

Computer Animation Game

START

QUIT

ITBIN_2110_0159
TN Colambage

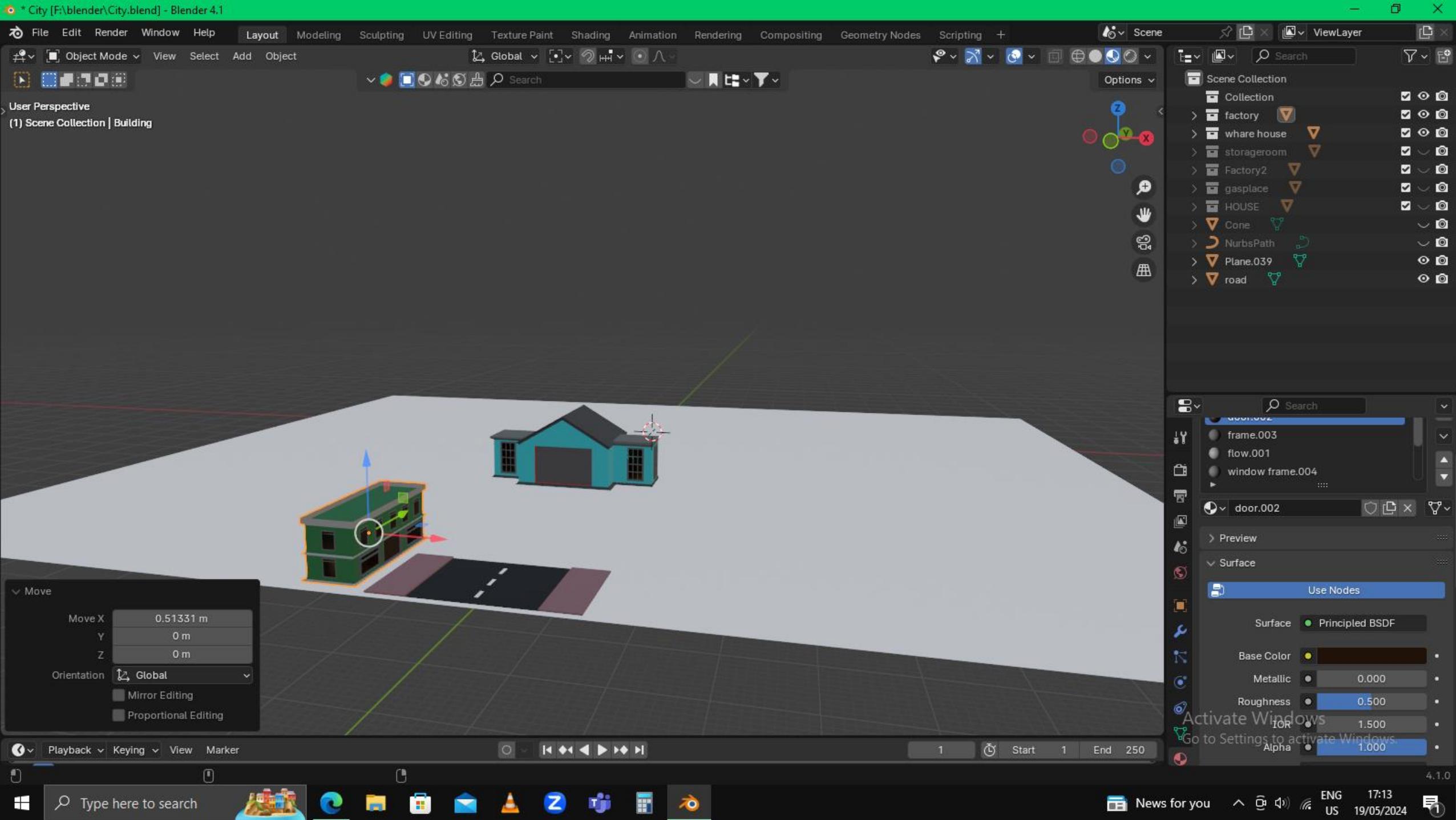
Game Link-

[ComputerGame_ITBIN_2110_0159](#)

STEPS HOW MADE GAME

- ✓ Create Game objects and character
(Using blender)
- ✓ Make game world in unity
- ✓ Make players
- ✓ Make menus
- ✓ Add sounds
- ✓ Coading

Create Game objects and
character (Using blender)



File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting + Scene ViewLayer

User Perspective
(1) S2 | Plane.039

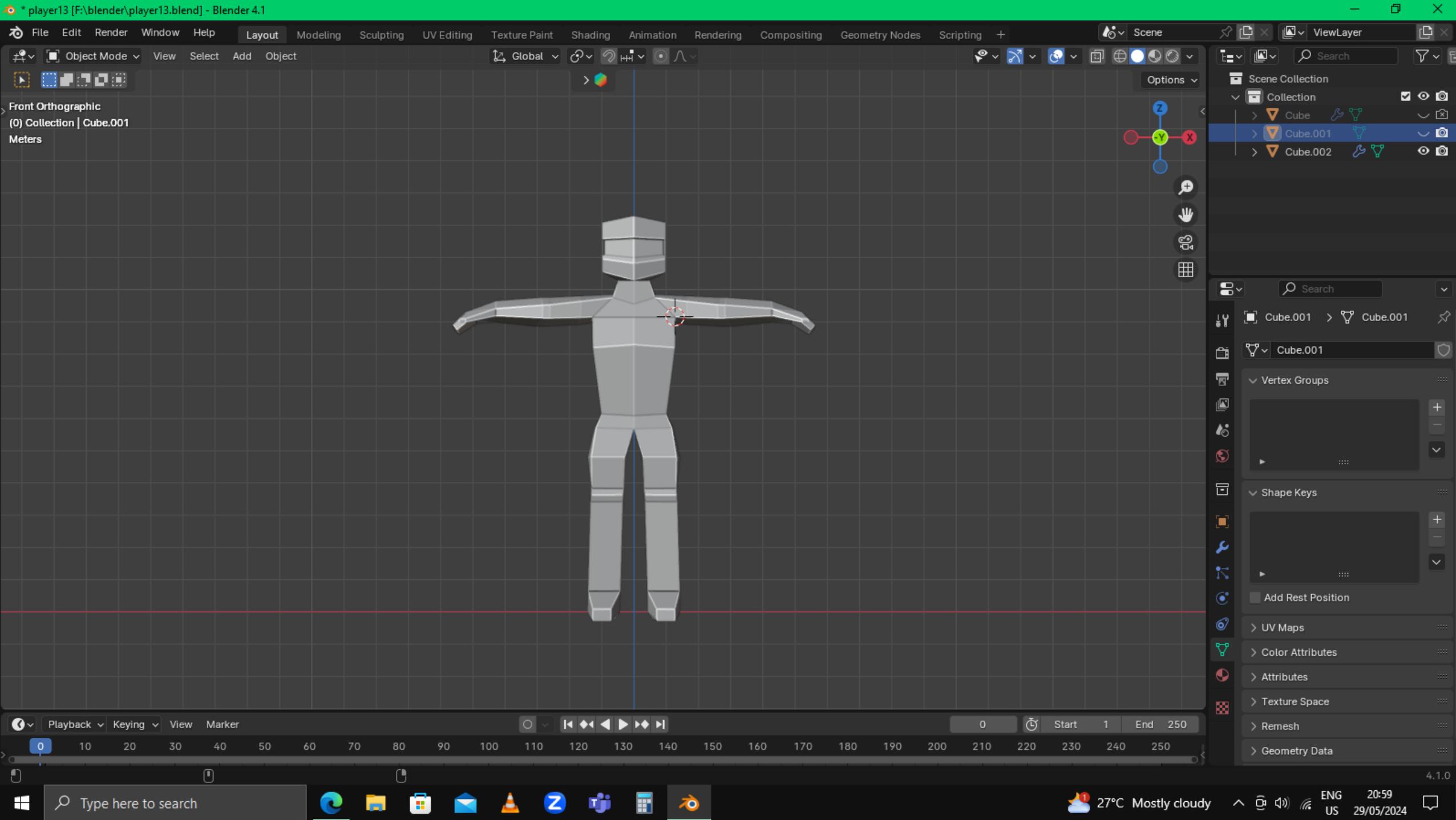
The image shows the Blender 4.1 interface with the following details:

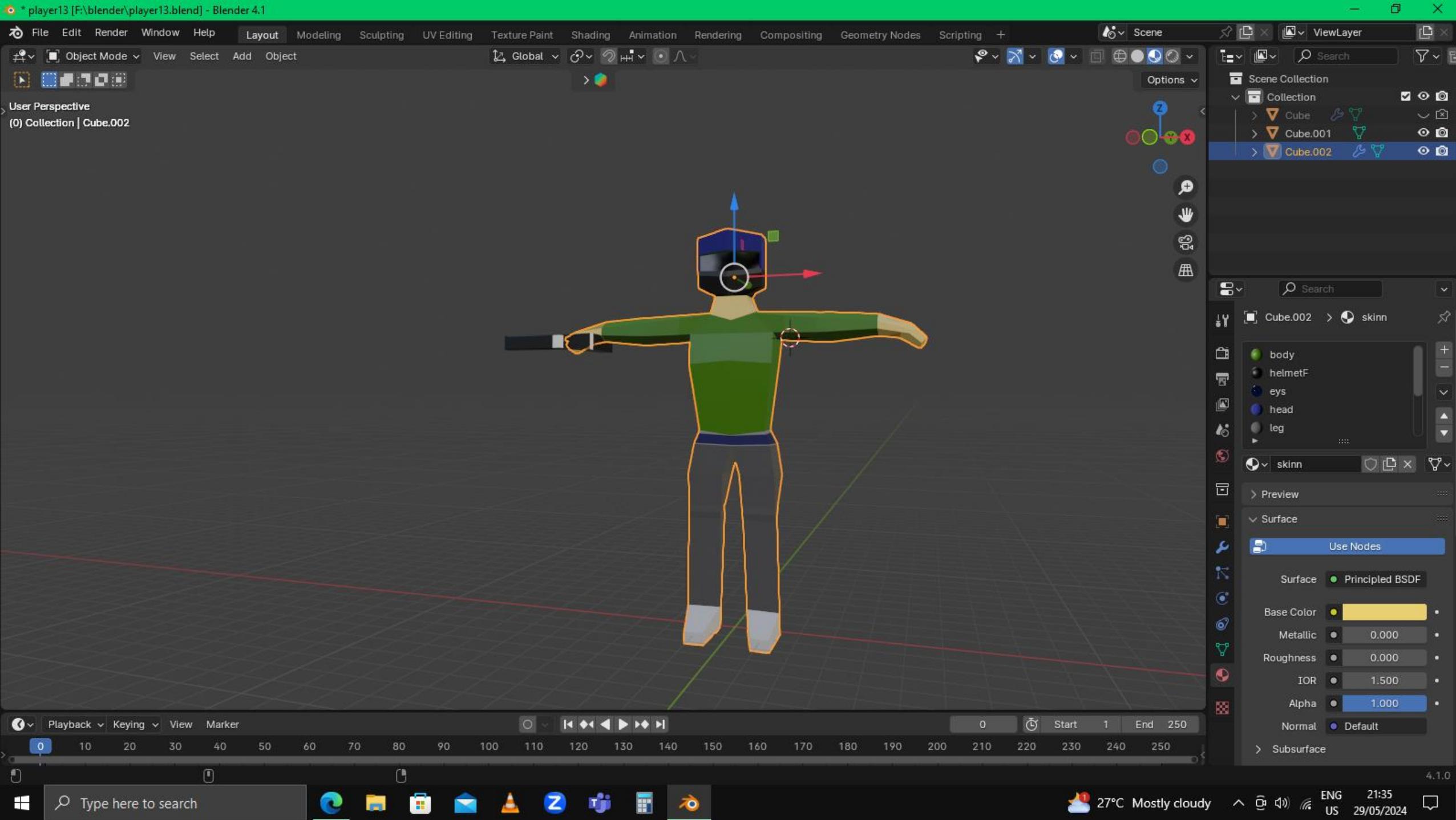
- Header:** File, Edit, Render, Window, Help, Layout, Modeling, Sculpting, UV Editing, Texture Paint, Shading, Animation, Rendering, Compositing, Geometry Nodes, Scripting, +, Scene, ViewLayer.
- Toolbar:** Object Mode, View, Select, Add, Object, Global, Search, Options.
- Outliner Panel:** Lists objects in the scene:
 - Collection
 - factory
 - whare house
 - storageroom
 - Cube
 - Factory2
 - gasplace
 - HOUSE
 - F2
 - H2
 - H3
 - S2
 - Cone
 - Cube.006
 - NurbsPath
 - Plane.039
 - road
- Properties Panel:** Shows various properties for selected objects, including a search bar and an "Add Modifier" button.
- Bottom Bar:** Playback, Keying, View, Marker, and a timeline showing frame 1, Start, End, and 250.
- System Tray:** Shows system information like temperature (25°C), weather (Mostly cloudy), date (19/05/2024), and time (21:04).

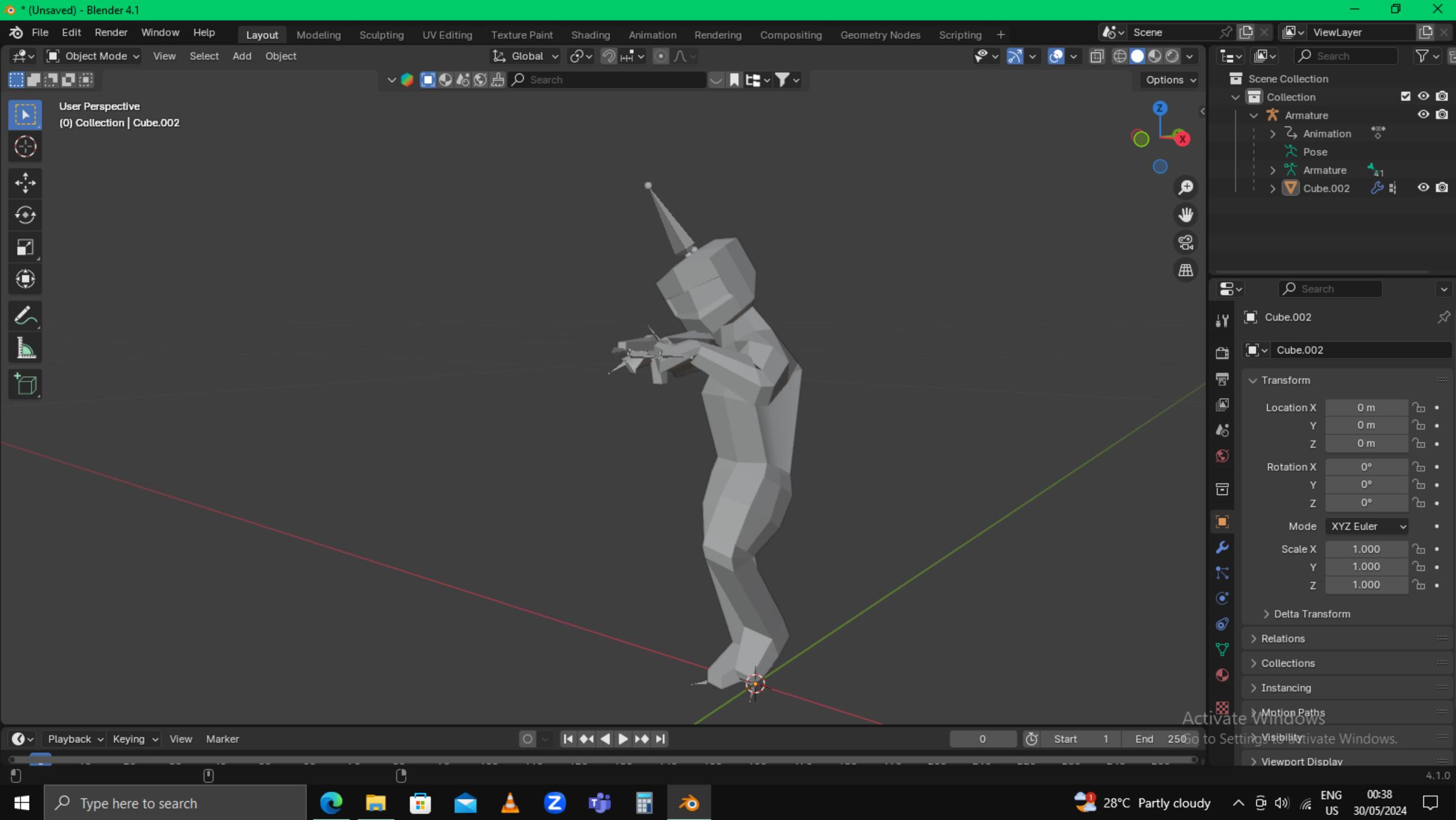
Activate Windows
Go to Settings to activate Windows.











