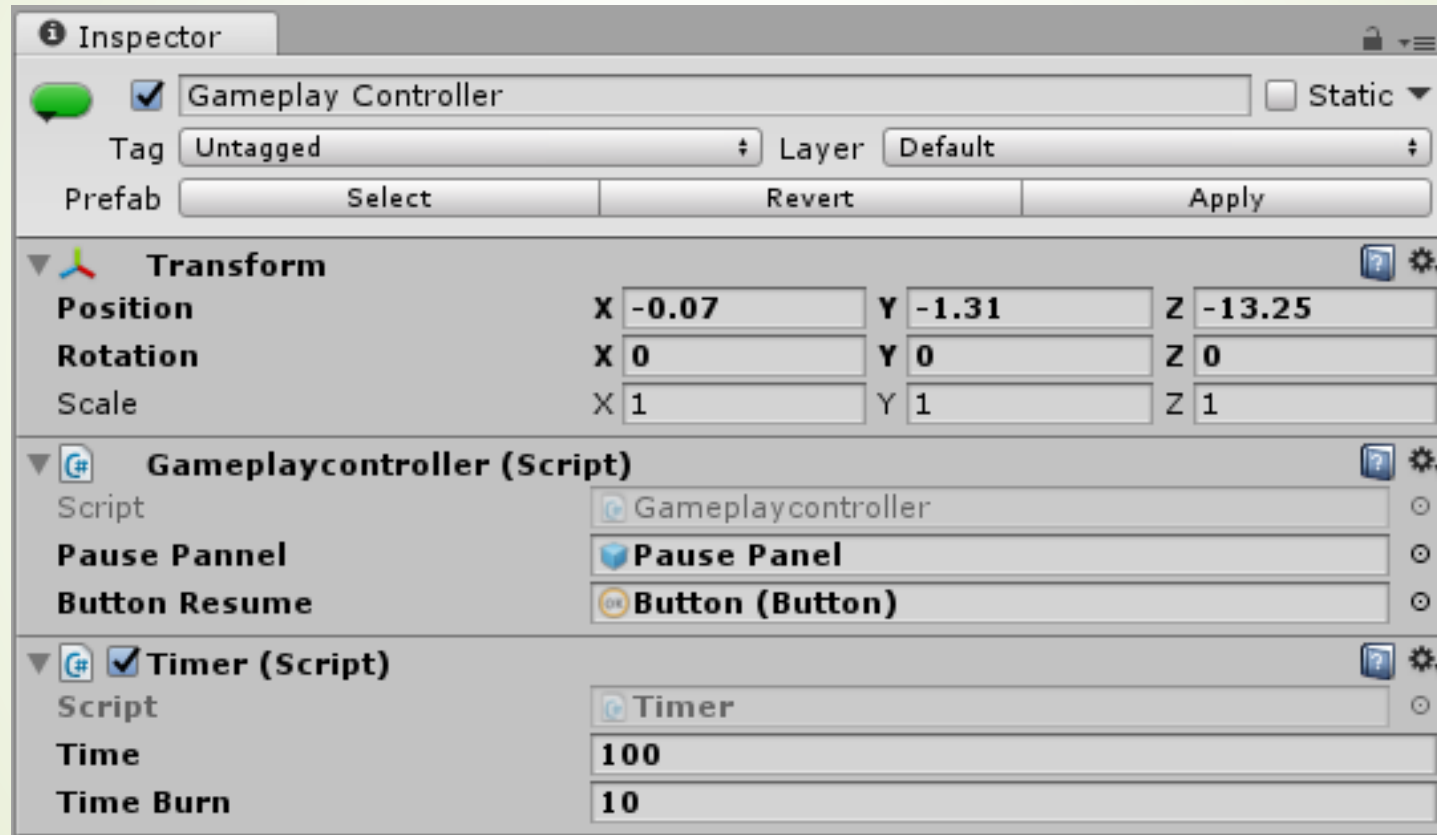
Timer script

```
private void Awake()
{
    player = GameObject.Find("Player");
    slider = GameObject.Find("Timer Slider").GetComponent<Slider>();

    slider.minValue = 0f;
    slider.maxValue = time;
    slider.value = time;
}
```
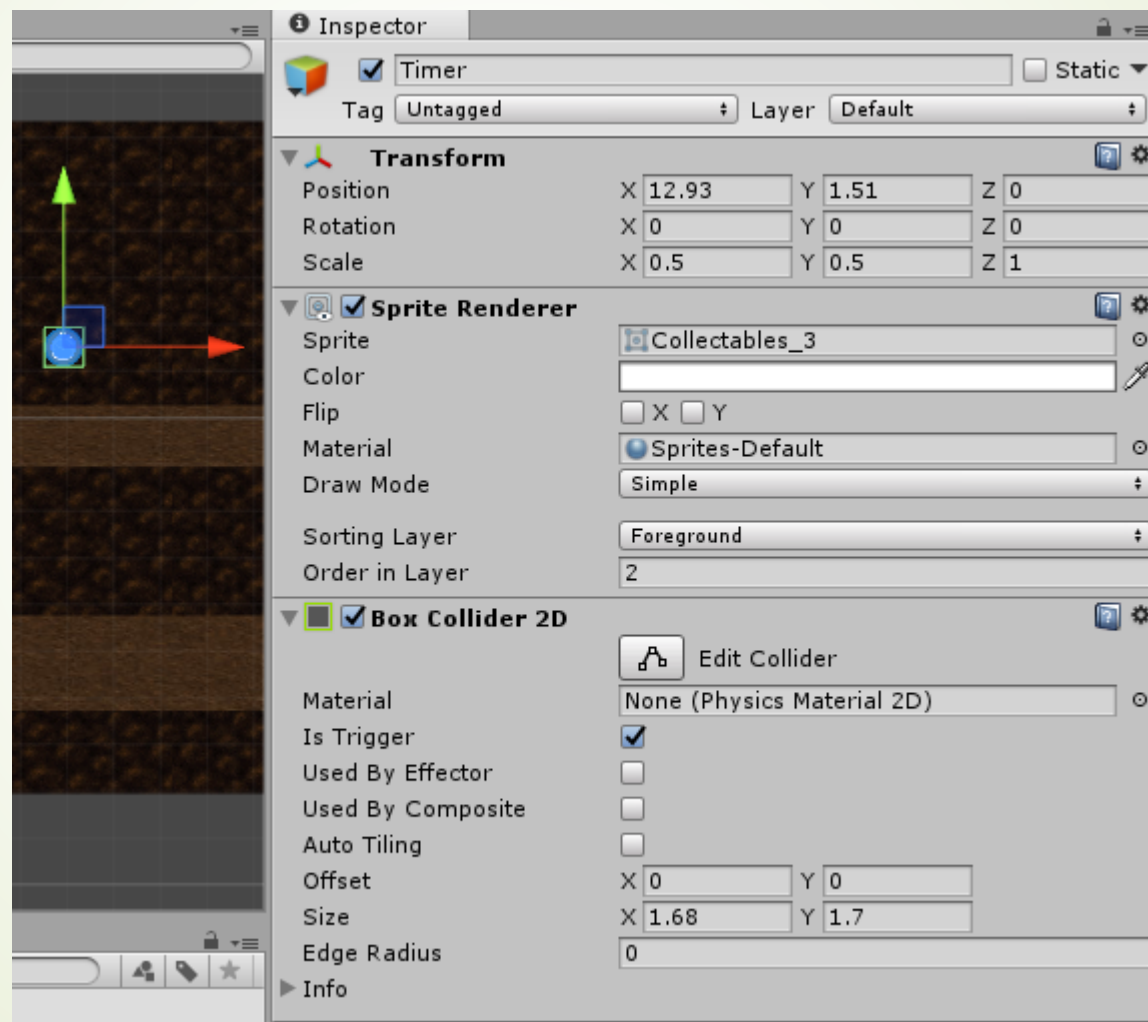
Timer script

```
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();
    }
}
```
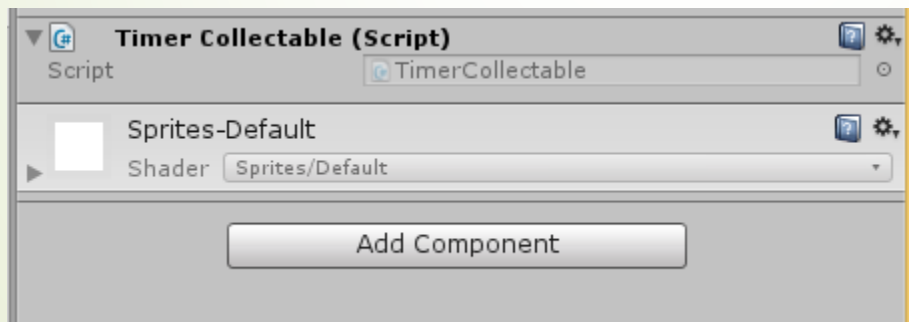
Gắn Timer Script vào Gameplay Controller

Thêm GameObject Timer

Thêm GameObject Timer

- Kéo Sprite Timer vào scence
- 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;
        }
    }
}
```