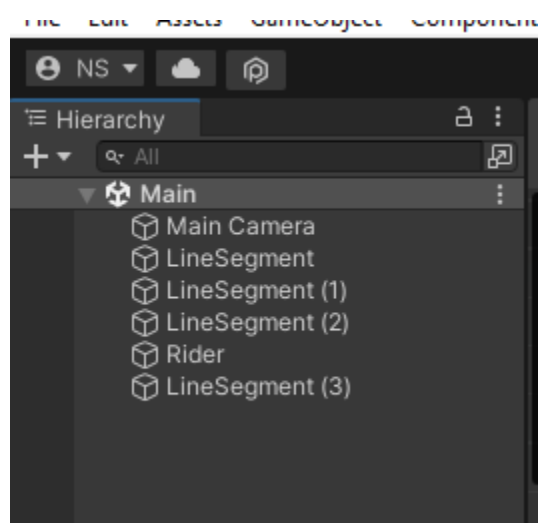
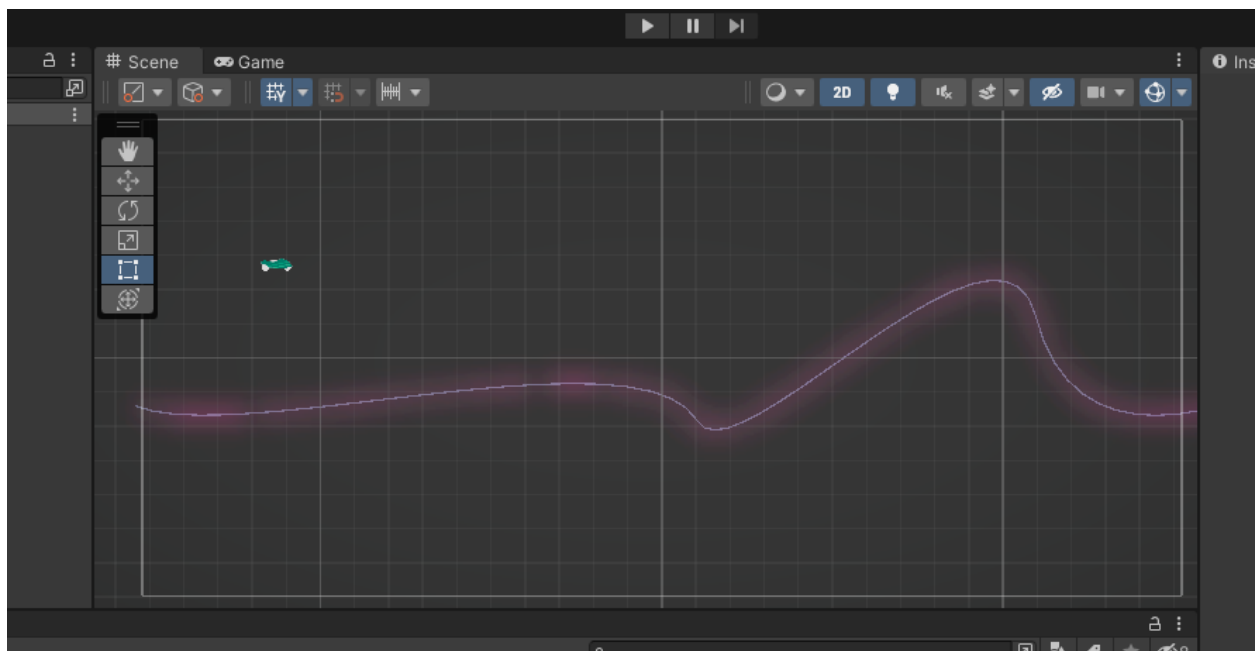