Make game world in unity

The Unity Editor interface showing a 3D scene with a player character and various components.

Hierarchy: Shows the scene structure with objects like Player, Main Camera, AK47, and Plane.

Scene View: Displays the 3D environment in perspective view, showing the player character and its bounding box.

Game View: Shows a first-person view from the player's perspective.

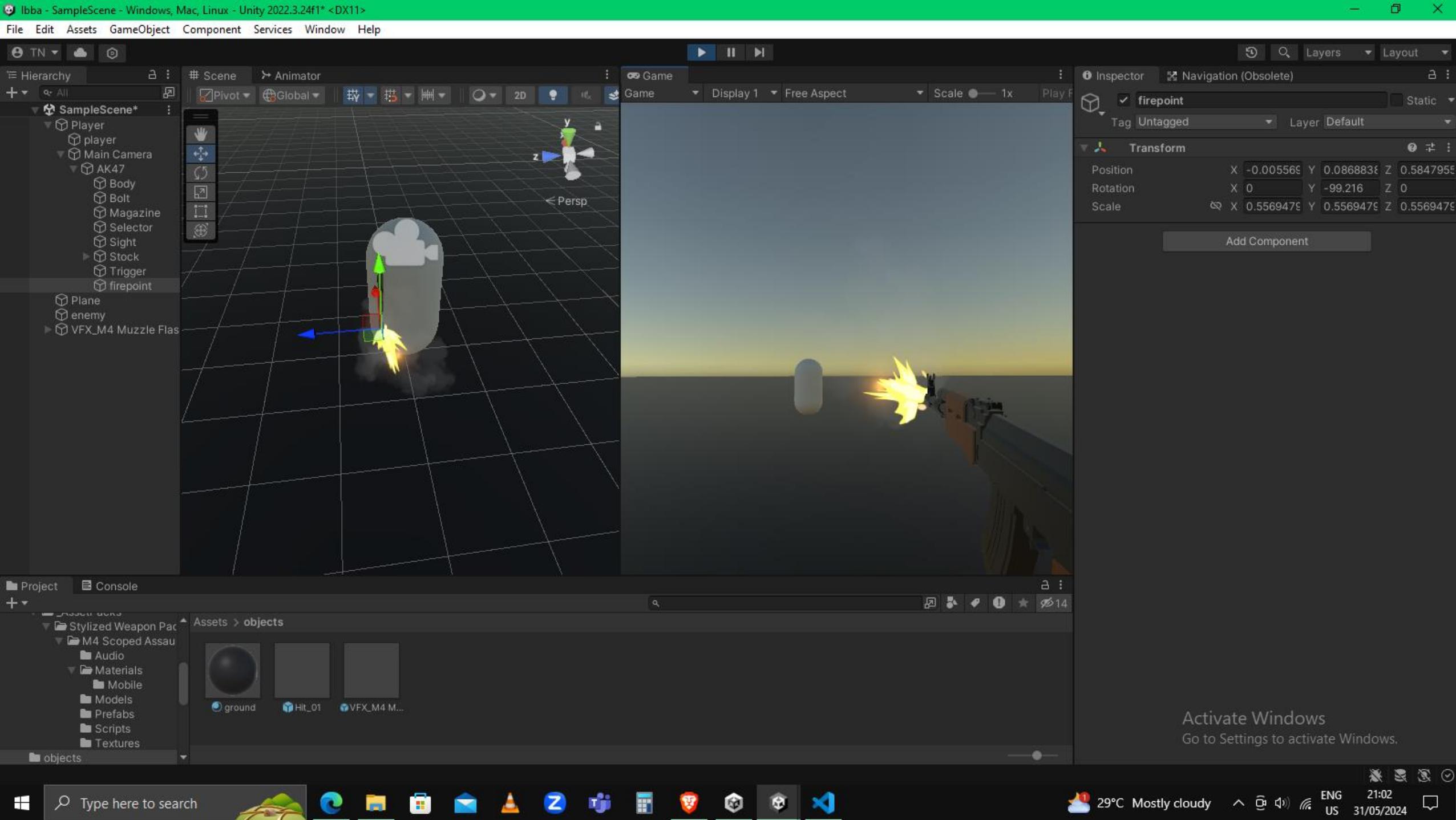
Inspector: Details the selected object (Player) and its components.

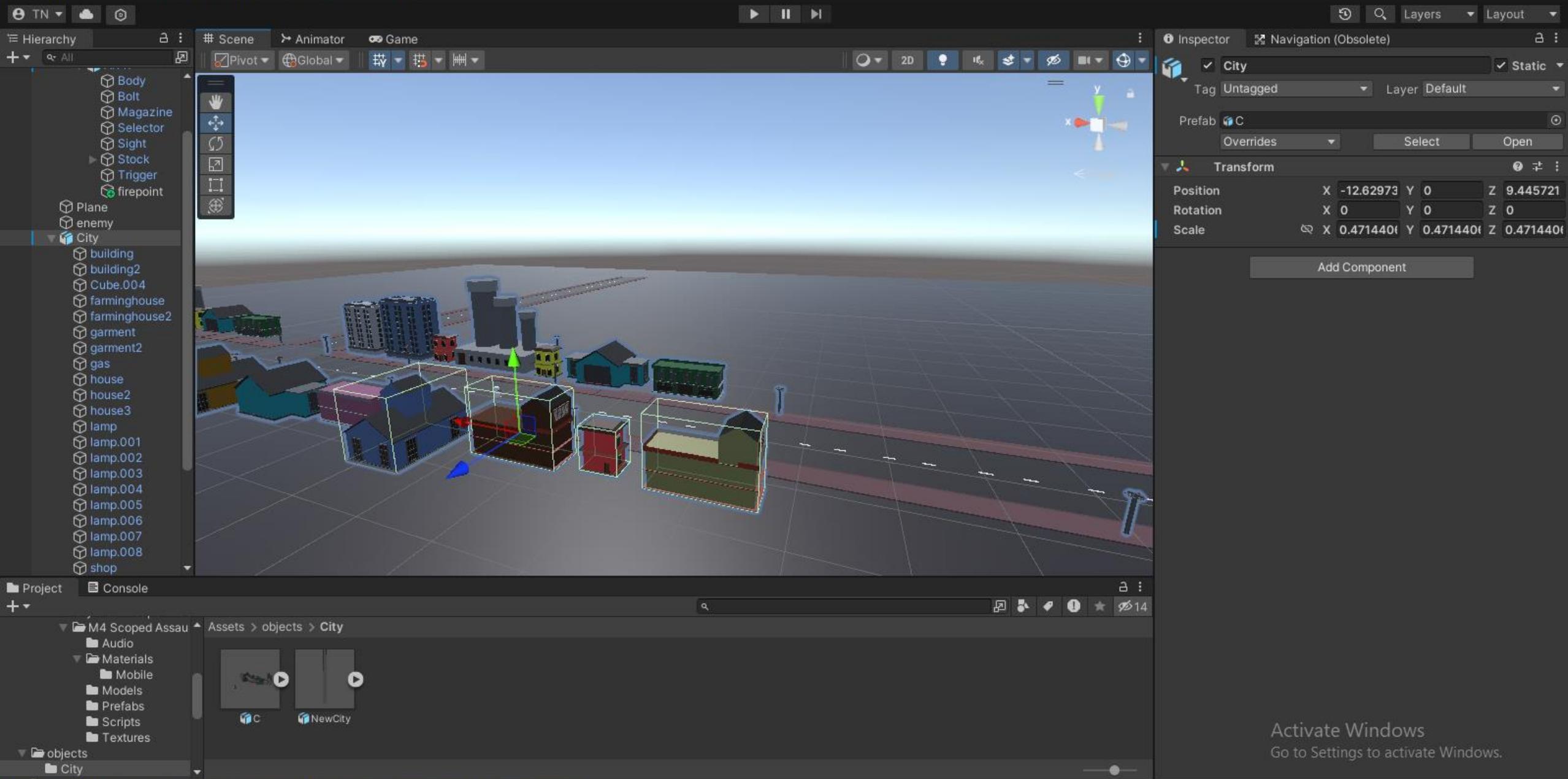
- Transform:** Position (X: 0, Y: 0.98, Z: 0), Rotation (X: 0, Y: 0, Z: 0), Scale (X: 1, Y: 1, Z: 1).
- Character Controller:** Slope Limit (45), Step Offset (0.3), Skin Width (0.08), Min Move Distance (0.001), Center (X: 0, Y: 0, Z: 0), Radius (0.5), Height (2).
- Player Movement (Script):** Script (PlayerMovement), Player Camera (Main Camera), Walk Speed (5), Run Speed (12), Jump Power (7), Gravity (20), Look Speed (2), Look X Limit (90), Default Height (2), Crouch Height (1), Crouch Speed (3).

Project: Shows the project structure with Assets, Scripts, and other files.

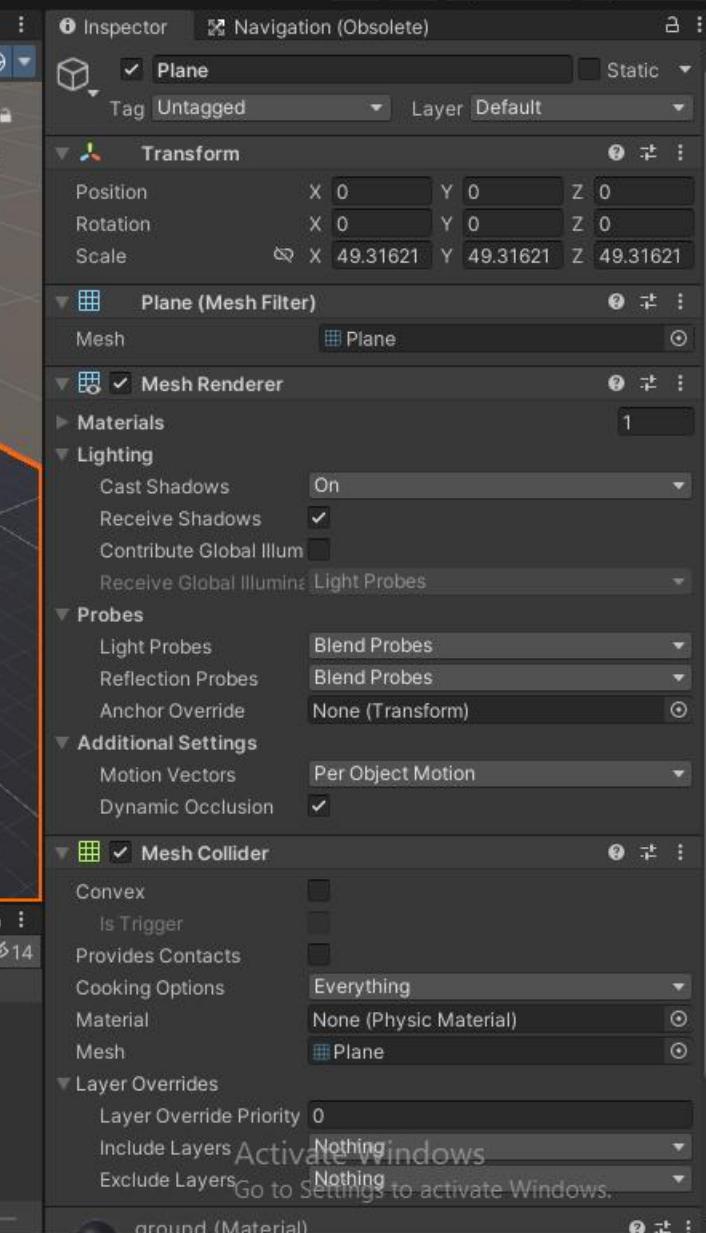
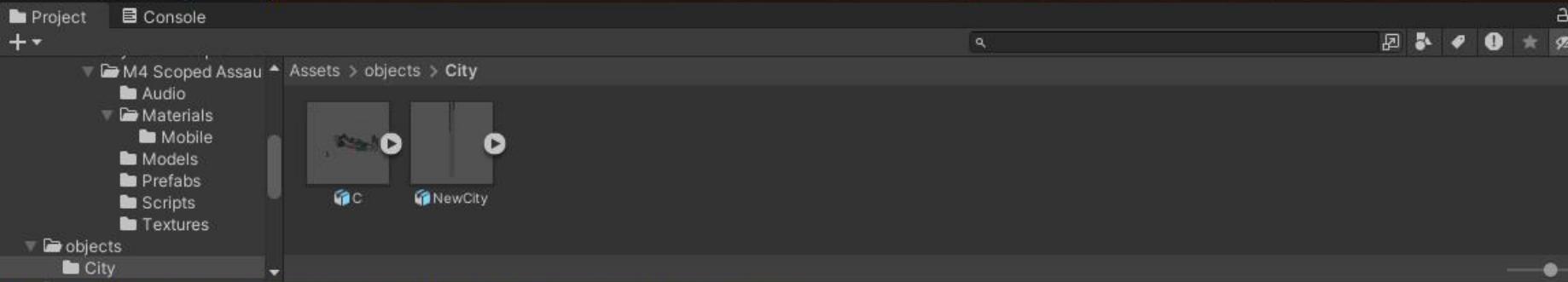
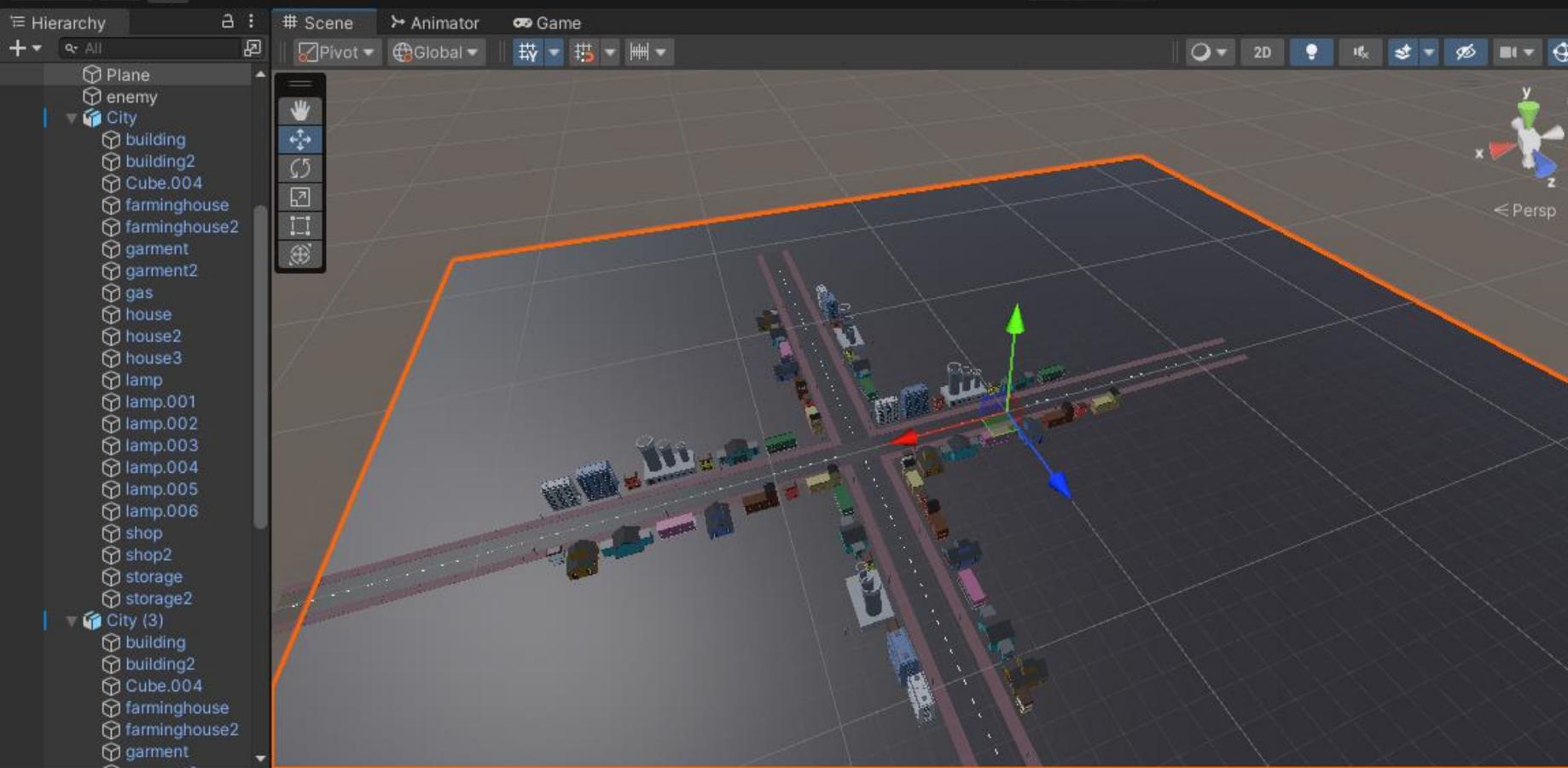
Assets > Scripts: PlayerMov... script file selected.

