

Date
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Game Programming Practical No 9

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1) Setting up a game

- 1) Create a new project, seth path and choose 3D
- 2) Save scene as minigame
- 3) Create a stock plane object and rename ground
- 4) Reset transform object at origin and ~~the~~
- 5) Select sphere Create 3D object sphere and rename player and change position of sphere
- 6) Create new folder and rename it materials and create new material in it called background
- 7) Click on background albedo and change colour
- 8) Change direction light from rotation 1 to 60

2) Moving a player

- 1) Select player and attach rigidbody
- 2) Create a new folder to hold script
- 3) Create a new script for player controlling and write the code
- 4) Set speed to 10

3) Moving the camera

- 1) Detach camera from the player and add new script for camera called Camera Controller and write the code in it
- 2) Drag player into the camera's player object to reference player

4) Setting up the play area

- 1) Create new game object and rename it walls and create object to origin
- 2) Create new game object for cube and position x = 10 and z scale to 20.5 and rename it west wall
- 3) Duplicate west wall for 3 times for adding north, east and south walls to change positions in their respective direction

5) Creating collectible

- 1) Create new game object and rename it pickup and change its position and scale and rotation
- 2) Add script to object called rotator and write code in it
- 3) Create new folder prefab and drag pickup object in it
- 4) Create a new game object and rename it pickups to hold all pickup object
- 5) Duplicate the game object and place 12 of them
- 6) Add color to pickup object by creating new object and changing its albedo then apply applying that game pickup objects

0) Counting Points

- 1) Select player controller script and write code for sphere collider
- 2) Select tag value to pickup object and create custom tag and rename it Pick up and apply it to all pickup object
- 3) select prefab and checkmark trigger
- 4) Add rigid body to pickup object and disable gravity and is select is kinematic

1) Displaying Score and text

- 1) Select player controller script and write code for counting the score
- 2) Create new UI → text element and rename it to count text and change its colour
- 3) Drag anchor and preset menu and anchor it to top left
- 4) Change the position $x=10$ and $y=-10$
- 5) Open script and write code for game ending screen and count text
- 6) Drag count text into count text object
- 7) Change win text position x to 75 and drag it into slot
- 8) Building the game
- 9) Open Build Settings and select linux, Mac and PC standalone

- 2) Drag the scene and press build
- 3) Give path and name the build