

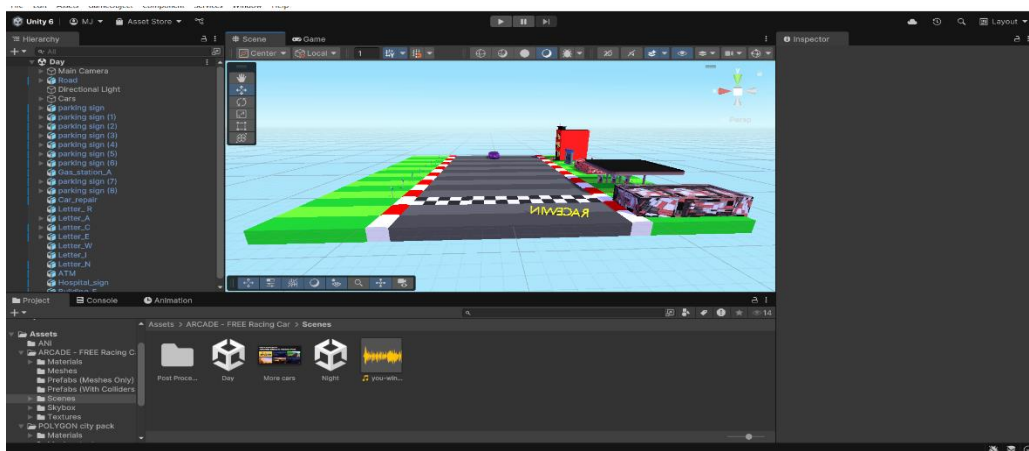
Learning Activity-3

Task: - Create a Game that Navigates Between Scenes

Drive Link of Project: - [LA-3 UNITY PROJECT](#)

