

## Practical 7

**AIM: Using a unity3d software and making a 2d ufo game.**

### CODE:

#### 1. PlayerController.cs

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

public class PlayerController : MonoBehaviour
{
    private Rigidbody2D rb2d;
    public float speed;
    void Start()
    {
        rb2d = GetComponent<Rigidbody2D>();
    }
    void FixedUpdate()
    {
        float moveHorizontal = Input.GetAxis("Horizontal");
        float moveVertical = Input.GetAxis("Vertical");
        Vector2 movement = new Vector2(moveHorizontal, moveVertical);
        rb2d.AddForce(movement * speed);
    }
}
```

#### 2. CamerController.cs

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

public class CameraController : MonoBehaviour
{
    public Transform player;
    private Vector3 offset;
    void Start()
    {
        offset = transform.position - player.position;
    }
    void LateUpdate()
    {
        transform.position = player.position + offset;
    }
}
```

NAME:

ROLLNO:

### 3. Rotator.cs

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

public class Rotator : MonoBehaviour
{
    void Update()
    {
        transform.Rotate(new Vector3(0, 0, 45) * Time.deltaTime);
    }
}
```

### OUTPUT:

