

Date
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Game Programming Practical 7 (2D UFO)

Aim: 2D ufo

Steps - 1. Introduction to 2D Ufo Project

- Download Unity Asset from unity Asset store
- Open Unity editor, using and open new project
- Give name, path, preferences and create new project
- Open Unity asset store, go to unity essential go to sample project click on 2D ufo tutorial and click on download then click on import project and import again
- Go to file and save scene

2. Setting up the play field

- Go to Sprites and drag the background into hierarchy
- Go to gizmo menu and select show grid
- Drag Ufo sprite into hierarchy and change name to player in the text field
- Click on background, go to sorting layer and set sorting layer to background
- Do the same steps above with player object
- Adjust the player scale to $x=0.75$ and $y=0.75$ in the using the scale area
- Click on the camera to change the size and background color

3) Controlling the player

- 1) Click on player. Click on physics 2D and add Rigidbody 2D
- 2) Click on player. Click on transform and add component and select new script and confirm selection
- 3) Double click on script to open script
- 4) Add Type code
- 5) Adjust player gravity to 0
- 6) Adjust speed to 10

4) Adding Collision

- 1) Click on player. Add component and select circle collider component
- 2) Adjust the radius to 2.185
- 3) Click on background, click on physics 2D and select box collider 2D
- 4) Adjust the size of collider by x=3.3 and y offset to 14.3
- 5) Choose copy component and paste component and do above step 3 many times

5) Following the player

- 1) Drag camera to the player
- 2) Add script to the camera (camera controller) and add code

6) Creating Collectibles

- i) Drag pickup into hierarchy
- ii) Set the Sorting layer to pickup
- iii) Add component Circle collider 2D to pickup and adjust radius to 0.94
- iv) Add rotate script and type code
- v) Drag pickup to prefab
- vi) Create new game object pickups
- vii) Drag pickup into pickups
- viii) Duplicate pickups and place in play area

7) Pick up collectable objects

- i) Click on player script and add code
- ii) Click on pickup and add tag
- iii) Click on prefab and assign tag
- iv) Click on prefab and set isTrigger
- v) Add Rigidbody 2D to pickup and set gravity scale to 0 and add isKinematic

8) Counting collectibles and display score

- i) Add code to player script to count
- ii) Add UI text element
- iii) Change text, colour and position of canvas by changing the anchor and give x=10 and y=100
- iv) Click on Add code to player script
- v) Make another UI text element as win text and code

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a) Building the game

a) Open BuildSetting in the File

b) ~~File~~ Click and drag scene into Scene or Build

c) Click Build and give location