Screenshots: -

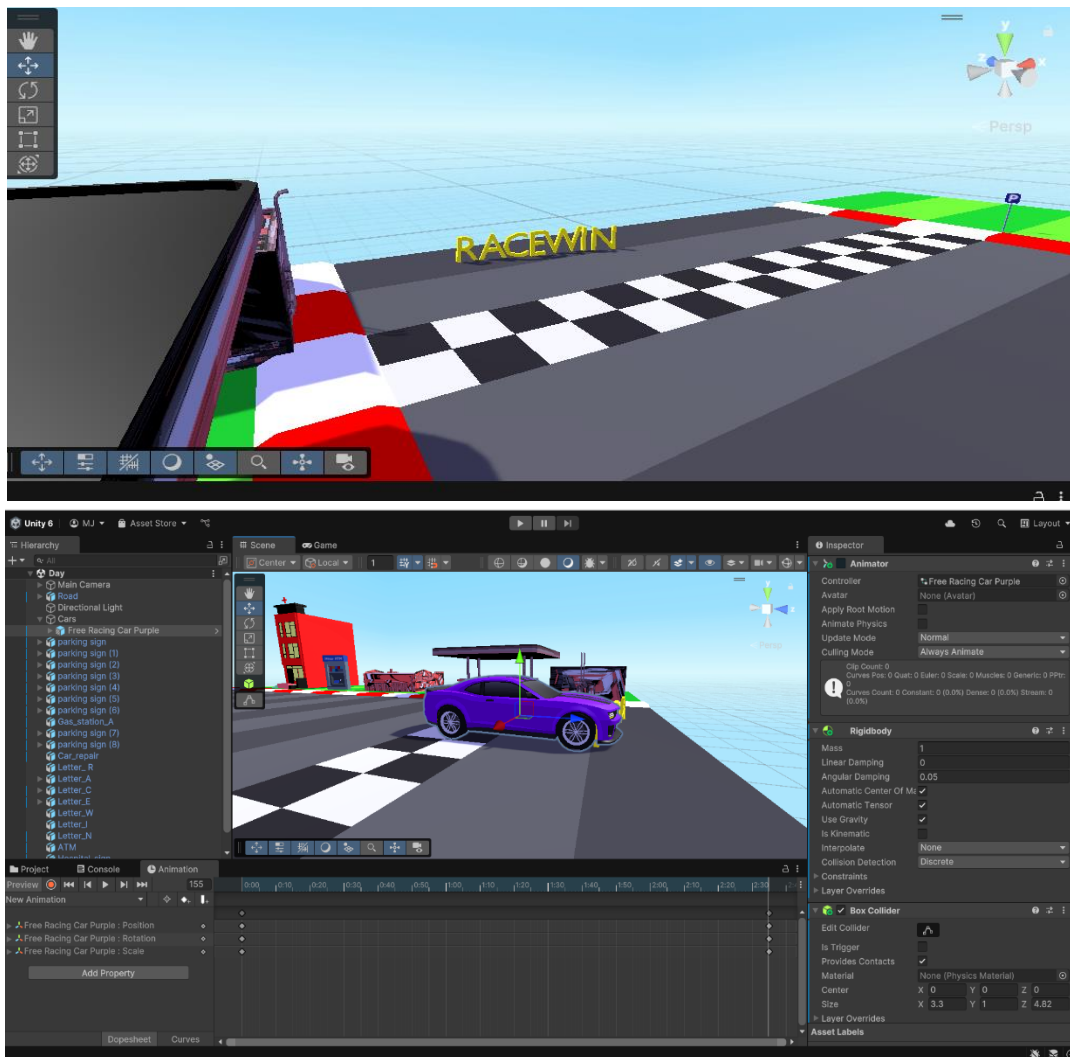
SCENE-1



Step 1: I Imported two assets, a Race car, and a Polygon Building. Then, I changed the Car mesh, set the petrol pump, and Arranged the RACEWIN word at the end of the race.



Step-2 Set animation to reach the car at RACEWIN word and then the scene will change.

