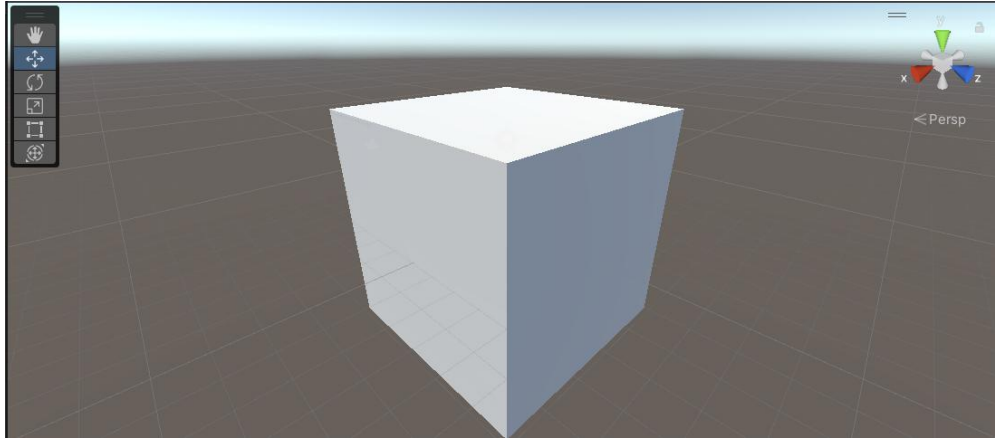


GAME PROGRAMMING LAB-5

-Meghna Sinha, 20BAI1133

Intital setup:



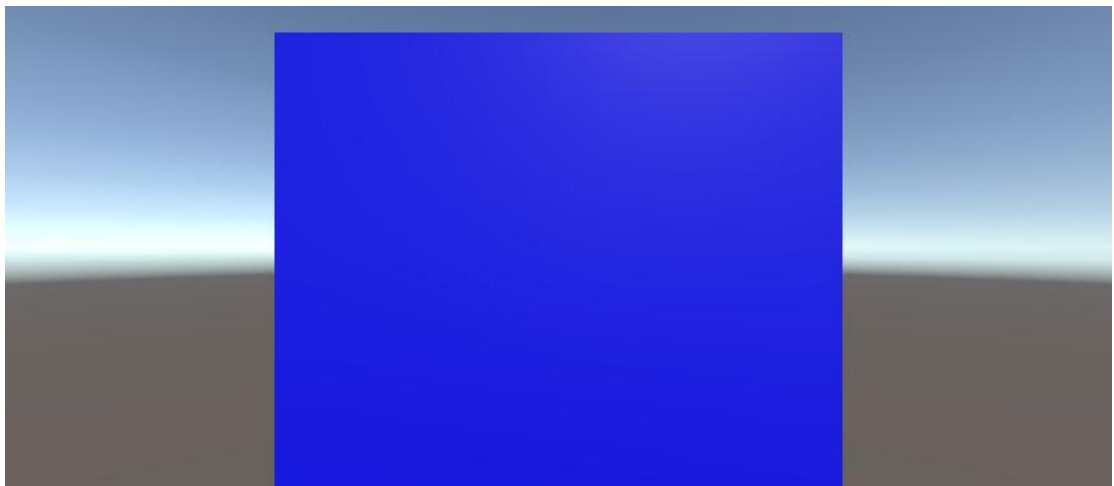
Mouse Events : Down, Up

Code:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class MouseEvent : MonoBehaviour
{
    void OnMouseDown()
    {
        GetComponent<Renderer> ().material.color = Color.red;
        print("Mouse is pressed down!");
    }
    void OnMouseUp()
    {
        GetComponent<Renderer> ().material.color = Color.blue;
        print("Mouse is released!");
    }
}
```

Running game scene :

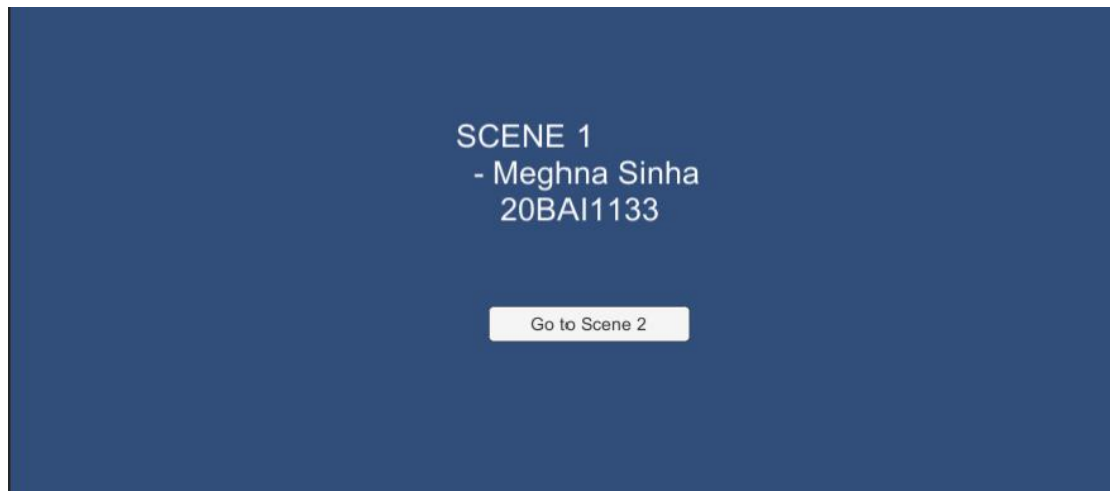


[19:30:01] Mouse is pressed down!
UnityEngine.MonoBehaviour:print (object)

[19:30:04] Mouse is released!
UnityEngine.MonoBehaviour:print (object)

Scene Navigation :

Scene 1



Scene 2



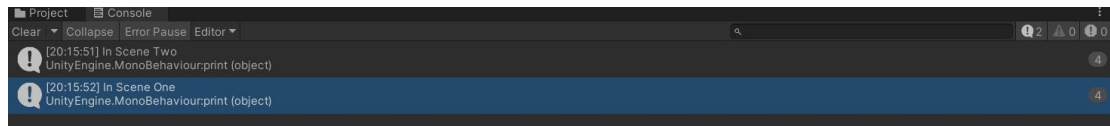
Code for Scene Manager

```
using UnityEngine;
using UnityEngine.SceneManagement;
using UnityEngine.UI;

public class Scene : MonoBehaviour
{
    private void Start()
    {
        public void GoToFirstScene()
        {
            SceneManager.LoadScene("Scene1");
            print("In Scene One");
        }
    }
}
```