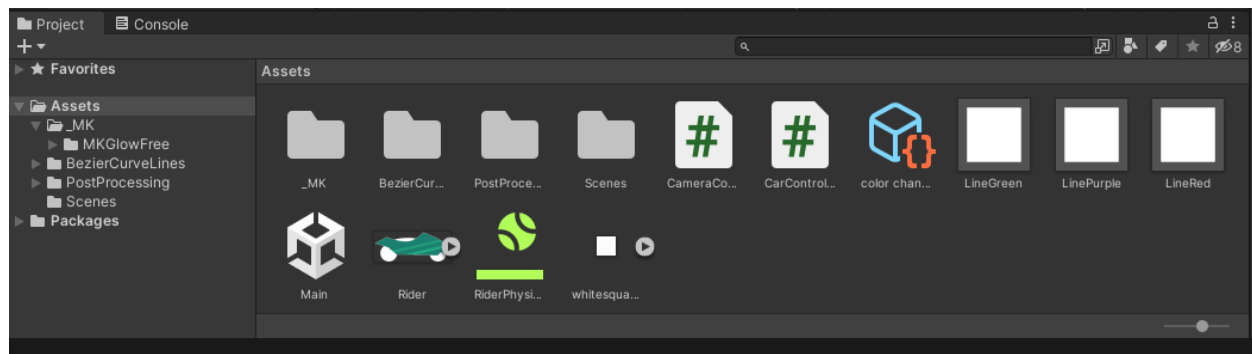
ASSIGNMENT # 04

SIR ALI SHER KASHIF

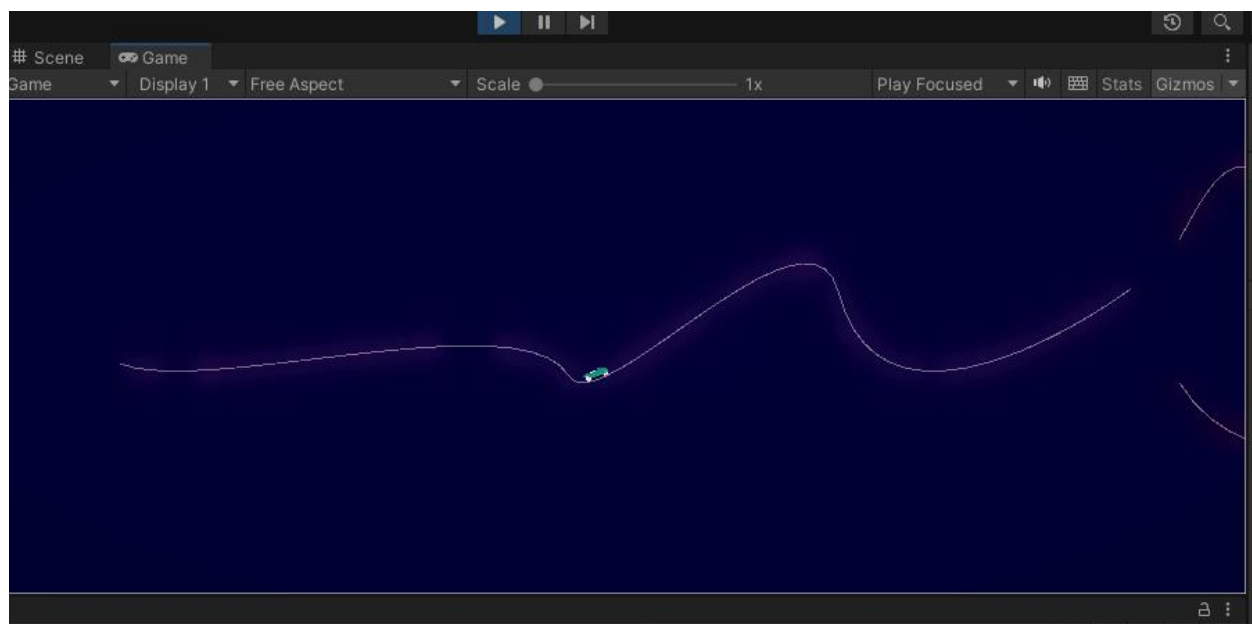
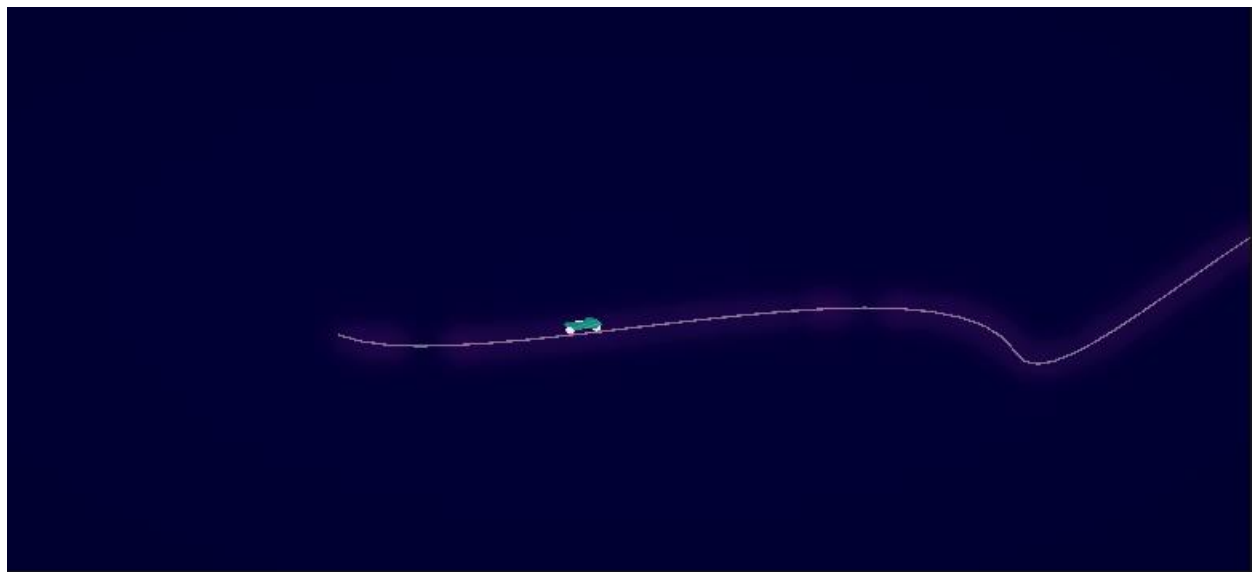
Rider Game