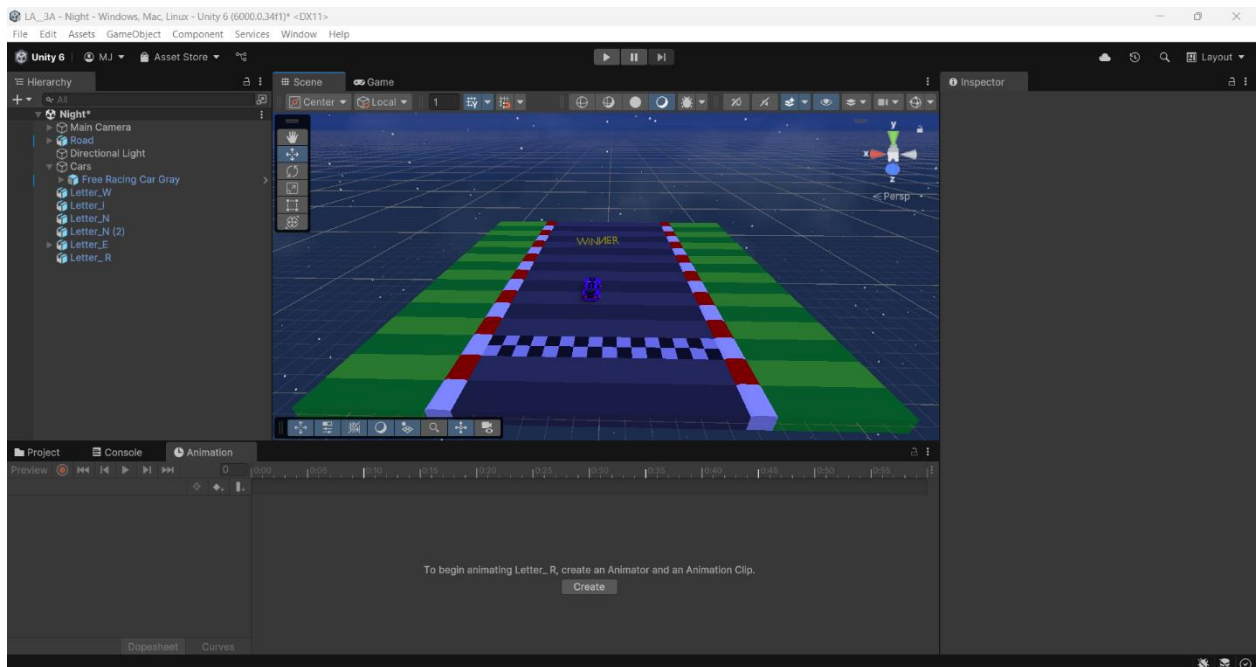


Step 3: - Set Coalition at the last word of RACEWIN word N in the set script for scene change.

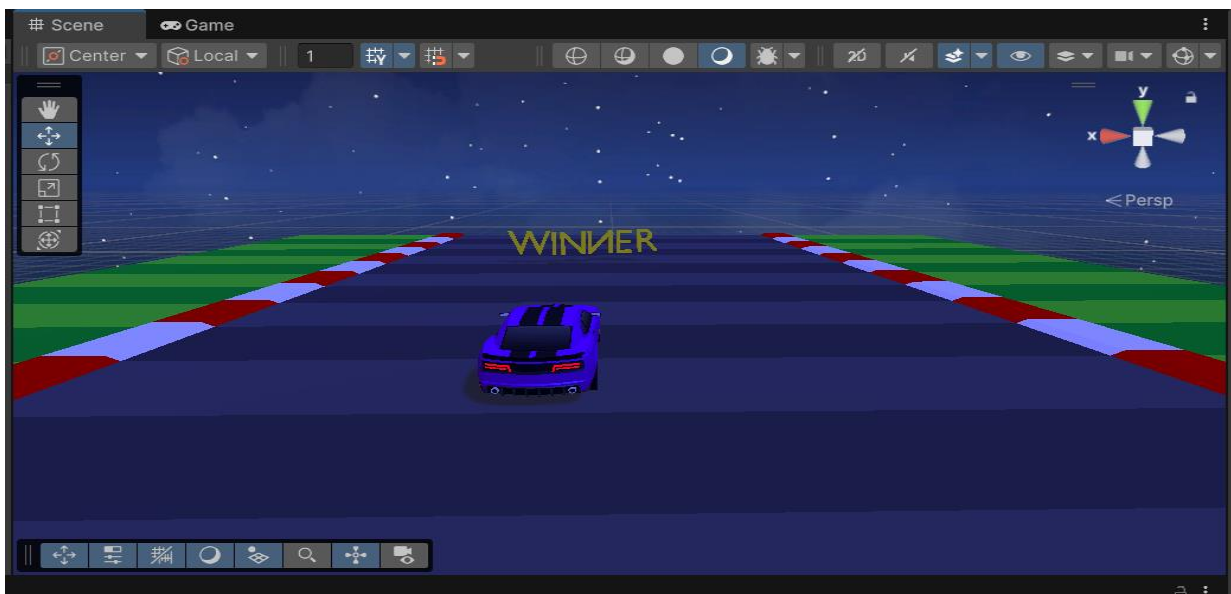


Step 4: - I Set when the car comes to start and when the Coalition is done with the N-word, the Scene will change as well as the set sound.

SCENE-2



Step 5:-I created a new scene with an “Elf” tag, arranged the track for the night version (Dark Mode), and arranged the keyword WINNER.



Step 6: - In the last, I set New and sound for another scene.

Script Of My Project

```
using UnityEngine; // Library
using UnityEngine.SceneManagement; // Library
public class SwitchScene : MonoBehaviour // Initialize Class and call classMonoBehaviour
{
    // This function is called when the Car collides with the object N
    private void OnCollisionEnter(Collision collision) // Intilize collisions
    {
        // Check if the object is collidied with "Elf" tag
        if (collision.gameObject.CompareTag("Elf"))
        {
            //This object will disappear by its MeshRenderer and Collider part
            SceneManager.LoadScene("Night"); // Second scene call (Night)
        }
    }
}
```