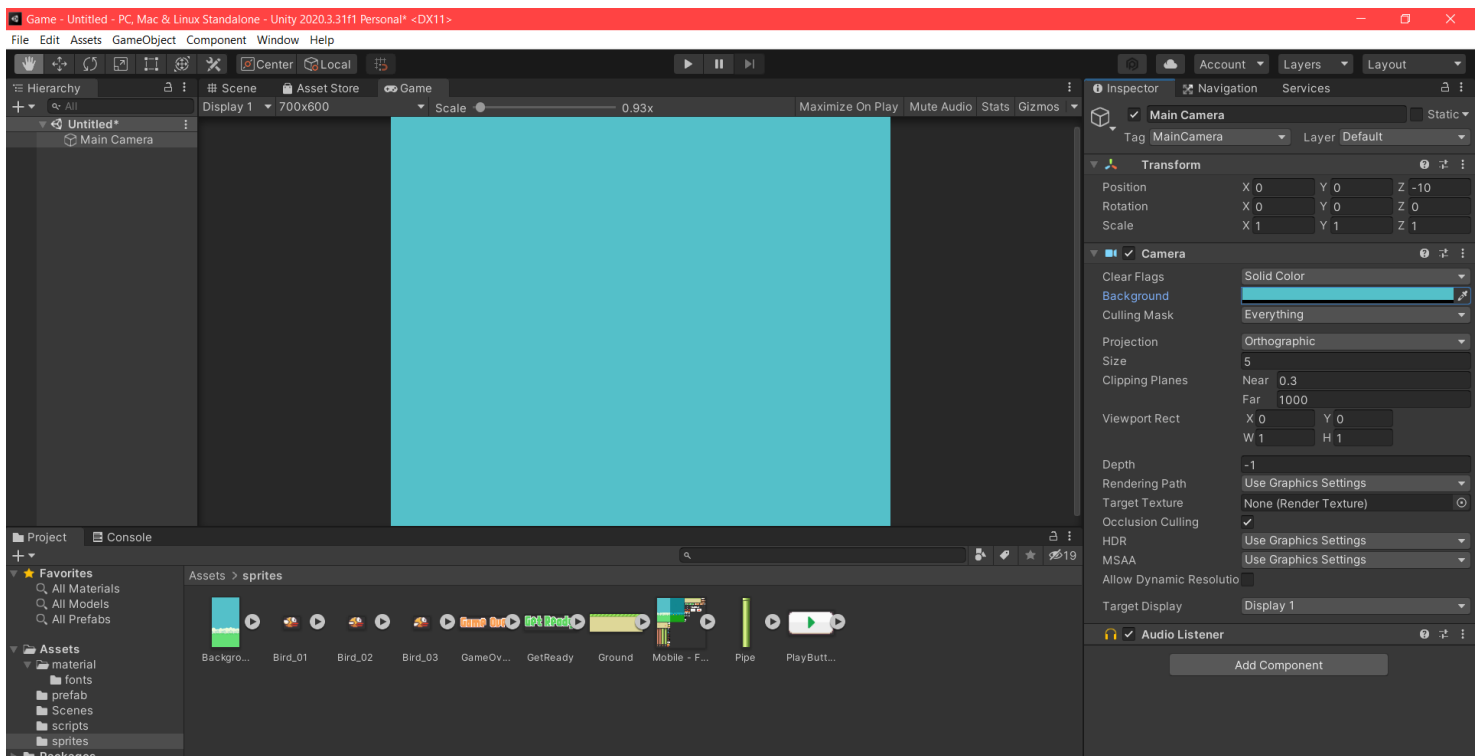
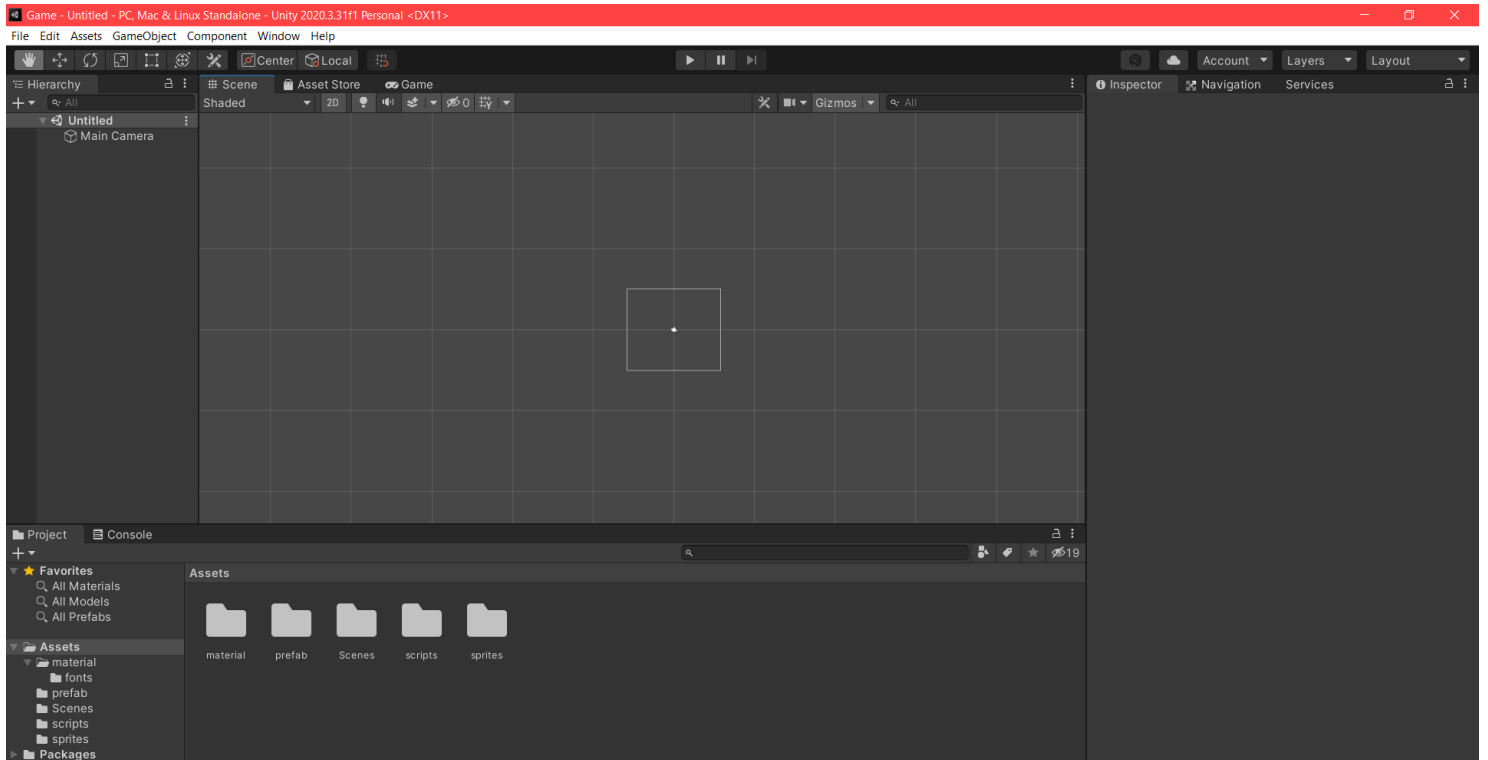
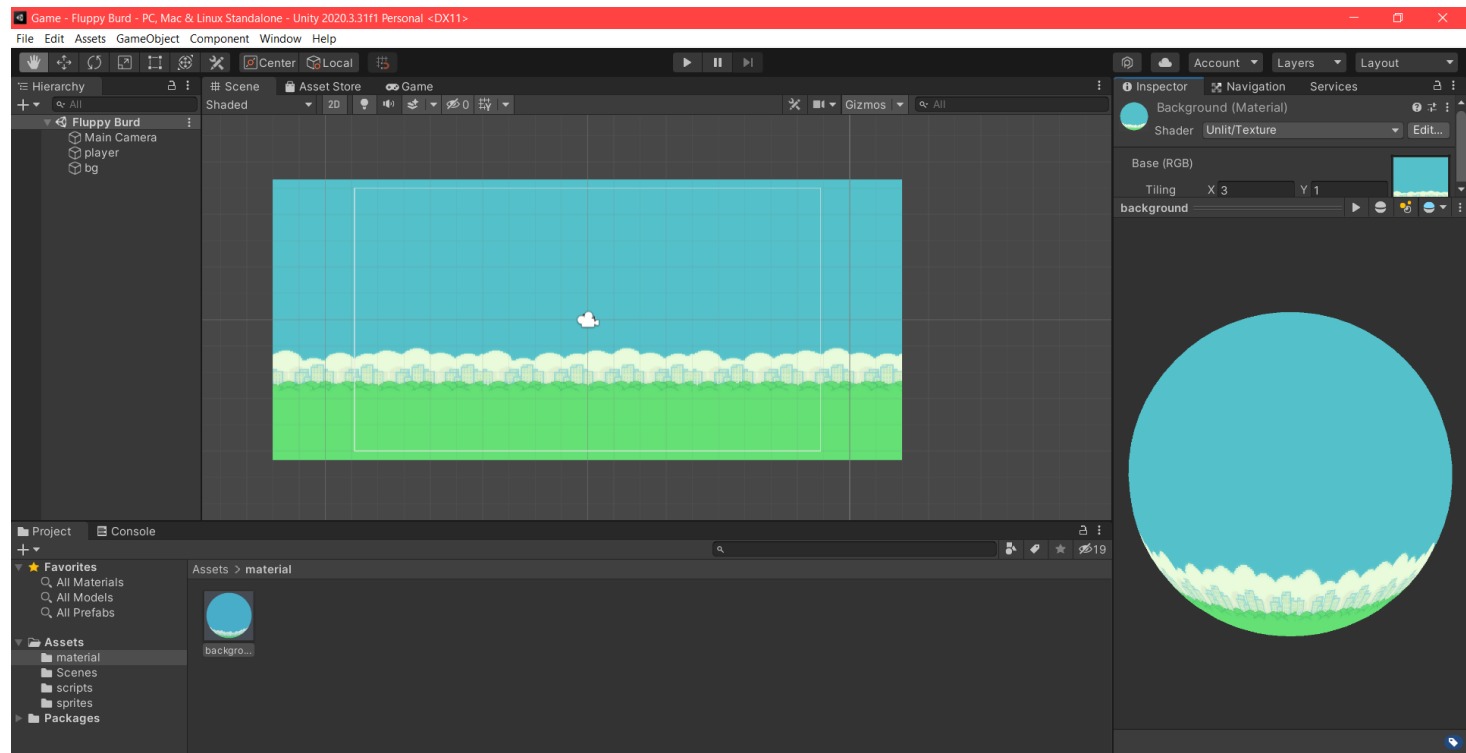