Bottom Bar: Includes a search bar, pinned icons, and system status.





Activate Windows
Go to Settings to activate Windows.



The Unity Editor interface is shown, featuring the Hierarchy, Scene, and Inspector panels. In the Hierarchy panel, under the SampleScene root, there are objects like Player, Main Camera, Plane, enemy, City, City (3), City (1), City (2), Road, Road (3), Road (1), Road (2), Directional Light, and Endwall. The Scene View shows a 3D perspective of a city environment with buildings, roads, and a prominent blue rectangular plane object with an orange outline. A transform gizmo is positioned on top of the plane. The Inspector panel is open for the Endwall object, which has a Tag of Untagged and a Layer of Default. It includes components for Transform, Mesh Filter (Plane), Mesh Renderer (Material 1), Lighting (Cast Shadows On, Receive Shadows On, Contribute Global Illum Off, Receive Global Illum Light Probes), Probes (Light Probes Blend Probes, Reflection Probes Blend Probes, Anchor Override None (Transform)), Additional Settings (Motion Vectors Per Object Motion, Dynamic Occlusion On), and Mesh Collider (Convex, Is Trigger Off, Provides Contacts Off, Cooking Options Everything, Material None (Physic Material), Mesh Plane). A warning message at the bottom left states: "BoxCollider does not support negative scale or size."

The Inspector panel for the Endwall object is displayed. Key settings include:

- Transform**: Position X: -9.9, Y: 4.6, Z: 26.6; Rotation X: 90, Y: 0, Z: 0; Scale X: 11.3649, Y: 1, Z: 1.
- Mesh Filter**: Mesh set to Plane.
- Mesh Renderer**: Materials section shows 1 material assigned.
- Lighting**: Cast Shadows is On, Receive Shadows is checked, Contribute Global Illum is off, and Receive Global Illum is set to Light Probes.
- Probes**: Light Probes and Reflection Probes both have Blend Probes selected, and Anchor Override is set to None (Transform).
- Additional Settings**: Motion Vectors is set to Per Object Motion, and Dynamic Occlusion is checked.
- Mesh Collider**: Convex is checked, Is Trigger is off, Provides Contacts is off, Cooking Options is set to Everything, Material is None (Physic Material), and Mesh is set to Plane.
- Layer Overrides**: Layer Override Priority is 0, Include Layers is Nothing, and Exclude Layers is Nothing.



The Unity Editor's Scene View displays a 3D city model. A player character is positioned in the center of a street. The scene includes various buildings, roads, and industrial structures like factories with tall chimneys. A green directional arrow indicates the camera's current view direction.

Inspector window for the selected "Plane" object:

Plane	Tag Untagged	Layer Default	
Transform			
Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 49.31621	Y 49.31621	Z 49.31621
Plane (Mesh Filter)			
Mesh	Plane		
Mesh Renderer			
Materials	1		
Lighting			
Cast Shadows	On		
Receive Shadows	✓		
Contribute Global Illum	✗		
Receive Global Illum	Light Probes		
Probes			
Light Probes	Blend Probes		
Reflection Probes	Blend Probes		
Anchor Override	None (Transform)		
Additional Settings			
Motion Vectors	Per Object Motion		
Dynamic Occlusion	✓		
Mesh Collider			
Convex	✗		
Is Trigger	✗		
Provides Contacts	✗		
Cooking Options	Everything		
Material	None (Physic Material)		
Mesh	Plane		
Layer Overrides			
Layer Override Priority	0		
Include Layers	Nothing		
Exclude Layers	Nothing		

Project window:

- M4 Scoped Assau
- Assets > objects > City
 - Audio
 - Materials
 - Mobile
 - Models
 - Prefabs
 - Scripts
 - Textures
- objects
- City

Console window:

BoxCollider does not support negative scale or size.



Hierarchy

- + SampleScene*
- Player
 - player
- Main Camera
- Plane
- enemy
- City
 - City
 - City (3)
 - City (1)
 - City (2)
- Road
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
- Directional Light
- Invincible walls



Inspector

enemy

Tag Untagged Layer Default

Transform

Position	X -14.73 Y 0.95 Z 0
Rotation	X 0 Y 0 Z 0
Scale	X 1 Y 1 Z 1

Capsule (Mesh Filter)

Mesh Capsule

Mesh Renderer

Materials

Lighting

- Cast Shadows On
- Receive Shadows ✓
- Contribute Global Illum
- Receive Global Illum Light Probes

Probes

- Light Probes Blend Probes
- Reflection Probes Blend Probes
- Anchor Override None (Transform)

Additional Settings

- Motion Vectors Per Object Motion
- Dynamic Occlusion ✓

Capsule Collider

Edit Collider

Is Trigger

Provides Contacts

Material None (Physic Material)

Center X 0 Y 0 Z 0

Radius 0.5

Height 2

Direction Y-Axis

Layer Overrides Activate Windows

Layer Override Priority Settings to activate Windows.

Include Layers Nothing

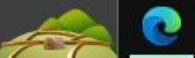
Project

- M4 Scoped Assau
- Assets > objects > City
 - Audio
 - Materials
 - Mobile
 - Models
 - Prefabs
 - Scripts
 - Textures
 - NewCity
- objects

⚠ BoxCollider does not support negative scale or size.



Type here to search



29°C Mostly cloudy



ENG
US
22:30
31/05/2024

Hierarchy

- SampleScene*
 - Player
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - Enemy
 - Canvas
 - Image
 - EventSystem

Scene

Pivot Global 2D

Game

Game Display 1 Free Aspect Scale 1x Play Focused

Inspector

Image Tag Untagged Layer UI Static

Rect Transform

center	Pos X	Pos Y	Pos Z
middle	0	0	0
	Width	Height	
	100	100	
Anchors	X 0.5	Y 0.5	
Min	X 0.5	Y 0.5	
Max	X 0.5	Y 0.5	
Pivot	X 0.5	Y 0.5	
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Canvas Renderer

Cull Transparent Mesh

Image

Source Image None (Sprite)

Color

Material None (Material)

Raycast Target

Raycast Padding

Maskable

Default UI Material (Material)

Shader UI/Default

Project

Console

Assets

- Ak47 Low Poly
- Materials
- Models
- Materials
- Prefabs
- Scenes
- BigRookGames
- AssetPacks
- Stylized Weapon Pac

Assets

- Ak47 Low ...
- BigRookG...
- objects
- Scenes
- Scripts
- Travis Ga...

Image

Activate Windows
Go to Settings > System > Activation to activate Windows.
Image Size: 0x0

⚠ BoxCollider does not support negative scale or size.

Hierarchy

- SampleScene*
 - Player
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - Enemy
 - Canvas
 - Image
 - EventSystem

Scene

Game

Inspector

Navigation (Obsolete)

Target (Texture 2D) Import Settings

Sprite Editor

Advanced

Default

Max Size: 2048

Resize Algorithm: Mitchell

Format: Automatic

Compression: Normal Quality

Use Crunch Compression:

Revert **Apply**

Project

Console

Assets

Ak47 Low Poly
Materials
Models
Materials
Prefabs
Scenes
BigRookGames
AssetPacks
Stylized Weapon Pac

Assets

Ak47 Low... BigRookG... objects Scenes Scripts Travis Ga... target

target

512x512 RGBA Compressed.DXT5|BC3 sRGB 256.0 KB

Activate Windows
Go to Settings to activate Windows.

AssetBundle: None

BoxCollider does not support negative scale or size.



Hierarchy

- All
- SampleScene*
- Player
- Plane
- City
- City (3)
- City (1)
- City (2)
- Road
- Road (3)
- Road (1)
- Road (2)
- Directional Light
- Invincible walls
- Enemy
- Canvas
- Image
- EventSystem



Make players

TN Layers Layout

Hierarchy Scene Animator Game Pivot Global 2D

SampleScene* Player player Main Camera Canvas Plane City City (3) City (1) City (2) Road Road (3) Road (1) Road (2) Directional Light Invincible walls EventSystem Enemys gun

Gun Import Settings Open

Last import generated 1 warnings Print to console

Model Rig Animation Materials

Import Constraints Import Animation Bake Animations Resample Curves Anim. Compression Keyframe Reduction 0.5 Rotation Error 0.5 Position Error 0.5 Scale Error 0.5

Rotation error is defined as maximum angle deviation allowed in degrees, for others it is defined as maximum distance/delta deviation allowed in percents

Animated Custom Property Remove Constant Scale C

Clips Start End

Scene 1.0 26.0 + -

Scene Length 0.833 30 FPS 10:05 10:10 10:15 10:20 10:25

Scene 2D 0.89x

BoxCollider does not support negative scale or size.

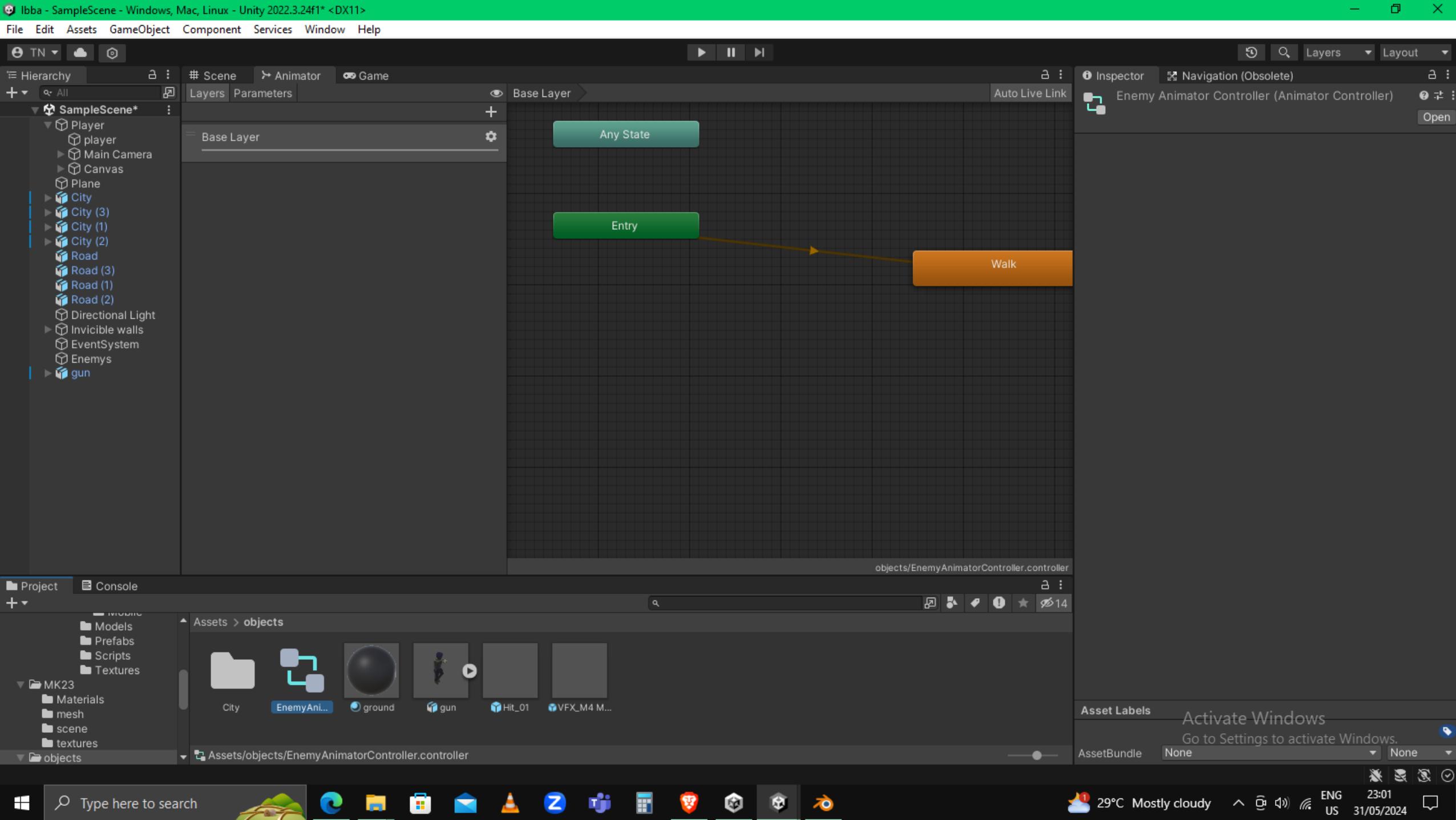
Assets > objects

City ground gun Hit_01 VFX_M4 M...

AssetBundle None

Activate Windows Go to Settings to activate Windows.

29°C Mostly cloudy ENG US 23:00 31/05/2024



Hierarchy

Scene Game

Pivot Global

2D

Navigation (Obsolete)

Static

firepoint

Untagged

Layer Default

Transform

Position X -0.002 Y 0.095 Z 0.133

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Add Component

Player

Main Camera

Canvas

Plane

City

City (3)

City (1)

City (2)

Road

Road (3)

Road (1)

Road (2)

Directional Light

Invincible walls

EventSystem

Enemies

gun

Armature

Cube.002

mk23

Project

Console

Activate Windows
Go to Settings to activate Windows.

Models

Prefabs

Scripts

Textures

MK23

Materials

mesh

scene

textures

objects

City

EnemyAni...

ground

gun

Hit_01

VFX_M4 M...