```
}  
public void GoToSecondScene()  
{  
    SceneManager.LoadScene("Scene2");  
    print("In Scene Two");  
}  
}
```

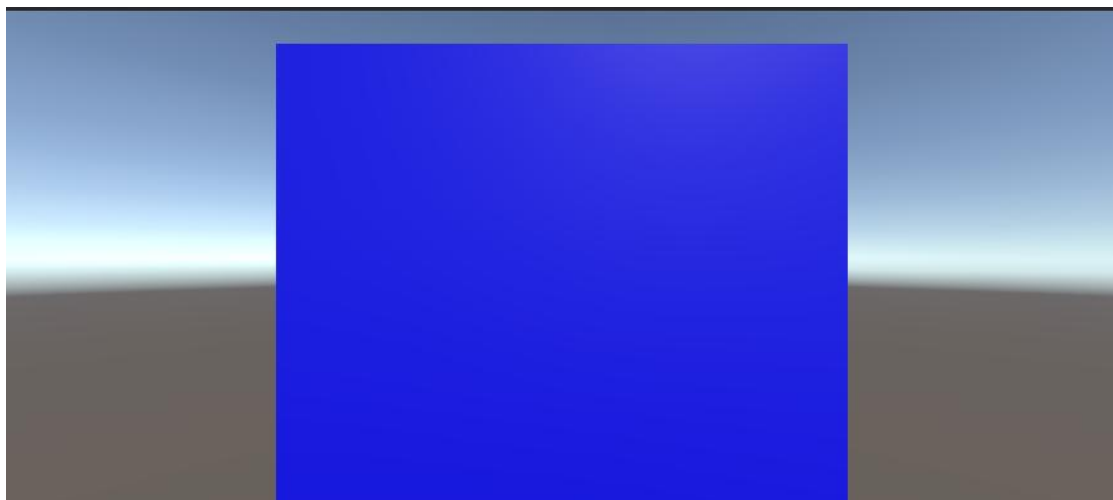
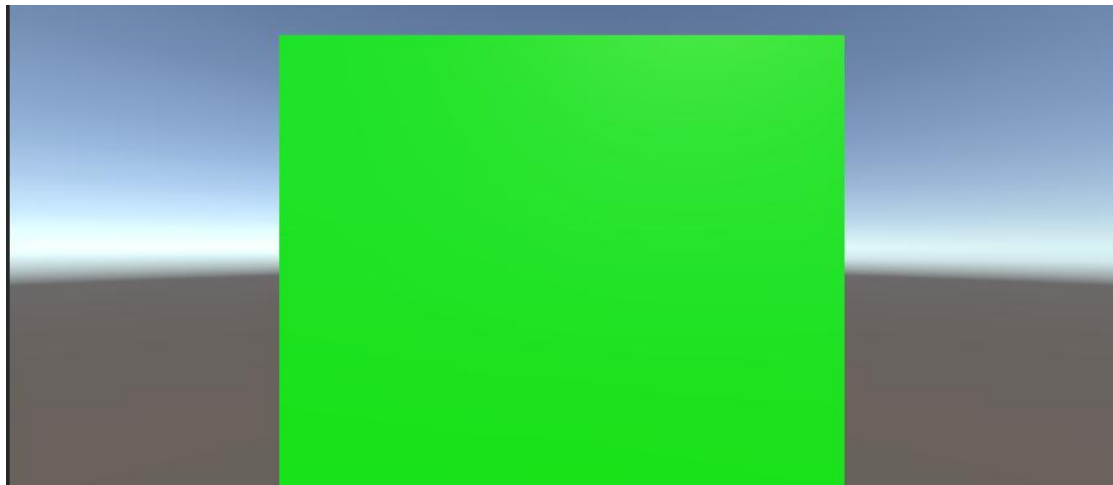
On running game scene we can see , we can switch between scenes



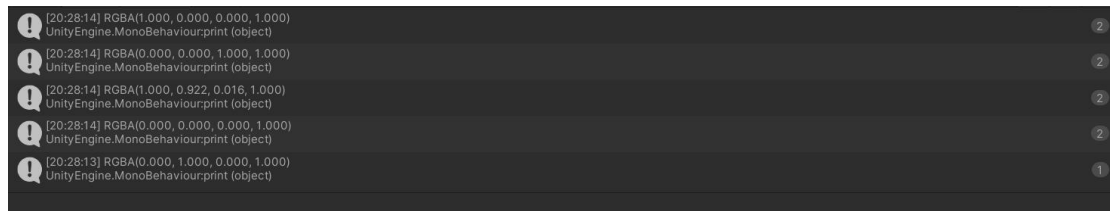
Arrays

Code

Output



And so on for all the colors ..



Video links for clarity :

MouseEvents - Down and Up

https://drive.google.com/file/d/1YC8Q7AZKiikm0hWLlx9PYa8S9KrCyjCr/view?usp=share_link

Scene Change

https://drive.google.com/file/d/1XR-VGHMTWd48UvACQY-QAa8_NS1DhVxP/view?usp=sharing

Arrays

https://drive.google.com/file/d/1-Ydxl_aycHjAIPRUTQ7zX_iixKN1QwQQ/view?usp=sharing