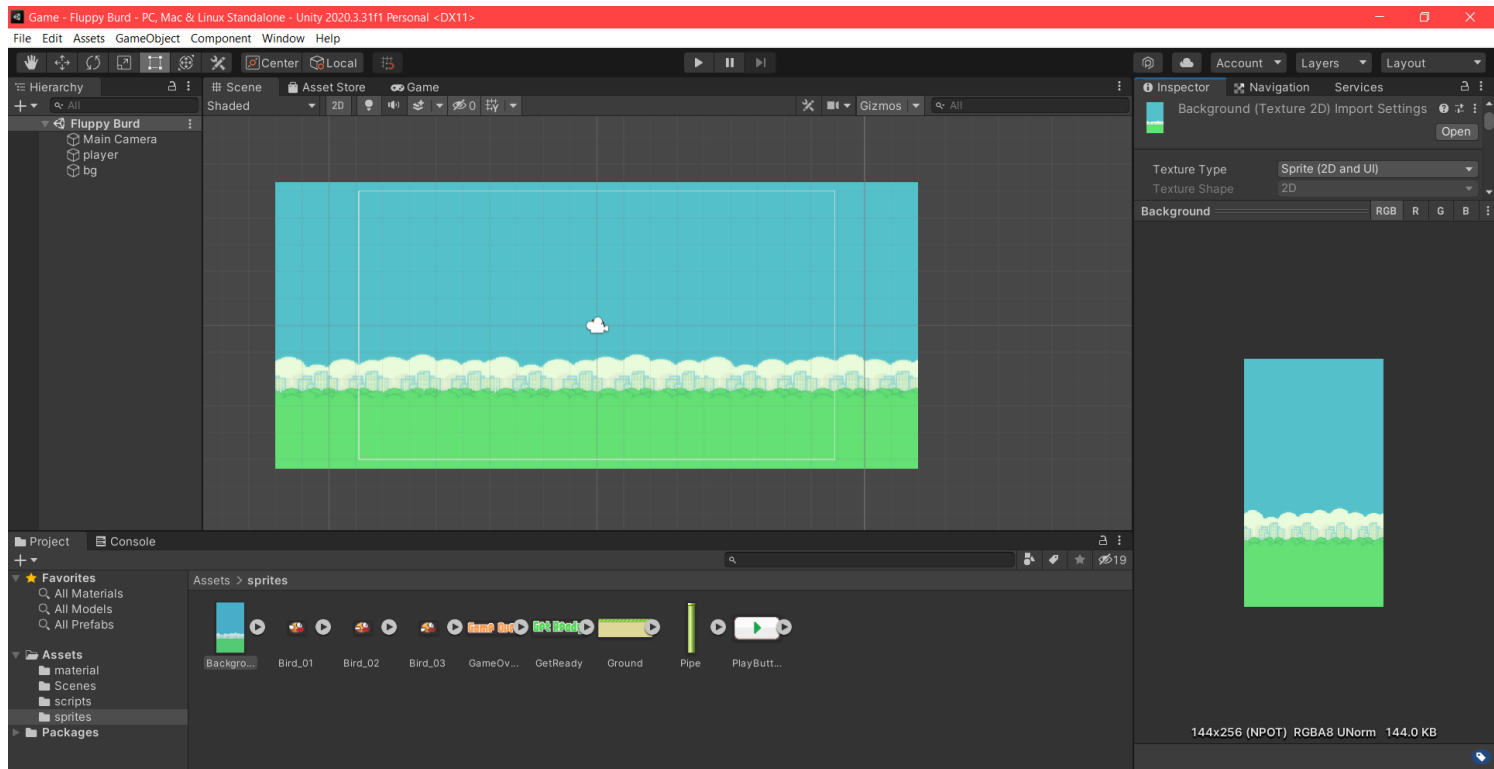


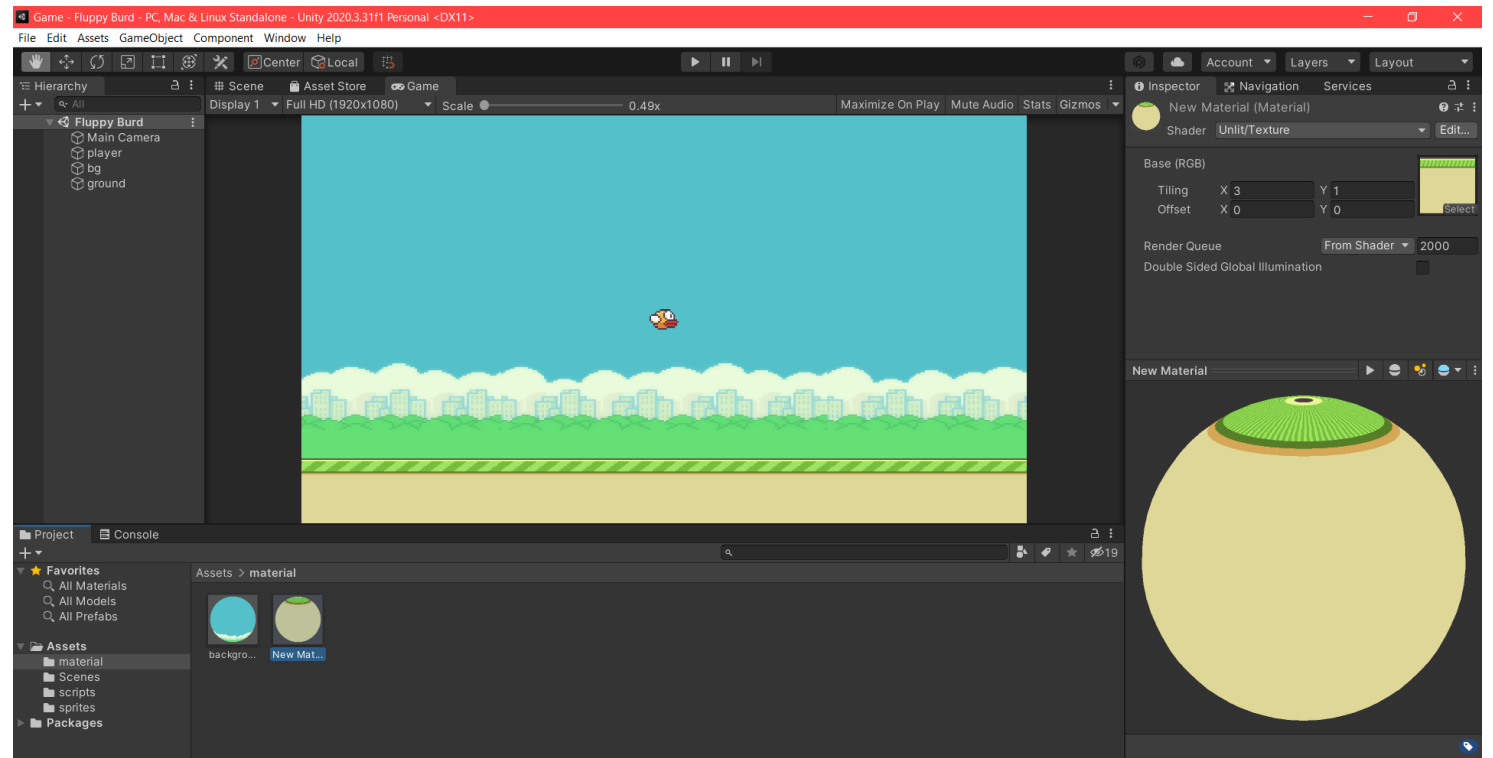