The Unity Editor interface is shown, displaying a 3D scene with several buildings (a green two-story house, a blue single-story building, and a dark grey industrial-style building) and a large yellow and black gun model. The scene is set on a red ground plane. The Hierarchy panel on the left lists game objects like Player, Main Camera, and various city and road assets. The Inspector panel on the right shows the current selected object, 'firepoint', which is tagged as 'Untagged' and has a transform with position (-0.002, 0.095, 0.133), rotation (0, 0, 0), and scale (1, 1, 1). The Project panel at the bottom shows asset folders like Models, Prefabs, Scripts, and Textures, along with specific assets such as 'City', 'EnemyAni...', 'ground', 'gun', 'Hit_01', and 'VFX_M4 M...'. A watermark for 'Activate Windows' is visible in the bottom right corner.

Ibba - SampleScene - Windows, Mac, Linux - Unity 2022.3.24f1* <DX11>

File Edit Assets GameObject Component Services Window Help

Hierarchy Scene Game Animator

Layers Parameters Base Layer Auto Live Link

SampleScene* Player player Main Camera Canvas Plane City City (3) City (1) City (2) Road Road (3) Road (1) Road (2) Directional Light Invincible walls EventSystem Enemys gun Armature Cube.002 mk23

isWalking Any State

Entry

idle Walk

Walk -> idle

Has Exit Time

Settings

- Exit Time: 0.7
- Fixed Duration:
- Transition Duration (s): 0
- Transition Offset: 0
- Interruption Source: None
- Ordered Interruption:

Timeline: 0:00 0:05 0:10 0:15 0:20 0:25 1:00 1:05 1:10 1:15

Walk

idle

Conditions

List is Empty

Preview 2D 0.89x

Activate Windows 0.00 (000.0%) Frame 0 Go to Settings to activate Windows.

Project Console

Assets > objects

- City
- EnemyAni...
- ground
- gun
- Hit_01
- VFX_M4 M...

objects/EnemyAnimatorController.controller

MK23

- Materials
- mesh
- scene
- textures

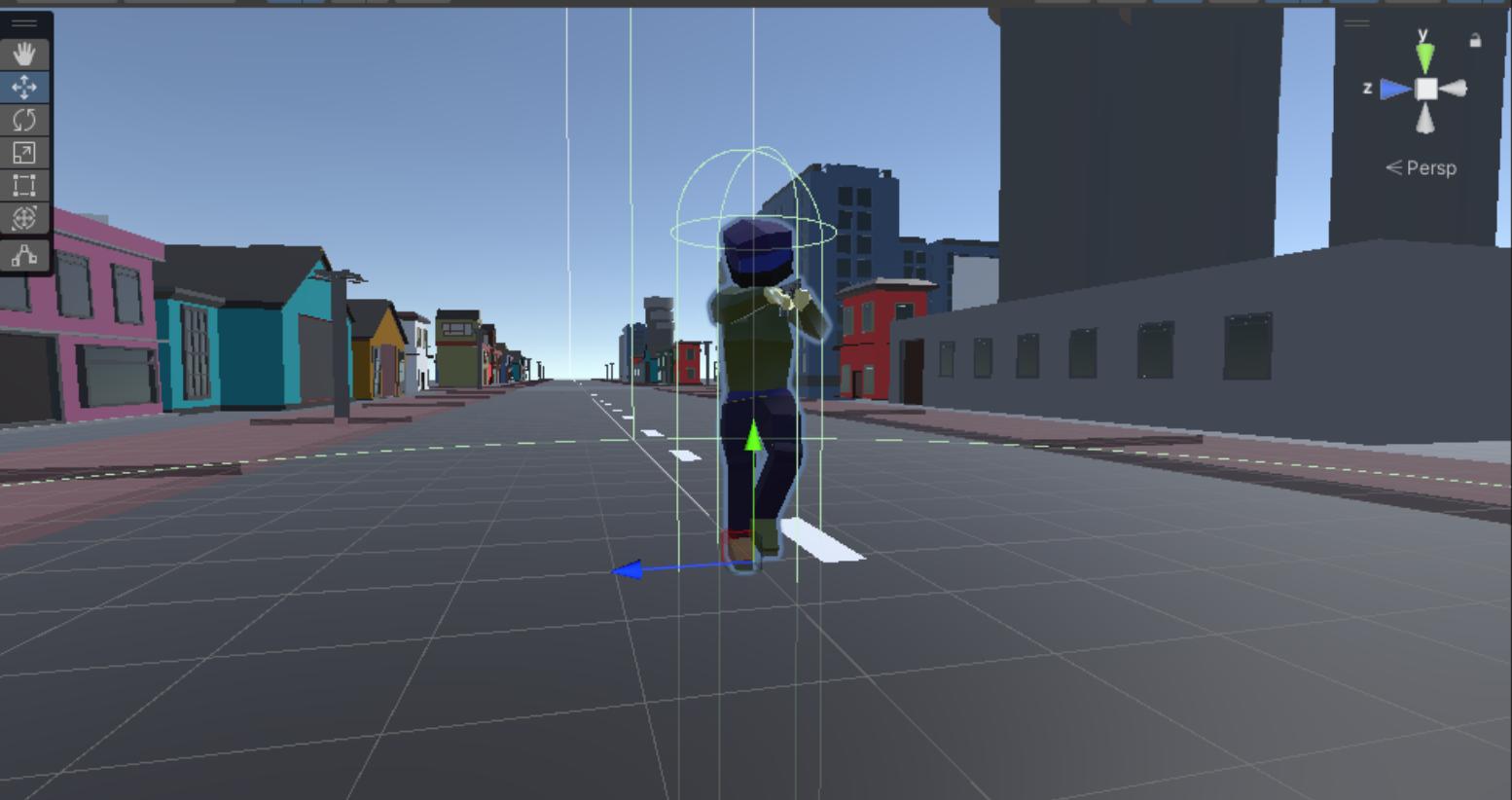
objects

Type here to search

29°C Mostly cloudy ENG US 23:05 31/05/2024

Hierarchy

- SampleScene*
 - Player
 - player
 - Main Camera
 - Canvas
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - EventSystem
 - Enemies
 - gun
 - Armature
 - Cube.002
 - mk23
 - Mark23_mesh
 - MK23_rigged
 - firepoint



Inspector

gun

- Tag Untagged
- Layer Default
- Prefab gun
- Overrides Select Open

Transform

Position	X 433.7095 Y 110.2162 Z 21.77572
Rotation	X 0 Y -103.584 Z 0
Scale	X 19.77806 Y 19.77806 Z 19.77806

Enemy AI (Script)

- Script EnemyAI
- Player Player (Transform)
- Shooting Range 10
- Fire Rate 1
- Bullet Prefab mk23_prefab
- Fire Point firepoint (Transform)
- Max Health 5

Animator

- Controller None (Runtime Animator Controller)
- Avatar None (Avatar)
- Apply Root Motion
- Update Mode Normal
- Culling Mode Always Animate

Clip Count: 0
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 0 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 0 (0.0%)

Target (Script)

- Script Target
- Health 5

Nav Mesh Agent

- Install AI Navigation Package
- Agent Type Humanoid
- Base Offset 0
- Steering

Activate Windows
Go to Settings to activate Windows.

Project

- MK23
 - Materials
 - mesh
 - scene
 - textures
- objects
 - City
 - Scenes
 - Scripts

Assets > Scripts

- Bullet
- EnemyAI
- PlayerHeal...
- PlayerMov...
- PlayerShoo...
- Target

UnassignedReferenceException: The variable player of EnemyAI has not been assigned.



Type here to search



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ENG
US
23:15
31/05/2024

Hierarchy

- SampleScene*
 - Player
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - EventSystem
 - Enemies
 - gun
 - GameObject

Scene

Inspector

GameObject

Transform

Position	X: 15.85224	Y: -12.0884	Z: 3.408849
Rotation	X: 0	Y: 0	Z: 0
Scale	X: 1	Y: 1	Z: 1

NavMeshSurface

R = 0.5
H = 2
45°

Agent Type: Humanoid, Walkable

Default Area, **Generate Links**, **Use Geometry**

Object Collection

- Collect Objects: All Game Objects
- Include Layers: Everything

Advanced

- Override Voxel Size: Voxel Size: 0.1666667, 3.00 voxels per agent radius
- Override Tile Size: Tile Size: 256, 42.67 world units
- Minimum Region Area: 2
- Build Height Mesh

Nav Mesh Data

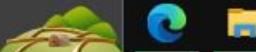
Add Component

Activate Windows
Go to Settings to activate Windows.

Assets > objects

- City
- EnemyAni...
- ground
- gun
- Hit_01
- VFX_M4 M...

⚠ Assets\Travis Game Assets\Hit Impact Effects\Demo Scene\Scripts\HitImpactEffectsPreview.cs(28,21): warning CS0108: 'HitImpactEffectsPreview.light' hides inherited member 'Component.light'. Use the new keyword if hiding was intended.



Hierarchy

- SampleScene*
 - Player
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - EventSystem
 - Enemies
 - gun
 - GameObject

Scene

Inspector

Scale Error: 0.5

Rotation error is defined as maximum angle deviation allowed in degrees, for others it is defined as maximum distance/delta deviation allowed in percents

Animated Custom Property:

Remove Constant Scale C:

Clips	Start	End
Scene	1.0	26.0

Scene

Length: 0.833 30 FPS

Start: 1 End: 26

Loop Time:

Loop Pose:

Cycle Offset: 0

Additive Reference Pose:

Pose Frame: 1

Curves
Events
Mask
Motion
Import Messages

Project

Console

Assets > objects

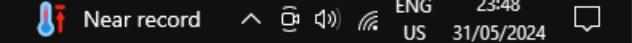
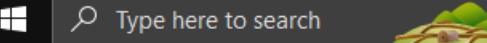
- City
- EnemyAni...
- ground
- gun
- Armature
- belt
- belt2
- body
- Cube.002
- Cube.002
- eyes
- helmet

AssetBundle: None

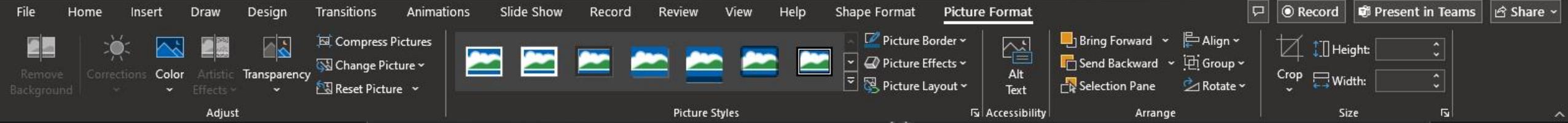
Activate Windows: Go to Settings to activate Windows.

0:00 (000,0%) Frame 1

Enemy took damage: 1



Make menus



Click to add notes

Hierarchy

- SampleScene*
 - Player
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - EventSystem
 - Enemies
 - NavMeshBaker
 - HealthCanvas
 - HealthBar
 - Background
 - Fill Area
 - Fill

Scene

Pivot Global

Inspector

Fill

Tag Untagged Layer UI

Rect Transform

Some values driven by Slider.

custom	Left	Top	Pos Z
stretch	-5	0	0
	Right	Bottom	
	-5	0	

Anchors

Min	X 0	Y 0
Max	X 0.1	Y 1
Pivot	X 0.5	Y 0.5

Rotation

X 0	Y 0	Z 0
-----	-----	-----

Scale

X 1	Y 1	Z 1
-----	-----	-----

Canvas Renderer

Cull Transparent Mesh

Image

Source Image: UISprite

Color: Red

Material: None (Material)

Raycast Target

Raycast Padding

Maskable

Image Type: Sliced

Fill Center

Pixels Per Unit Multiplier: 1

Default UI Material (Material)

Shader: UI/Default

Add Component

Assets > Scripts

- Bullet
- EnemyAI
- PlayerHeal...
- PlayerMov...
- PlayerShoo...
- Target

Enemy took damage: 1



Type here to search





Hierarchy

```
SampleScene*
  Player
  Plane
  City
  City (3)
  City (1)
  City (2)
  Road
  Road (3)
  Road (1)
  Road (2)
  Directional Light
  Invincible walls
  EventSystem
  Enemies
  NavMeshBaker
  HealthCanvas
    HealthBar
      Background
        Fill Area
          Fill
    Bullet(Clone)
    Hit_01(Clone)
```



Inspector

NavigationBar

Tag Untagged

Layer UI

Rect Transform

stretch	Left	Pos Y	Pos Z
bottom	0	0	0
Right	800	50	
Height			
Min	X 0	Y 0	
Max	X 1	Y 0	
Pivot	X 0.5	Y 0	
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Slider

Interactable	<input checked="" type="checkbox"/>
Transition	Color Tint
Target Graphic	None (Graphic)

⚠ You must have a Graphic target in order to use a color transition.

Normal Color	<input type="color"/>
Highlighted Color	<input type="color"/>
Pressed Color	<input type="color"/>
Selected Color	<input type="color"/>
Disabled Color	<input type="color"/>
Color Multiplier	<input type="color"/>
Fade Duration	0.1

Navigation

Automatic	<input type="radio"/>
Visualize	<input type="radio"/>

Fill Rect

Handle Rect	<input type="radio"/>
None (Rect Transform)	<input type="radio"/>

Direction

Left To Right	<input type="radio"/>
Min Value	0
Max Value	10

Intercepted Events

Project

Console

Assets

```
Ak47 Low Poly
BigRookGames
MK23
objects
Scenes
Scripts
Travis Game Assets
Packages
```



Type here to search



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The Unity Editor's Scene View displays a 3D scene set in a desert-like environment at sunset. A large, semi-transparent UI canvas is positioned in the center. On the canvas, the words "WAR CITY" are written in a large, serif font. Below them is a rectangular button labeled "START". A green arrow points upwards from the "START" button towards the text "WAR CITY". The UI canvas is contained within a white rectangular frame.

Inspector **Navigation (Obsolete)**

PlayButton Tag Untagged Layer UI

Rect Transform

center	Pos X	Pos Y	Pos Z
middle	0	0	0
Width	160	30	
Height			

Anchors

Min	X 0.5	Y 0.5
Max	X 0.5	Y 0.5
Pivot	X 0.5	Y 0.5

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Canvas Renderer

Cull Transparent Mesh

Image

Source Image: UISprite

Color: None (Material)

Material: None (Material)

Raycast Target:

Raycast Padding:

Maskable:

Image Type: Sliced

Fill Center:

Pixels Per Unit Multiplier: 1

Button

Interactable:

Transition: Color Tint

Target Graphic: PlayButton (Image)

Normal Color:

Highlighted Color:

Pressed Color:

Selected Color:

PlayButton

Project Console

Assets > objects

- Ak47 Low Poly
- BigRookGames
- MK23
- objects
- Scenes
- Scripts
- TextMesh Pro
- Travis Game Assets

City bullet Bullet EnemyAni... ground gun Hit_01 Menu VFX_M4 M...

[TMP Examples & Extras] have been imported.



Type here to search



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19:28
01/06/2024

Scene View (Persp)

WAR CITY

START

QUIT

UI Elements: Panel, Pivot, Global, 2D, Light, Camera, Navigation (Obsolete), Image, Button, On Click (Runtime Only: MainMenu.PlayGame), Canvas (Main), Default UI Material (Material), Shader UI/Default, Add Component, PlayButton.

Assets > Scripts

- Bullet
- EnemyAI
- MainMenu
- PlayerHeal...
- PlayerMov...
- PlayerShoo...
- Target

Project

Console

Assets

- Ak47 Low Poly
- BigRookGames
- MK23
- objects
- Scenes
- Scripts
- TextMesh Pro
- Travis Game Assets

Assets\Travis Game Assets\Hit Impact Effects\Demo Scene\Scripts\HitImpactEffectsPreview.cs(28,21): warning CS0108: 'HitImpactEffectsPreview.light' hides inherited member 'Component.light'. Use the new keyword if hiding was intended.