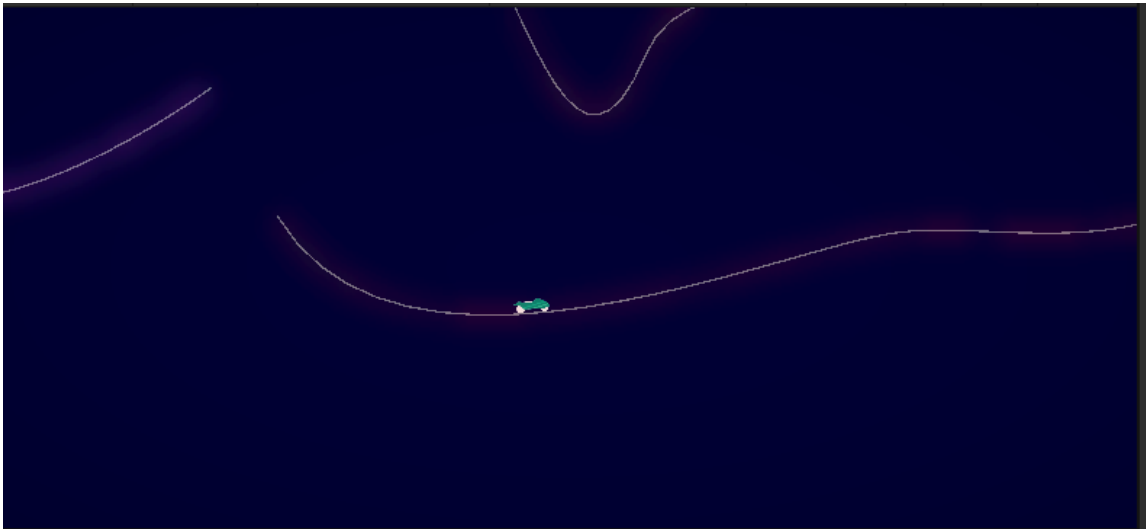
Screenshots:

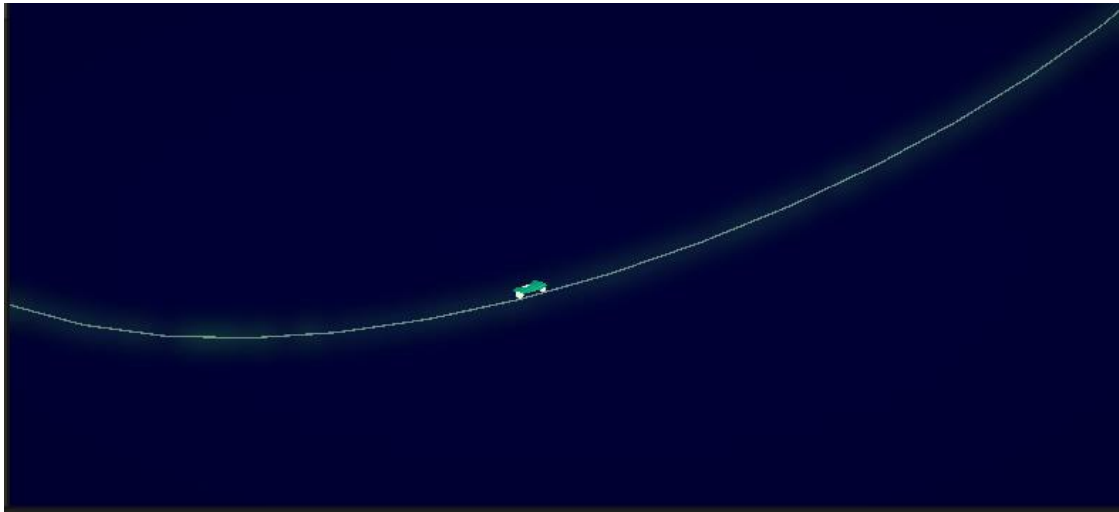
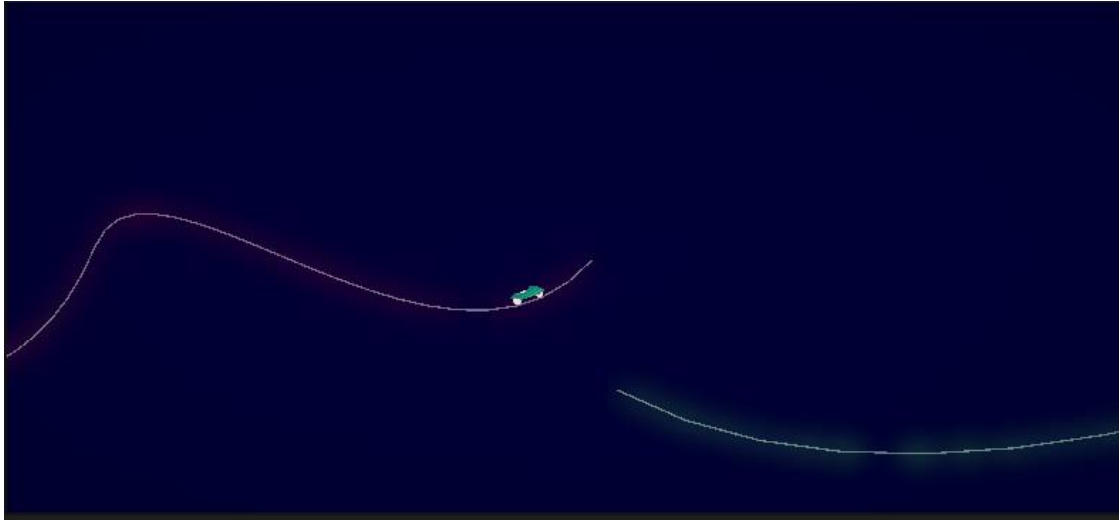




Game Play:







Scripts:

1.

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

public class CarController : MonoBehaviour
{
    // Update is called once per frame
    private bool move = false;
    public Rigidbody2D rb;
    private bool isGrounded = false;
    public float speed = 20f;
    public float rotationSpeed = 2f;

    void Update(){
        if(Input.GetButtonDown("Fire1")){
```

```
        move = true;
    }

    if (Input.GetButtonUp("Fire1")){
        move = false;
    }
}

private void FixedUpdate(){
    if (move == true) {

        if (isGrounded) {
            rb.AddForce ( transform.right * speed * Time.fixedDeltaTime * 100f ,
ForceMode2D.Force);
        } else {
            rb.AddTorque (rotationSpeed * rotationSpeed * Time.fixedDeltaTime * 100f,
ForceMode2D.Force);
        }
    }
}

private void OnCollisionEnter2D(){
    isGrounded = true;
}

private void OnCollisionExit2D(){
    isGrounded = false;
}
}
```

2.

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

public class CameraController : MonoBehaviour
{
    public Transform target;
    public Vector3 offset;

    private void LateUpdate(){
        Vector3 newPos= target.position + offset;
        newPos.z = transform.position.z;
        transform.position = newPos;
    }
}
```