# Practical 9

## AIM: Create a simple rolling ball game that teaches you many of the principles of working with Unity.

**CODE:**

**1. PlayerController.cs**

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class playerController : MonoBehaviour
{
   public float speed;
   private Rigidbody rb;
   public Text CountText;
   public Text WinText;
   private int count;
   private void Start()

   {
      rb = GetComponent<Rigidbody>();
      count=0;
      setCountText();
      WinText.text=" ";
   }

   private void FixedUpdate()
   {
      float moveHorizontal = Input.GetAxis("Horizontal");
      float moveVertical = Input.GetAxis("Vertical");

      Vector3 movement = new Vector3(moveHorizontal, 0.0f, moveVertical);
      rb.AddForce(movement*speed);
   }
   private void OnTriggerEnter(Collider other)
   {
      if(other.gameObject.CompareTag("pickup"))
      {
         other.gameObject.SetActive(false);
         count=count+1;
         setCountText();
      }
   }
   void setCountText()
   {
```

```
        CountText.text= "Count: " +count.ToString();
        if(count>=5)
        {
            WinText.text="You win";
        }
    }
}
```

**2. CamerController.cs**

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

public class cameraController : MonoBehaviour
{
   public GameObject player;
    private Vector3 offset;
    private void Start()
    {
        offset = transform.position - player.transform.position;

    }
    // Update is called once per frame
    void Update () {
        transform.position = player.transform.position+offset;

            }
}
```

**3. Rotator.cs**

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

public class rotator : MonoBehaviour
{
    void Update()
    {

        transform.Rotate(new Vector3(15, 30, 45) * Time.deltaTime);
    }
}
```

NAME: ROLLNO:

**OUTPUT:**