Hierarchy

```

GameScene*
  ▶ Player
  ▶ Plane
  ▶ City
    ▶ City (3)
    ▶ City (1)
    ▶ City (2)
    ▶ Road
    ▶ Road (3)
    ▶ Road (1)
    ▶ Road (2)
    ▶ Directional Light
  ▶ Invincible walls
  ▶ EventSystem
  ▶ Enemies
  ▶ NavMeshBaker
  ▶ HealthCanvas
    ▶ HealthBar
      ▶ Background
        ▶ Fill Area
          ▶ Fill
          ▶ Image
    ▶ Hit_01(Clone)

```



Inspector

Image

Tag Untagged Layer UI Static

Rect Transform

center	Pos X -94.7	Pos Y 0	Pos Z 0
middle	Width 40	Height 40	
	[x] R		

Anchors

Min	X 0.5	Y 0.5
Max	X 0.5	Y 0.5
Pivot	X 0.5	Y 0.5

Rotation

X 0	Y 0	Z 0
-----	-----	-----

Scale

X 1	Y 1	Z 1
-----	-----	-----

Canvas Renderer

Cull Transparent Mesh

Image

Source Image heart

Color

Material None (Material)

Raycast Target

Raycast Padding

Maskable

Image Type Simple

Use Sprite Mesh

Preserve Aspect

Set Native Size

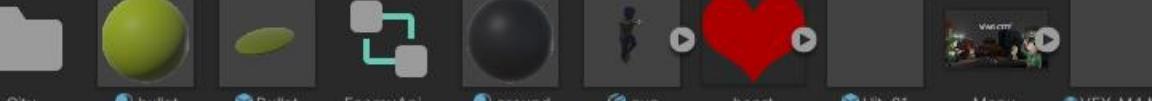
Project

Assets > objects

```

Assets
  ▶ Ak47 Low Poly
  ▶ BigRookGames
    ▶ _AssetPacks
      ▶ Stylized Weapon Pac
        ▶ M4 Scoped Assau
  ▶ MK23
  ▶ objects
  ▶ Scenes

```



Default UI Material (Material)

Shader UI/Default

Edit...

Add Component

Activate Windows

Go to Settings to activate Windows.

Image

BoxCollider does not support negative scale or size.



The Unity Editor interface showing a 3D scene titled "GameScene".

Hierarchy: Shows the game objects in the scene, including "Player", "Plane", "City" (3), "City (1)", "City (2)", "Road" (3), "Road (1)", "Road (2)", "Directional Light", "Invincible walls", "EventSystem", "Enemies" (tagged "Enemy"), "gun", "NavMeshBaker", "HealthCanvas" (tagged "Background"), "Fill Area" (tagged "Fill"), and "Image".

Scene View: Displays the 3D scene with a city environment. A red heart-shaped mesh is positioned near the center. A green wireframe cube is also visible.

Inspector: Shows the properties for selected object "Enemies". Transform settings are displayed: Position X: -433.709, Y: -110.2162, Z: -21.7757; Rotation X: 0, Y: 0, Z: 0; Scale X: 1, Y: 1, Z: 1. An "Add Component" button is present.

Assets: Shows the "Assets > objects" folder containing files: City, bullet, Bullet, EnemyAni..., ground, gun, heart, Hit_01, Menu, and VFX_M4 M... .

System Tray: Shows system icons for battery, signal, volume, and clock (20:17) along with a notification for "Player Died!".

Activate Windows
Go to Settings to activate Windows.

AutoSave (● Off) H Search ITBIN-2110-0159 - Nimantha Colambage TC

Presentation1 - PowerPoint (Product Activation Fa...)

File Home Insert Draw Design Transitions Animations Slide Show Record Review View Help Shape Format

Record Present in Teams Share

Font Paragraph Drawing Editing

Clipboard Slides

Layout New Reuse Reset Slide Slides Section

B I U S AV Aa A A Text Direction Align Text Convert to SmartArt

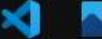
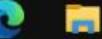
Shape Fill Shape Outline Shape Effects

Find Replace Select Dictate Add-ins Designer



Click to add notes

Activate Windows
Go to Settings to activate Windows.



AutoSave (Off) Presentation1 - PowerPoint (Product Activation Fa... Search ITBIN-2110-0159 - Nimantha Colambage TC

File Home Insert Draw Design Transitions Animations Slide Show Record Review View Help Shape Format

Paste New Reuse Reset New Slide Slides Section

Font Paragraph Drawing Editing

Find Replace Dictate Add-ins Designer



Activate Windows

Go to Settings to activate Windows.

Click to add notes

Hierarchy

- GameOver
 - Main Camera
 - GameOverCanvas
 - GameOverPanel
 - RestartButton
 - Text (TMP)
 - EventSystem

Scene

Inspector

Image

- Source Image: UISprite
- Color: None (Material)
- Material: None (Material)
- Raycast Target: checked
- Raycast Padding: checked
- Maskable: checked
- Image Type: Sliced
- Fill Center: checked
- Pixels Per Unit Multi: 1

Button

- Interactable: checked
- Transition: Color Tint
- Target Graphic: RestartButton (Image)
- Normal Color:
- Highlighted Color:
- Pressed Color:
- Selected Color:
- Disabled Color:
- Color Multiplier: 1
- Fade Duration: 0.1
- Navigation: Automatic
- On Click ()

 - Runtime Only: GameOverManager.RestartGame
 - GameOver: GameOver

Assets

Scenes

- GameScene
- GameOver
- GameScene
- MainMenu

Default UI Material (Material)

Activate Windows
Add Component
Go to Settings to activate Windows.

RestartButton

Windows Taskbar

Type here to search

Assets\Scripts\GameOverManager.cs(7,18): warning CS0414: The field 'GameOverManager.isGameOver' is assigned but its value is never used

The screenshot shows the Unity Editor interface with a game scene titled "GameScene".

Hierarchy: Shows the game objects in the scene, including "Player", "Plane", "City" (3), "City" (1), "City" (2), "Road" (3), "Road" (1), "Road" (2), "Directional Light", "Invincible walls", "EventSystem", "Enemies", "NavMeshBaker", "HealthCanvas", "PauseManager", and its children "PauseMenuCanvas" and "PauseMenuPane".

Scene View: Displays the 3D game world with a blue sky background. A large white rectangular UI panel is centered, containing the word "PAUSED" in large capital letters. Below it are two buttons: "CONTINUE" (white background, black text) and "MAIN MENU" (white background with a red horizontal bar, black text). A green arrow points upwards from the "CONTINUE" button towards the "PAUSED" text, and a red arrow points to the right from the "MAIN MENU" button.

Inspector: Shows the properties of the selected "Image" component, which is a UI sprite for the "MAIN MENU" button. It includes settings for Source Image (UISprite), Color (None), Material (None), Raycast Target (checked), Raycast Padding, Maskable (checked), Image Type (Sliced), Fill Center (checked), and Pixels Per Unit Multi (1).

Scripting: The "Assets > Scripts" folder contains scripts named "Bullet", "EnemyAI", "GameOve...", "MainMenu", "PauseMenu", "PlayerHeal...", "PlayerMov...", "PlayerShoo...", and "Target".

Function List: The "PauseMenu" script has the following methods listed in the Inspector:

- bool enabled
- string name
- bool runInEditMode
- string tag
- bool useGUILayout
- BroadcastMessage (string)
- CancelInvoke (string)
- CancelInvoke ()
- LoadMainMenu ()
- QuitGame ()
- Resume ()
- SendMessage (string)
- SendMessageUpwards (string)
- StopAllCoroutines ()
- StopCoroutine (string)

Component List: The "PauseMenu" script has a dropdown menu for "No Function" where "PauseMenu" is selected.

Bottom Bar: Includes the Unity logo, a search bar, and various system icons for file operations, network, and system status.

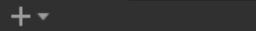


Hierarchy

- + GameScene*
 - Player
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - EventSystem
 - Enemies
 - NavMeshBaker
 - HealthCanvas
 - PauseManager



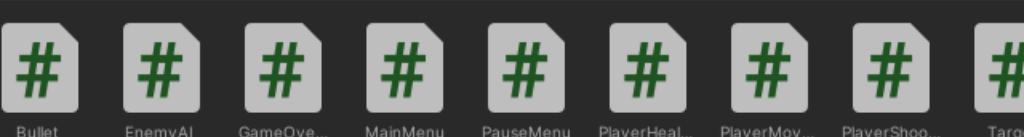
Project Console



Assets

- Ak47 Low Poly
- BigRookGames
- MK23
- objects
- Scenes
- Scripts
- TextMesh Pro
 - Documentation
 - Examples & Extras

Assets > Scripts



Type here to search



27°C Cloudy

ENG
US18:50
02/06/2024

The screenshot shows the Unity Editor interface with the following details:

- Top Bar:** Includes File, Edit, Assets, GameObject, Component, Services, Window, Help menus, and various tool icons.
- Hierarchy View:** Shows the scene structure with objects like Player, Plane, City, Road, and various Manager components.
- Scene View:** Displays a 3D perspective view of the game world. A blue cube and a green cube are positioned above a rectangular plane, with a text mesh labeled "Kills" nearby.
- Inspector View:** Focuses on the "GameManager" object, showing its Transform (Position: X 646.554, Y 439.9477, Z 5.107097), and its Game Manager (Script) component which has "Total Enemies" set to 10 and "Kills Counter Text" set to KillsCounterText (Text Mesh Pro).
- Project View:** Shows the project structure with Assets (Ak47 Low Poly, BigRookGames, MK23, objects, Scenes, Scripts) and TextMesh Pro (Documentation, Examples & Extras).
- Scripts View:** Shows a list of scripts: Bullet, EnemyAI, GameManager, GameOver, MainMenu, PauseMenu, PlayerHealth, PlayerMovement, PlayerShooting, and Target, each represented by a script icon.

The screenshot shows the Unity Editor interface for a game project named "YouWon".

Scene View: The central view displays a 3D scene with a blue sky and a brown ground plane. A white rectangular UI panel is positioned in the center of the scene.

Hierarchy View: On the left, the hierarchy shows the root node "YouWon*" containing "Main Camera", "Directional Light", "YouWonCanvas", "YouWonPanel", and "EventSystem".

Inspector View: The right side shows the "Inspector" window for a selected "Texture 2D" asset named "Won". The settings are as follows:

- Texture Type: Sprite (2D and UI)
- Texture Shape: 2D
- Sprite Mode: Single
- Pixels Per Unit: 100
- Mesh Type: Tight
- Extrude Edges: 1
- Pivot: Center
- Generate Physics: checked

Advanced Settings:

- Wrap Mode: Clamp
- Filter Mode: Bilinear
- Aniso Level: 1
- Default Resolution: 1920x1080
- Max Size: 2048
- Resize Algorithm: Mitchell
- Format: Automatic
- Compression: Normal Quality
- Use Crunch Compression: checked

Project View: The bottom left shows the "Assets" browser with categories like "Assets", "TextMesh Pro", and "Scenes". The "Assets > objects" folder contains various assets including "City", "bullet", "Bullet", "EnemyAni...", "ground", "gun", "heart", "lost", "Menu", "VFX_M4 M...", and "won".

Asset Preview: Below the Project View, a preview window shows the "Assets/objects/won.jpg" file, which is a red heart icon.

System Status: A message at the bottom right says "Activate Windows" and "Go to Settings to activate Windows." There is also a "Revert" and "Apply" button in the Inspector.

The Unity Editor interface is shown, displaying a game scene titled "YouWon". The scene features a sunset background with silhouettes of soldiers holding rifles. A large, stylized white text "WONNNN!" is displayed prominently. In the foreground, there are two white rectangular buttons labeled "Main Menu" and "Quit". The "Hierarchy" tab shows the scene structure, and the "Inspector" tab shows the properties of the selected "MainMenuButton". The "Project" and "Console" tabs are also visible at the bottom.

Inspector **Navigation (Obsolete)**

Color: None (Material)

Material: Raycast Target: ✓

Raycast Padding: Maskable: ✓

Image Type: Sliced

Fill Center: ✓

Pixels Per Unit Multi: 1

Button

Interactable: ✓

Transition: Color Tint

Target Graphic: MainMenuButton (Image)

Normal Color:

Highlighted Color:

Pressed Color:

Selected Color:

Disabled Color:

Color Multiplier: 1

Fade Duration: 0.1

Navigation: Automatic

On Click (): Runtime Only MainMenuItem.LoadScene

Main Menu Button (Script)

Script: MainMenuItem

Default UI Material (Material): UI/Default

Activate Windows: Go to Settings to activate Windows.

MainMenuItem

Add sounds

[File](#) [Edit](#) [Assets](#) [GameObject](#) [Component](#) [Services](#) [Window](#) [Help](#)

Hierarchy

Scene

Game

Pivot Global

2D

3D

Navigation (Obsolete)

Layers Layout

Inspector

GunfireAudioSource

Tag Untagged Layer Enemy

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Audio Source

AudioClip AutoGun_1p_01

Output None (Audio Mixer Group)

Mute

Bypass Effects

Bypass Listener Effects

Bypass Reverb Zones

Play On Awake

Loop

Priority

Volume

Pitch

Stereo Pan

Spatial Blend

Reverb Zone Mix

3D Sound Settings

Add Component

Activate Windows
Go to Settings to activate Windows.

GameScene*

- Player
- Plane
- City
- City (3)
- City (1)
- City (2)
- Road
- Road (3)
- Road (1)
- Road (2)
- Directional Light
- Invincible walls
- EventSystem
- Enemies
 - gun
 - Armature
 - mixamorig:Hip
 - Cube.002
 - mk23
 - FootstepAudioSource
 - GunfireAudioSource
 - NavMeshBaker
 - HealthCanvas
 - PauseManager
 - Canvas
 - GameManager

Project

Console

Assets

- Ak47 Low Poly
- Audio
- BigRookGames
 - _AssetPacks
 - Stylized Weapon Pac
- MentalDreamsAssets
 - SoldierSoundsPack
- MK23
- objects

Assets > Audio

- AutoGun_1p_01
- clip audio ...
- Footstep_...
- Footstep_...
- SFX_Assaul...



Type here to search



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ENG US 23:06 02/06/2024

Hierarchy

- GameScene*
 - Player
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - EventSystem
 - Enemies
 - gun

Scene

Inspector

gun

- Tag: Enemy
- Layer: Enemy
- Prefab: gun
- Transform

 - Position: X 433.709 Y 110.216 Z 21.7757
 - Rotation: X 0 Y -103.58 Z 0
 - Scale: X 19.7780 Y 19.7780 Z 19.7780

- Enemy AI (Script)

 - Script: EnemyAI
 - Player: Player (Transform)
 - Shooting Range: 10
 - Fire Rate: 1
 - Bullet Prefab: Bullet
 - Fire Point: firepoint (Transform)
 - Muzzle Flash Prefab: Hit_01
 - Max Health: 5
 - Footstep Audio Source: FootstepAudioSource (Audio Source)
 - Footstep Clip: Footstep_Metal_2_12
 - Gunfire Audio Source: Gunfire AudioSource (Audio Source)
 - Gunfire Clip: AutoGun_1p_01

- Animator

 - Controller: EnemyAnimatorController
 - Avatar: None (Avatar)
 - Apply Root Motion: Normal
 - Update Mode: Normal
 - Culling Mode: Always Animate

Project

Assets

- Ak47 Low Poly
- Audio
- BigRookGames
 - _AssetPacks
 - Stylized Weapon Pack
- MentalDreamsAssets
 - SoldierSoundsPack
- MK23
- objects

Assets > Audio

Hierarchy

- GameScene*
 - Player
 - player
 - Main Camera
 - Canvas
 - footstep AudioSource
 - Plane
 - City
 - City (3)
 - City (1)
 - City (2)
 - Road
 - Road (3)
 - Road (1)
 - Road (2)
 - Directional Light
 - Invincible walls
 - EventSystem
 - Enemies
 - gun
 - NavMeshBaker
 - HealthCanvas
 - PauseManager
 - Canvas
 - GameManager

Scene

Pivot Global

Inspector

Navigation (Obsolete)

Center	X 0	Y 0	Z 0
Radius	0.5		
Height	2		

Layer Overrides

Layer Override Prior 0

Include Layers Nothing

Exclude Layers Nothing

Player Movement (Script)

Script	PlayerMovement
Player Camera	Main Camera (Camera)
Walk Speed	5
Run Speed	12
Jump Power	7
Gravity	20
Look Speed	2
Look X Limit	90
Default Height	2
Crouch Height	1
Crouch Speed	3
Footstep Audio Source	footstep AudioSource (Audio Source)
Footstep Clip	Footstep_Metal_1_2
Footstep Interval	0.5

Player Shooting (Script)

Script	PlayerShooting
Player Camera	Main Camera (Camera)
Shoot Range	100
Shoot Damage	1
Bullet Impact Prefab	Hit_01
Muzzle Flash Prefab	VFX_M4 Muzzle Flash
Muzzle Point	firepoint (Transform)
Gunshot Sound	SFX_Assault Single Shot
Zoom FOV	30
Normal FOV	60
Zoom Speed	5

Player Health (Script)

Activate Windows
Go to Settings to activate Windows.

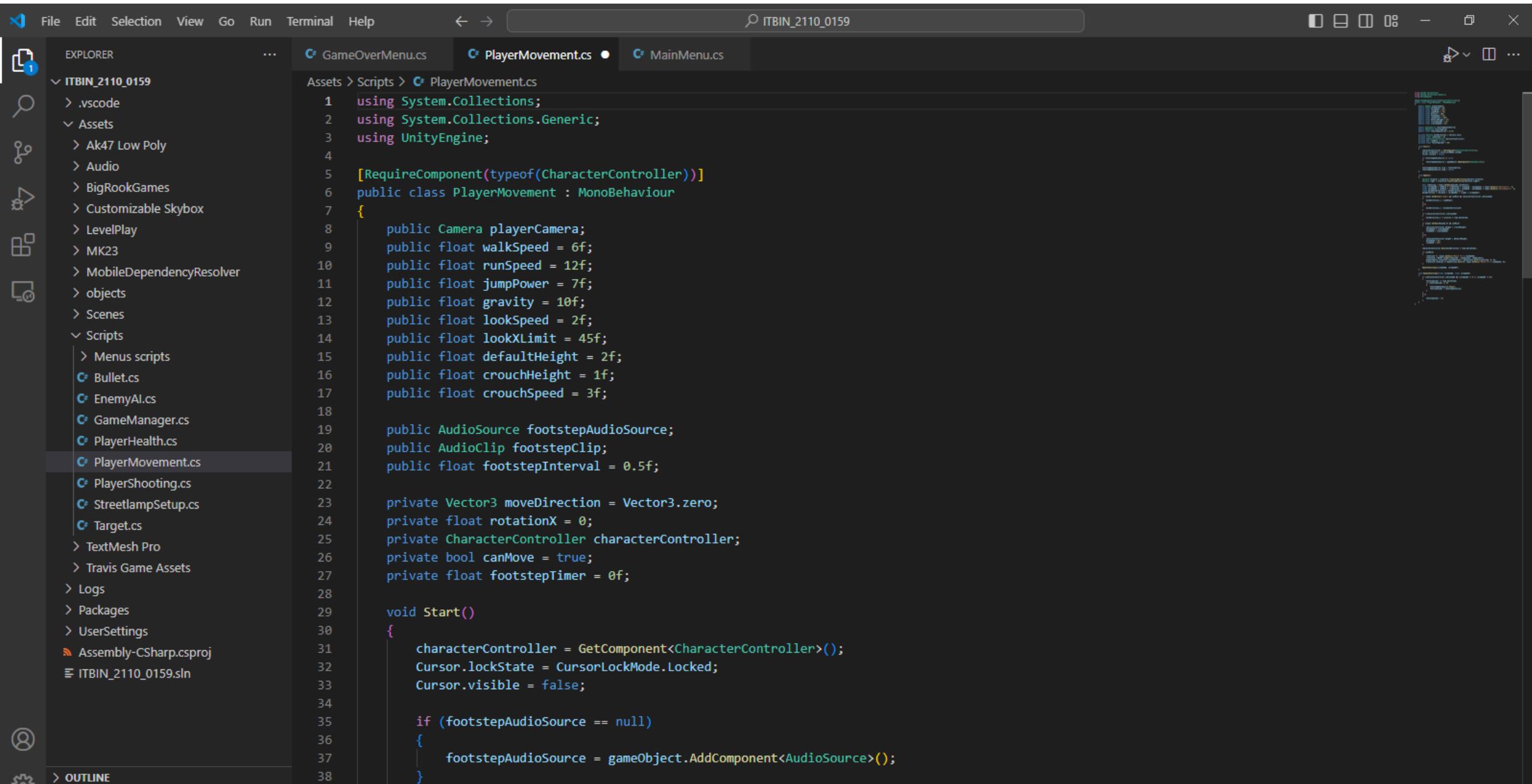
Project

Assets

- Assets > Audio
 - AutoGun_1...
 - clip audio ...
 - Footstep_...
 - Footstep_...
 - SFX_Assaul...

Codeing

Player Moment



EXPLORER ... C# GameOverMenu.cs C# PlayerMovement.cs ● C# MainMenu.cs

Assets > Scripts > C# PlayerMovement.cs

```
7  {
30   {
36   {
38   }
39   }
40   footstepAudioSource.clip = footstepClip;
41   footstepAudioSource.loop = false;
42   }
43   }
44   void Update()
45   {
46       Vector3 forward = transform.TransformDirection(Vector3.forward);
47       Vector3 right = transform.TransformDirection(Vector3.right);

48       bool isRunning = Input.GetKey(KeyCode.LeftShift);
49       float curSpeedX = canMove ? (isRunning ? runSpeed : walkSpeed) * Input.GetAxis("Vertical") : 0;
50       float curSpeedY = canMove ? (isRunning ? runSpeed : walkSpeed) * Input.GetAxis("Horizontal") : 0;
51       float movementDirectionY = moveDirection.y;
52       moveDirection = (forward * curSpeedX) + (right * curSpeedY);

53       if (Input.GetButton("Jump") && canMove && characterController.isGrounded)
54       {
55           moveDirection.y = jumpPower;
56       }
57       else
58       {
59           moveDirection.y = movementDirectionY;
60       }
61       if (!characterController.isGrounded)
62       {
63           moveDirection.y -= gravity * Time.deltaTime;
64       }

65       if (Input.GetKey(KeyCode.R) && canMove)
66       {
67           characterController.height = crouchHeight;
68           walkSpeed = crouchSpeed;
69           runSpeed = crouchSpeed;
70       }
71   }
72   }
73 }
```

EXPLORER ... C# GameOverMenu.cs C# PlayerMovement.cs ● C# MainMenu.cs

ITBIN_2110_0159

.vscode

Assets

Ak47 Low Poly

Audio

BigRookGames

Customizable Skybox

LevelPlay

MK23

MobileDependencyResolver

objects

Scenes

Scripts

Menus scripts

Bullet.cs

EnemyAI.cs

GameManager.cs

PlayerHealth.cs

PlayerMovement.cs

PlayerShooting.cs

StreetlampSetup.cs

Target.cs

TextMesh Pro

Travis Game Assets

Logs

Packages

UserSettings

Assembly-CSharp.csproj

ITBIN_2110_0159.sln

Assets > Scripts > C# PlayerMovement.cs

```
7  {
45  {
60  {
62  }
63  }
64  if (!characterController.isGrounded)
65  {
66      moveDirection.y -= gravity * Time.deltaTime;
67  }
68
69  if (Input.GetKey(KeyCode.R) && canMove)
70  {
71      characterController.height = crouchHeight;
72      walkSpeed = crouchSpeed;
73      runSpeed = crouchSpeed;
74  }
75  else
76  {
77      characterController.height = defaultHeight;
78      walkSpeed = 6f;
79      runSpeed = 12f;
80  }
81
82  characterController.Move(moveDirection * Time.deltaTime);
83
84  if (canMove)
85  {
86      rotationX += -Input.GetAxis("Mouse Y") * lookSpeed;
87      rotationX = Mathf.Clamp(rotationX, -lookXLimit, lookXLimit);
88      playerCamera.transform.localRotation = Quaternion.Euler(rotationX, 0, 0);
89      transform.rotation *= Quaternion.Euler(0, Input.GetAxis("Mouse X") * lookSpeed, 0);
90  }
91
92  HandleFootsteps(curSpeedX, curSpeedY);
93 }
94
95 void HandleFootsteps(float curSpeedX, float curSpeedY)
96 {
97     if (characterController.isGrounded && (curSpeedX != 0 || curSpeedY != 0))
```



File Edit Selection View Go Run Terminal Help ← → ITBIN_2110_0159

EXPLORER ... C# GameOverMenu.cs C# PlayerMovement.cs ● C# MainMenu.cs

ITBIN_2110_0159 .vscode Assets > Scripts > C# PlayerMovement.cs

7 {
45 {
76 {
78 walkSpeed = 6f;
79 runSpeed = 12f;
80 }
81
82 characterController.Move(moveDirection * Time.deltaTime);
83
84 if (canMove)
85 {
86 rotationX += -Input.GetAxis("Mouse Y") * lookSpeed;
87 rotationX = Mathf.Clamp(rotationX, -lookXLimit, lookXLimit);
88 playerCamera.transform.localRotation = Quaternion.Euler(rotationX, 0, 0);
89 transform.rotation *= Quaternion.Euler(0, Input.GetAxis("Mouse X") * lookSpeed, 0);
90 }
91
92 HandleFootsteps(curSpeedX, curSpeedY);
93 }
94
95 void HandleFootsteps(float curSpeedX, float curSpeedY)
96 {
97 if (characterController.isGrounded && (curSpeedX != 0 || curSpeedY != 0))
98 {
99 footstepTimer -= Time.deltaTime;
100 if (footstepTimer <= 0)
101 {
102 footstep AudioSource.Play();
103 footstepTimer = footstepInterval;
104 }
105 else
106 {
107 footstepTimer = 0;
108 }
109 }
110 }
111 }
112 }

> OUTLINE > TIMELINE

x 0 ▲ 0 ⌂ 0 Type here to search 29°C Mostly clear 22:49 ENG UK 10/06/2024

Enemy AI

The screenshot shows a Unity Editor window with the title "Enemy AI". The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. A search bar contains the text "ITBIN_2110_0159". The left sidebar has icons for Explorer, Search, Find, and others. The Explorer panel shows a project structure with a folder "ITBIN_2110_0159" containing ".vscode", "Assets" (with subfolders like Ak47 Low Poly, Audio, BigRookGames, Customizable Skybox, LevelPlay, MK23, MobileDependencyResolver, objects, Scenes, Scripts, Menus scripts, Bullet.cs, EnemyAI.cs, GameManager.cs, PlayerHealth.cs, PlayerMovement.cs, PlayerShooting.cs, StreetlampSetup.cs, Target.cs), TextMesh Pro, Travis Game Assets, Logs, Packages, UserSettings, and Assembly-CSharp.csproj. Below these are files ITBIN_2110_0159.cs and ITBIN_2110_0159.sln. The main code editor area displays the "EnemyAI.cs" script:

```
Assets > Scripts > EnemyAI.cs
1  using UnityEngine;
2  using UnityEngine.AI;
3
4  public class EnemyAI : MonoBehaviour
5  {
6      public Transform player;
7      public float shootingRange = 10f;
8      public float fireRate = 1f;
9      public GameObject bulletPrefab;
10     public Transform firePoint;
11     public GameObject muzzleFlashPrefab;
12     public int maxHealth = 5;
13
14     public AudioSource footstep AudioSource;
15     public AudioClip footstep Clip;
16     public AudioSource gunfire AudioSource;
17     public AudioClip gunfire Clip;
18
19     private NavMeshAgent agent;
20     private float nextFireTime = 0f;
21     private int currentHealth;
22     private bool isDead = false;
23     private Animator animator;
24     private bool isWalking = false;
25
26     void Start()
27     {
28         agent = GetComponent<NavMeshAgent>();
29         currentHealth = maxHealth;
30         animator = GetComponent<Animator>();
31
32         if (agent == null)
33         {
34             Debug.LogError("NavMeshAgent component not found on " + gameObject.name);
35         }
36
37         if (animator == null)
```

EXPLORER

ITBIN_2110_0159

- .vscode
- Assets
 - Ak47 Low Poly
 - Audio
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- Assembly-CSharp.csproj
- ITBIN_2110_0159.sln

> OUTLINE

> TIMELINE

C# EnemyAI.cs

```
5 {
26     void Start()
27     {
28         agent = GetComponent<NavMeshAgent>();
29         currentHealth = maxHealth;
30         animator = GetComponent<Animator>();
31
32         if (agent == null)
33         {
34             Debug.LogError("NavMeshAgent component not found on " + gameObject.name);
35         }
36
37         if (animator == null)
38         {
39             Debug.LogError("Animator component not found on " + gameObject.name);
40         }
41
42         if (footstep AudioSource == null)
43         {
44             Debug.LogError("Footstep AudioSource component not found on " + gameObject.name);
45         }
46
47         if (gunfire AudioSource == null)
48         {
49             Debug.LogError("Gunfire AudioSource component not found on " + gameObject.name);
50         }
51     }
52
53     void Update()
54     {
55         if (isDead || agent == null)
56             return;
57
58         float distanceToPlayer = Vector3.Distance(transform.position, player.position);
59
60         if (distanceToPlayer > shootingRange)
61         {
62             MoveTowardsPlayer();
63         }
64     }
65 }
```

EXPLORER

ITBIN_2110_0159

- .vscode
- Assets
 - Ak47 Low Poly
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> OUTLINE

> TIMELINE

C# EnemyAI.cs

```
Assets > Scripts > C# EnemyAI.cs
5  {
27   {
48   {
49     Debug.LogError("Gunfire AudioSource component not found on " + gameObject.name);
50   }
51 }
52
void Update()
{
  if (isDead || agent == null)
    return;

float distanceToPlayer = Vector3.Distance(transform.position, player.position);

if (distanceToPlayer > shootingRange)
{
  MoveTowardsPlayer();
}
else
{
  StopAndAttackPlayer();
}

if (agent.velocity.sqrMagnitude > 0.1f && distanceToPlayer > agent.stoppingDistance)
{
  if (!isWalking)
  {
    isWalking = true;
    animator.SetBool("isWalking", true);
    PlayFootstepSound();
  }
  else
  {
    if (isWalking)
    {
      isWalking = false;
      animator.SetBool("isWalking", false);
      StopFootstepSound();
    }
  }
}
```



EXPLORER ... C# EnemyAI.cs ●

ITBIN_2110_0159 .vscode Assets > Scripts > C# EnemyAI.cs

```
5    {
54   {
65   {
67   }
68   if (agent.velocity.sqrMagnitude > 0.1f && distanceToPlayer > agent.stoppingDistance)
69   {
70       if (!isWalking)
71       {
72           isWalking = true;
73           animator.SetBool("isWalking", true);
74           PlayFootstepSound();
75       }
76   }
77   else
78   {
79       if (isWalking)
80       {
81           isWalking = false;
82           animator.SetBool("isWalking", false);
83           StopFootstepSound();
84       }
85   }
86 }
87 }

void MoveTowardsPlayer()
88 {
89     agent.SetDestination(player.position);
90     animator.SetBool("isWalking", true);
91     PlayFootstepSound();
92 }

void StopAndAttackPlayer()
93 {
94     agent.ResetPath();
95     animator.SetBool("isWalking", false);
96     StopFootstepSound();
97     RotateTowardsPlayer();
98     ShootAtPlayer();
99 }
```

File Edit Selection View Go Run Terminal Help ← → ITBIN_2110_0159

EXPLORER ... C# EnemyAI.cs ●

ITBIN_2110_0159 .vscode Assets > Scripts > C# EnemyAI.cs

5 {
54 {
79 {
86 }
87 }
88 }
89 void MoveTowardsPlayer()
90 {
91 agent.SetDestination(player.position);
92 animator.SetBool("isWalking", true);
93 PlayFootstepSound();
94 }
95
96 void StopAndAttackPlayer()
97 {
98 agent.ResetPath();
99 animator.SetBool("isWalking", false);
100 StopFootstepSound();
101 RotateTowardsPlayer();
102 ShootAtPlayer();
103 }
104
105 void RotateTowardsPlayer()
106 {
107 Vector3 direction = (player.position - transform.position).normalized;
108 direction.y = 0;
109 Quaternion lookRotation = Quaternion.LookRotation(direction);
110 transform.rotation = Quaternion.Lerp(transform.rotation, lookRotation, Time.deltaTime * 5f);
111 }
112
113 void ShootAtPlayer()
114 {
115 if (Time.time >= nextFireTime && !isDead)
116 {
117 nextFireTime = Time.time + 1f / fireRate;
118
119 Vector3 directionToPlayer = (player.position - firePoint.position).normalized;
120
121 GameObject bullet = Instantiate(bulletPrefab, firePoint.position, Quaternion.identity);

LN 68, Col 1 Spaces: 4 UTF-8 CRLF C# 🔍

Type here to search

29°C Mostly clear 22:51 ENG UK 10/06/2024



EXPLORER

...

C# EnemyAI.cs ●

ITBIN_2110_0159

- > .vscode
- Assets
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 - > MK23
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 - > Menus scripts
 - C# Bullet.cs
 - C# EnemyAI.cs
 - C# GameManager.cs
 - C# PlayerHealth.cs
 - C# PlayerMovement.cs
 - C# PlayerShooting.cs
 - C# StreetlampSetup.cs
 - C# Target.cs
 - > TextMesh Pro
 - > Travis Game Assets
 - > Logs
 - > Packages
 - > UserSettings
- Assembly-CSharp.csproj
- ITBIN_2110_0159.sln



> OUTLINE

> TIMELINE



Type here to search



```
5    {
106   {
108     direction.y = 0;
109     Quaternion lookRotation = Quaternion.LookRotation(direction);
110     transform.rotation = Quaternion.Lerp(transform.rotation, lookRotation, Time.deltaTime * 5f);
111   }
112
113   void ShootAtPlayer()
114   {
115     if (Time.time >= nextFireTime && !isDead)
116     {
117       nextFireTime = Time.time + 1f / fireRate;
118
119       Vector3 directionToPlayer = (player.position - firePoint.position).normalized;
120
121       GameObject bullet = Instantiate(bulletPrefab, firePoint.position, Quaternion.identity);
122       Bullet bulletScript = bullet.GetComponent<Bullet>();
123       if (bulletScript != null)
124       {
125         bulletScript.SetDirection(directionToPlayer);
126
127
128         GameObject muzzleFlash = Instantiate(muzzleFlashPrefab, firePoint.position, firePoint.rotation);
129         ParticleSystem ps = muzzleFlash.GetComponent<ParticleSystem>();
130         if (ps != null)
131         {
132           ps.Play();
133
134
135         Destroy(muzzleFlash, ps.main.duration);
136
137         PlayGunfireSound();
138
139
140       }
141     }
142   }
143
144   public void TakeDamage(int damage)
145 }
```

File Edit Selection View Go Run Terminal Help ← → ITBIN_2110_0159

EXPLORER ... C# EnemyAI.cs ●

ITBIN_2110_0159 .vscode Assets > Scripts > C# EnemyAI.cs

114 {
115 }
116 {
117 }
118 }
119 }
120 }
121 }
122 }
123 }
124 }
125 }
126 }
127 }
128 }
129 }
130 }
131 }
132 }
133 }
134 }
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158 }
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160 }
161 }
162 }
163 }
164 }
165 }
166 }
167 }
168 }
169 }
170 }
171 }
172 }
173 }
174 }
175 }
176 }

Assets > Scripts > C# EnemyAI.cs

public void TakeDamage(int damage)
{
 if (isDead)
 return;

 currentHealth -= damage;
 if (currentHealth <= 0)
 {
 Die();
 }
}

void Die()
{
 isDead = true;
 animator.SetBool("isWalking", false);
 Destroy(gameObject, 2f);
}

void PlayFootstepSound()
{
 if (footstep AudioSource != null && footstep Clip != null && !footstep AudioSource.isPlaying)
 {
 footstep AudioSource.clip = footstep Clip;
 footstep AudioSource.Play();
 }
}

void StopFootstepSound()
{
 if (footstep AudioSource != null && footstep AudioSource.isPlaying)
 {
 footstep AudioSource.Stop();
 }
}

OUTLINE
TIMELINE

0 0 0 0 Type here to search 29°C Mostly clear ENG UK 22:52 10/06/2024

File Edit Selection View Go Run Terminal Help ← → ITBIN_2110_0159

EXPLORER ... C# EnemyAI.cs ●

ITBIN_2110_0159 .vscode Assets > Scripts > C# EnemyAI.cs

145 {
146 }
147 void Die()
148 {
149 isDead = true;
150 animator.SetBool("isWalking", false);
151 Destroy(gameObject, 2f);
152 }
153 void PlayFootstepSound()
154 {
155 if (footstep AudioSource != null && footstep Clip != null && !footstep AudioSource.isPlaying)
156 {
157 footstep AudioSource.clip = footstep Clip;
158 footstep AudioSource.Play();
159 }
160 }
161 void StopFootstepSound()
162 {
163 if (footstep AudioSource != null && footstep AudioSource.isPlaying)
164 {
165 footstep AudioSource.Stop();
166 }
167 }
168 void PlayGunfireSound()
169 {
170 if (gunfire AudioSource != null && gunfire Clip != null)
171 {
172 gunfire AudioSource.PlayOneShot(gunfire Clip);
173 }
174 }
175 }
176 }
177 }
178 }
179 }
180 }
181 }
182 }
183 }
184 }
185 }
186 }
187 }
188 }

> OUTLINE
> TIMELINE

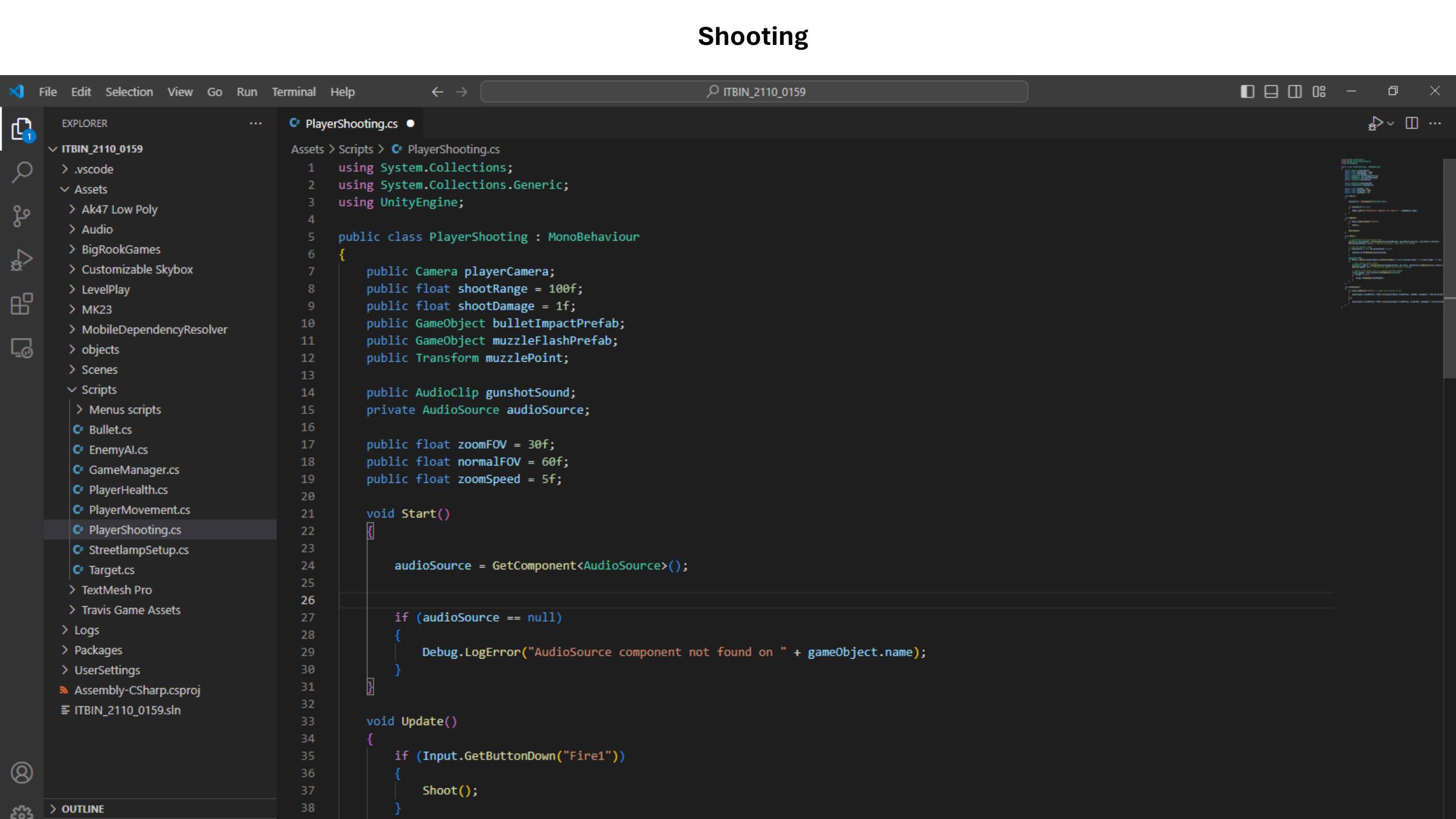
x 0 ▲ 0 ⌂ 0 Type here to search 29°C Mostly clear ENG UK 22:52 10/06/2024

Bullets

The screenshot shows a game development environment with a code editor open to a C# script named `Bullet.cs`. The script is located in the `Assets > Scripts` folder. The code defines a `Bullet` class that inherits from `MonoBehaviour`. It has properties for speed (10f) and damage (1). The `Update` method translates the transform by the direction multiplied by speed and time delta. The `SetDirection` method sets the direction to the normalized input vector. The `OnTriggerEnter` method checks if the other object has the `Player` tag. If true, it gets the `PlayerHealth` component and calls `TakeDamage` with the damage value. Then it destroys the bullet's own object. If the other object does not have the `Player` tag, it checks if it has the `Enemy` tag. If true, it destroys the bullet's own object.

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Bullet : MonoBehaviour
6  {
7      public float speed = 10f;
8      public int damage = 1;
9
10     private Vector3 direction;
11
12     void Update()
13     {
14         transform.Translate(direction * speed * Time.deltaTime);
15     }
16
17     public void SetDirection(Vector3 dir)
18     {
19         direction = dir.normalized;
20     }
21
22     private void OnTriggerEnter(Collider other)
23     {
24         if (other.CompareTag("Player"))
25         {
26             PlayerHealth playerHealth = other.GetComponent<PlayerHealth>();
27             if (playerHealth != null)
28             {
29                 playerHealth.TakeDamage(damage);
30             }
31             Destroy(gameObject);
32         }
33         else if (!other.CompareTag("Enemy"))
34         {
35             Destroy(gameObject);
36         }
37     }
38 }
```

Shooting



The screenshot shows a code editor interface with the following details:

- File Menu:** File, Edit, Selection, View, Go, Run, Terminal, Help.
- Search Bar:** ITBIN_2110_0159.
- Toolbar:** Includes icons for file operations, search, and other common functions.
- Explorer:** Shows the project structure for "ITBIN_2110_0159".
 - Assets folder contains: Ak47 Low Poly, Audio, BigRookGames, Customizable Skybox, LevelPlay, MK23, MobileDependencyResolver, objects, Scenes, Scripts folder (containing: Menus scripts, Bullet.cs, EnemyAI.cs, GameManager.cs, PlayerHealth.cs, PlayerMovement.cs, PlayerShooting.cs, StreetlampSetup.cs, Target.cs), TextMesh Pro, Travis Game Assets, Logs, Packages, UserSettings.
 - Assembly-CSharp.csproj and ITBIN_2110_0159.sln files are also listed.
- Code Editor:** Displays the "PlayerShooting.cs" script.

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerShooting : MonoBehaviour
6  {
7      public Camera playerCamera;
8      public float shootRange = 100f;
9      public float shootDamage = 1f;
10     public GameObject bulletImpactPrefab;
11     public GameObject muzzleFlashPrefab;
12     public Transform muzzlePoint;
13
14     public AudioClip gunshotSound;
15     private AudioSource audioSource;
16
17     public float zoomFOV = 30f;
18     public float normalFOV = 60f;
19     public float zoomSpeed = 5f;
20
21     void Start()
22     {
23
24         audioSource = GetComponent<AudioSource>();
25
26         if (audioSource == null)
27         {
28             Debug.LogError(" AudioSource component not found on " + gameObject.name);
29         }
30     }
31
32     void Update()
33     {
34
35         if (Input.GetButtonDown("Fire1"))
36         {
37             Shoot();
38         }
39     }
40
41     void Shoot()
42     {
43
44         // Implement shooting logic here
45     }
46 }
```
- Right Panel:** Shows a preview window displaying a scene from the game.

File Edit Selection View Go Run Terminal Help ← → ITBIN_2110_0159

EXPLORER ... C# PlayerShooting.cs ●

ITBIN_2110_0159 .vscode Assets > Scripts > C# PlayerShooting.cs

```
6 { void Update()
34 {
35     if (Input.GetButtonDown("Fire1"))
36     {
37         Shoot();
38     }
39     HandleZoom();
40 }
41 }

void Shoot()
{
    GameObject muzzleFlash = Instantiate(muzzleFlashPrefab, muzzlePoint.position, muzzlePoint.rotation);
    Destroy(muzzleFlash, 0.5f);

    if (audioSource != null && gunshotSound != null)
    {
        audioSource.PlayOneShot(gunshotSound);
    }

    RaycastHit hit;
    if (Physics.Raycast(playerCamera.ScreenPointToRay(new Vector3(Screen.width / 2, Screen.height / 2, 0)), out hit, shootRange))
    {

        GameObject impact = Instantiate(bulletImpactPrefab, hit.point, Quaternion.LookRotation(hit.normal));
        Destroy(impact, 2f);

        Target target = hit.transform.GetComponent<Target>();
        if (target != null)
        {
            target.TakeDamage(shootDamage);
        }
    }
}

void HandleZoom()
```

LN 69, Col 6 Spaces: 4 UTF-8 CRLF C# 🔍

Type here to search

29°C Mostly clear ENG UK 22:56 10/06/2024

The screenshot shows a game development environment in Visual Studio Code. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, Help, and a search bar for 'ITBIN_2110_0159'. The left sidebar has icons for Explorer, Search, Symbols, Find, and Outline/Timeline. The Explorer view shows a project structure for 'ITBIN_2110_0159' with files like .vscode, Assets, Ak47 Low Poly, Audio, BigRookGames, Customizable Skybox, LevelPlay, MK23, MobileDependencyResolver, objects, Scenes, Scripts (containing Menus scripts, Bullet.cs, EnemyAI.cs, GameManager.cs, PlayerHealth.cs, PlayerMovement.cs, PlayerShooting.cs, StreetlampSetup.cs, Target.cs), TextMesh Pro, Travis Game Assets, Logs, Packages, UserSettings, and Assembly-CSharp.csproj. The Timeline view is open at the bottom. The main editor window displays the 'PlayerShooting.cs' script:

```
6  {
44  {
53  }
54  }
55 RaycastHit hit;
56 if (Physics.Raycast(playerCamera.ScreenPointToRay(new Vector3(Screen.width / 2, Screen.height / 2, 0)), out hit, shootRange))
57 {
58
59     GameObject impact = Instantiate(bulletImpactPrefab, hit.point, Quaternion.LookRotation(hit.normal));
60     Destroy(impact, 2f);
61
62     Target target = hit.transform.GetComponent<Target>();
63     if (target != null)
64     {
65         target.TakeDamage(shootDamage);
66     }
67 }
68 }
69 }
70 void HandleZoom()
71 {
72     if (Input.GetButton("Fire2"))
73     {
74         playerCamera.fieldOfView = Mathf.Lerp(playerCamera.fieldOfView, zoomFOV, zoomSpeed * Time.deltaTime);
75     }
76     else
77     {
78         playerCamera.fieldOfView = Mathf.Lerp(playerCamera.fieldOfView, normalFOV, zoomSpeed * Time.deltaTime);
79     }
80 }
81 }
82 }
83 }
```

The status bar at the bottom shows file statistics (Ln 82, Col 2), code settings (Spaces: 4, UTF-8, CRLF, C#), and system information (29°C, Mostly clear, ENG UK, 10/06/2024, 22:56).

Target

The screenshot shows a Visual Studio Code (VS Code) interface with the title bar "ITBIN_2110_0159". The left sidebar is the Explorer view, showing a project structure for "ITBIN_2110_0159" with folders like ".vscode", "Assets", and "Scripts", and files such as "Bullet.cs", "EnemyAI.cs", etc. The file "Target.cs" is currently selected and highlighted in blue. The main editor area displays the following C# code:

```
1  using UnityEngine;
2
3  public class Target : MonoBehaviour
4  {
5      public float health = 5f;
6
7      public void TakeDamage(float amount)
8      {
9          health -= amount;
10         if (health <= 0f)
11         {
12             Die();
13         }
14     }
15
16     void Die()
17     {
18         if (GameManager.Instance != null)
19         {
20             GameManager.Instance.EnemyKilled();
21         }
22         else
23         {
24             Debug.LogError("GameManager instance is null!");
25         }
26     }
27     Destroy(gameObject);
28 }
29 }
```

The code defines a Unity MonoBehaviour named "Target" with a public float variable "health" set to 5f. It contains a "TakeDamage" method that subtracts the "amount" from "health". If "health" reaches or goes below zero, it calls the "Die" method. The "Die" method checks if the "GameManager" instance is not null, and if so, calls its "EnemyKilled" method. If the "GameManager" instance is null, it logs an error message. Finally, it destroys the game object.

Health

The screenshot shows a code editor interface with the title "Health". The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The left sidebar contains icons for Explorer, Search, Find, Open, and Outline. The Explorer panel shows a project structure for "ITBIN_2110_0159" with files like .vscode, Assets, Ak47 Low Poly, Audio, BigRookGames, Customizable Skybox, LevelPlay, MK23, MobileDependencyResolver, objects, Scenes, Scripts (containing Menus scripts, Bullet.cs, EnemyAI.cs, GameManager.cs, PlayerHealth.cs, PlayerMovement.cs, PlayerShooting.cs, StreetlampSetup.cs, Target.cs), TextMesh Pro, Travis Game Assets, Logs, Packages, UserSettings, Assembly-CSharp.csproj, and ITBIN_2110_0159.sln. The main editor area displays the "PlayerHealth.cs" script under "Assets > Scripts". The script code is as follows:

```
1  using UnityEngine;
2  using UnityEngine.UI;
3  using UnityEngine.SceneManagement;
4
5  public class PlayerHealth : MonoBehaviour
6  {
7      public float maxHealth = 10f;
8      public float currentHealth;
9      public Slider healthBar;
10
11     void Start()
12     {
13         currentHealth = maxHealth;
14         healthBar.maxValue = maxHealth;
15         healthBar.value = currentHealth;
16     }
17
18     public void TakeDamage(float damage)
19     {
20         currentHealth -= damage;
21         if (currentHealth < 0)
22         {
23             currentHealth = 0;
24         }
25         healthBar.value = currentHealth;
26         if (currentHealth <= 0)
27         {
28             Die();
29         }
30     }
31
32     void Die()
33     {
34
35         SceneManager.LoadScene("GameOver");
36     }
37
38     public void Heal(float amount)
39     {
40
41     }
42 }
```

File Edit Selection View Go Run Terminal Help ← → ITBIN_2110_0159

EXPLORER ... C# PlayerShooting.cs • C# PlayerHealth.cs •

ITBIN_2110_0159 .vscode Assets > Scripts > C# PlayerHealth.cs

Ak47 Low Poly Audio BigRookGames Customizable Skybox LevelPlay MK23 MobileDependencyResolver objects Scenes Scripts Menus scripts Bullet.cs EnemyAI.cs GameManager.cs PlayerHealth.cs PlayerMovement.cs PlayerShooting.cs StreetlampSetup.cs Target.cs TextMesh Pro Travis Game Assets Logs Packages UserSettings Assembly-CSharp.csproj ITBIN_2110_0159.sln

```
6  {
12  {
16  }
18  public void TakeDamage(float damage)
19  {
20      currentHealth -= damage;
21      if (currentHealth < 0)
22      {
23          currentHealth = 0;
24      }
25      healthBar.value = currentHealth;
26      if (currentHealth <= 0)
27      {
28          Die();
29      }
30  }
32  void Die()
33  {
34      SceneManager.LoadScene("GameOver");
35  }
38  public void Heal(float amount)
39  {
40      currentHealth += amount;
41      if (currentHealth > maxHealth)
42      {
43          currentHealth = maxHealth;
44      }
45      healthBar.value = currentHealth;
46  }
47  }
48 }
```

LN 3, Col 35 Spaces: 4 UTF-8 CRLF C#

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29°C Partly cloudy ENG UK 22:58 10/06/2024

Game Manager

A screenshot of the Visual Studio Code interface. The title bar says "Game Manager". The left sidebar has icons for Explorer, Search, Open, and Settings. The Explorer panel shows a project structure for "ITBIN_2110_0159" with folders like ".vscode", "Assets", "Ak47 Low Poly", "Audio", "BigRookGames", "Customizable Skybox", "LevelPlay", "MK23", "MobileDependencyResolver", "objects", "Scenes", "Scripts", and files like "Bullet.cs", "EnemyAI.cs", "GameManager.cs", "PlayerHealth.cs", "PlayerMovement.cs", "PlayerShooting.cs", "StreetlampSetup.cs", "Target.cs", "TextMesh Pro", "Travis Game Assets", "Logs", "Packages", "UserSettings", and "Assembly-CSharp.csproj". The "GameManager.cs" file is selected in the Explorer and is also the active tab in the main editor area. The code for "GameManager.cs" is displayed:

```
1  using UnityEngine;
2  using TMPro;
3  using UnityEngine.SceneManagement;
4
5  public class GameManager : MonoBehaviour
6  {
7      public static GameManager Instance;
8
9      public int totalEnemies = 10;
10     private int kills = 0;
11
12     [SerializeField]
13     private TMP_Text killsCounterText;
14
15     private void Awake()
16     {
17         if (Instance == null)
18         {
19             Instance = this;
20             DontDestroyOnLoad(gameObject);
21         }
22         else
23         {
24             Destroy(gameObject);
25         }
26     }
27
28     private void Start()
29     {
30         UpdateKillsCounter();
31     }
32
33     public void EnemyKilled()
34     {
35         kills++;
36         UpdateKillsCounter();
37
38         if (kills > totalEnemies)
39         {
40             SceneManager.LoadScene("WinScene");
41         }
42     }
43
44     private void UpdateKillsCounter()
45     {
46         killsCounterText.text = "Kills: " + kills;
47     }
48 }
```

EXPLORER ...

ITBIN_2110_0159

- .vscode
- Assets
 - Ak47 Low Poly
 - Audio
 - BigRookGames
 - Customizable Skybox
 - LevelPlay
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 - GameManager.cs
 - PlayerHealth.cs
 - PlayerMovement.cs
 - PlayerShooting.cs
 - StreetlampSetup.cs
 - Target.cs
- TextMesh Pro
- Travis Game Assets
- Logs
- Packages
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> OUTLINE

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C# PlayerShooting.cs C# PlayerHealth.cs C# GameManager.cs

Assets > Scripts > GameManager.cs

```
6  {
 28     private void Start()
 29     {
 30         UpdateKillsCounter();
 31     }
 32
 33     public void EnemyKilled()
 34     {
 35         kills++;
 36         UpdateKillsCounter();
 37
 38         if (kills >= totalEnemies)
 39         {
 40             ShowYouWonMenu();
 41         }
 42     }
 43 }
 44
 45     private void UpdateKillsCounter()
 46     {
 47         if (killsCounterText != null)
 48         {
 49             killsCounterText.text = "Kills: " + kills + "/" + totalEnemies;
 50         }
 51         else
 52         {
 53             Debug.LogError("KillsCounterText is not assigned in the inspector!");
 54         }
 55     }
 56
 57     private void ShowYouWonMenu()
 58     {
 59         SceneManager.LoadScene("YouWonScene");
 60     }
 61 }
 62 }
```



```
Assets > Scripts > Menus scripts > C# MainMenuButton.cs

1  using UnityEngine;
2  using UnityEngine.SceneManagement;
3
4  public class MainMenuButton : MonoBehaviour
5  {
6      public void LoadMainMenu()
7      {
8          SceneManager.LoadScene("MainMenu");
9      }
10 }
```

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EXPLORER ... C# PlayerShooting.cs C# PlayerHealth.cs C# GameManager.cs C# MainMenu.cs

ITBIN_2110_0159 .vscode Assets > Scripts > Menus scripts > C# MainMenu.cs

```
1  using UnityEngine;
2  using UnityEngine.SceneManagement;
3
4  public class MainMenu : MonoBehaviour
5  {
6
7      public void PlayGame()
8      {
9
10         SceneManager.LoadScene("GameScene");
11     }
12
13
14     public void QuitGame()
15     {
16
17         Application.Quit();
18
19
20         #if UNITY_EDITOR
21         UnityEditor.EditorApplication.isPlaying = false;
22         #endif
23     }
24
25 }
```

AK47 Low Poly Audio BigRookGames Customizable Skybox LevelPlay MK23 MobileDependencyResolver objects Scenes Scripts Menus scripts GameOverMenu.cs C# MainMenu.cs C# MainMenuButton.cs C# PauseMenu.cs C# QuitButton.cs C# Bullet.cs C# EnemyAI.cs C# GameManager.cs C# PlayerHealth.cs C# PlayerMovement.cs C# PlayerShooting.cs C# StreetlampSetup.cs C# Target.cs TextMesh Pro Travis Game Assets Logs Packages UserSettings Assembly-CSharp.csproj OUTLINE TIMELINE

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EXPLORER ... C# PlayerShooting.cs C# PlayerHealth.cs C# GameManager.cs C# MainMenu.cs C# GameOverMenu.cs

ITBIN_2110_0159 .vscode Assets > Ak47 Low Poly > Audio > BigRookGames > Customizable Skybox > LevelPlay > MK23 > MobileDependencyResolver > objects > Scenes > Scripts > Menus scripts > GameOverMenu.cs > MainMenu.cs > MainMenuButton.cs > PauseMenu.cs > QuitButton.cs > Bullet.cs > EnemyAI.cs > GameManager.cs > PlayerHealth.cs > PlayerMovement.cs > PlayerShooting.cs > StreetlampSetup.cs > Target.cs > TextMesh Pro > Travis Game Assets > Logs > Packages > UserSettings > Assembly-CSharp.csproj > OUTLINE > TIMELINE

Assets > Scripts > Menus scripts > GameOverMenu.cs

```
1 using UnityEngine;
2 using UnityEngine.SceneManagement;
3
4 public class GameOverMenu : MonoBehaviour
5 {
6     public void RestartGame()
7     {
8         SceneManager.LoadScene("GameScene");
9     }
10
11    public void QuitGame()
12    {
13        Application.Quit();
14    }
15
16
17    #if UNITY_EDITOR
18    UnityEditor.EditorApplication.isPlaying = false;
19    #endif
20
21 }
22
23 }
```

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EXPLORER ... C# PlayerShooting.cs C# PlayerHealth.cs C# GameManager.cs C# MainMenu.cs C# GameOverMenu.cs C# PauseMenu.cs 6 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49 51 53 55

ITBIN_2110_0159 .vscode Assets > Ak47 Low Poly > Audio > BigRookGames > Customizable Skybox > LevelPlay > MK23 > MobileDependencyResolver > objects > Scenes > Scripts > Menus scripts > GameOverMenu.cs > MainMenu.cs > MainMenuButton.cs > PauseMenu.cs > QuitButton.cs > Bullet.cs > EnemyAI.cs > GameManager.cs > PlayerHealth.cs > PlayerMovement.cs > PlayerShooting.cs > StreetlampSetup.cs > Target.cs > TextMesh Pro > Travis Game Assets > Logs > Packages > UserSettings Assembly-CSharp.csproj OUTLINE TIMELINE

Assets > Scripts > Menus scripts > PauseMenu.cs

```
6     {
11    {
13    {
15    }
17    }
19    }
21    }
23    }
25    public void Resume()
27    {
28        pauseMenuUI.SetActive(false);
29        Time.timeScale = 1f;
30        GameIsPaused = false;
31        Cursor.lockState = CursorLockMode.Locked;
32        Cursor.visible = false;
33    }
34    void Pause()
35    {
36        pauseMenuUI.SetActive(true);
37        Time.timeScale = 0f;
38        GameIsPaused = true;
39        Cursor.lockState = CursorLockMode.None;
40        Cursor.visible = true;
41    }
42    public void LoadMainMenu()
43    {
44        Time.timeScale = 1f;
45        SceneManager.LoadScene("MainMenu");
46    }
47    public void QuitGame()
48    {
49        Application.Quit();
50    }
51    }
52    }
53    }
54 }
```

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EXPLORER ... C# PlayerShooting.cs C# PlayerHealth.cs C# GameManager.cs C# MainMenu.cs C# GameOverMenu.cs C# PauseMenu.cs C# QuitButton.cs

ITBIN_2110_0159 .vscode Assets > Ak47 Low Poly > Audio > BigRookGames > Customizable Skybox > LevelPlay > MK23 > MobileDependencyResolver > objects > Scenes > Scripts > Menus scripts > GameOverMenu.cs > MainMenu.cs > MainMenuButton.cs > PauseMenu.cs > QuitButton.cs > Bullet.cs > EnemyAI.cs > GameManager.cs > PlayerHealth.cs > PlayerMovement.cs > PlayerShooting.cs > StreetlampSetup.cs > Target.cs > TextMesh Pro > Travis Game Assets > Logs > Packages > UserSettings Assembly-CSharp.csproj OUTLINE TIMELINE

```
1  using UnityEngine;
2
3  public class QuitButton : MonoBehaviour
4  {
5      public void QuitGame()
6      {
7          Application.Quit();
8
9
10     #if UNITY_EDITOR
11     UnityEditor.EditorApplication.isPlaying = false;
12     #endif
13 }
14
15 }
```

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Game Link

[ComputerGame_ITBIN_2110_0159](#)