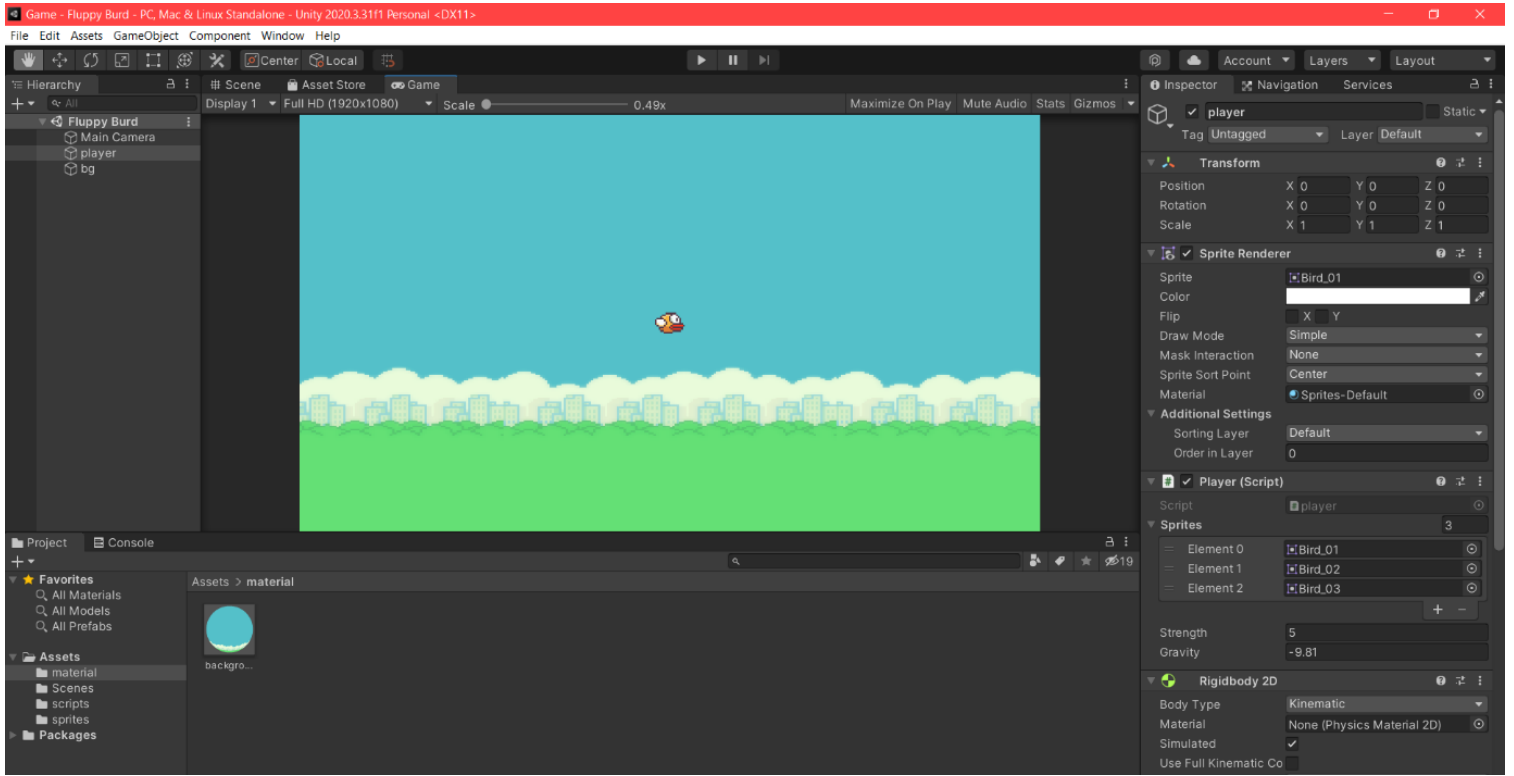
CA-3 PROJECT -- FLOPPY BURD

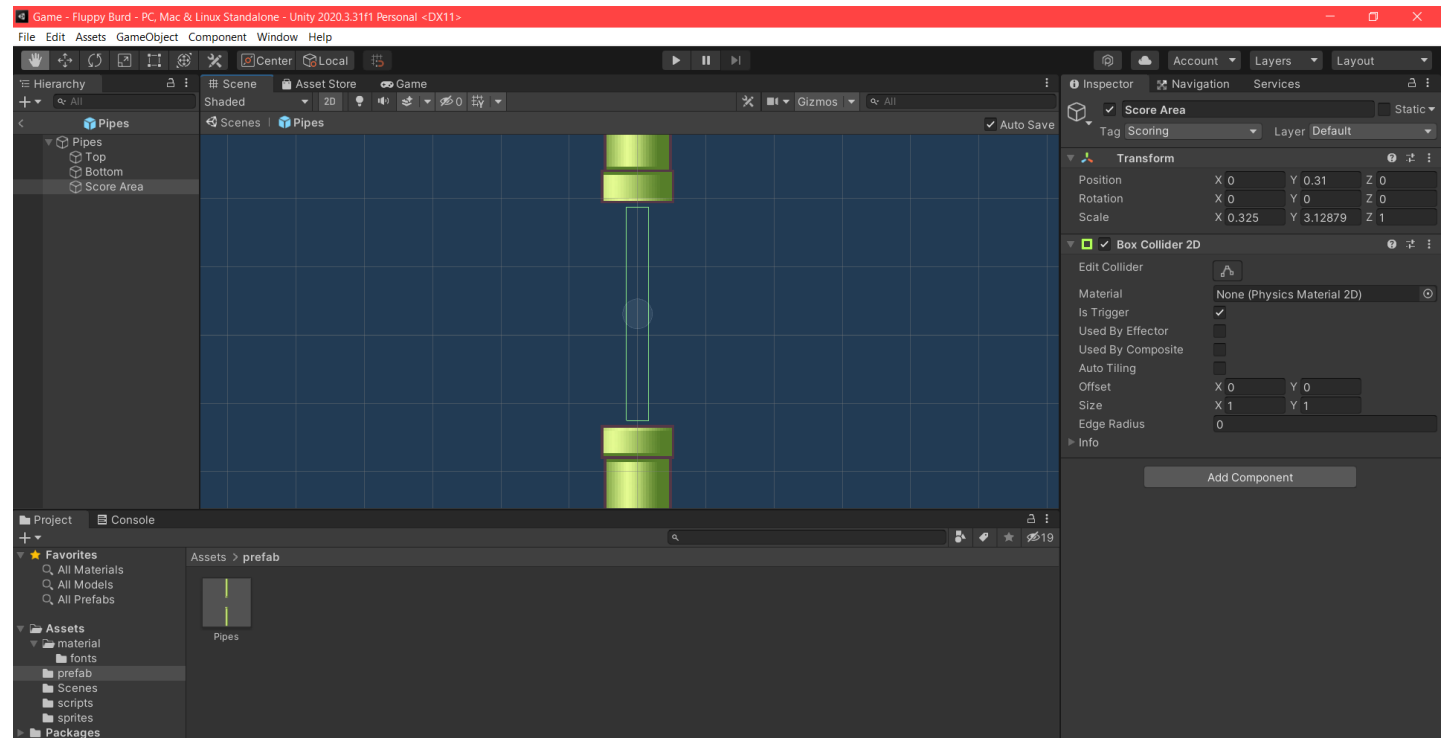
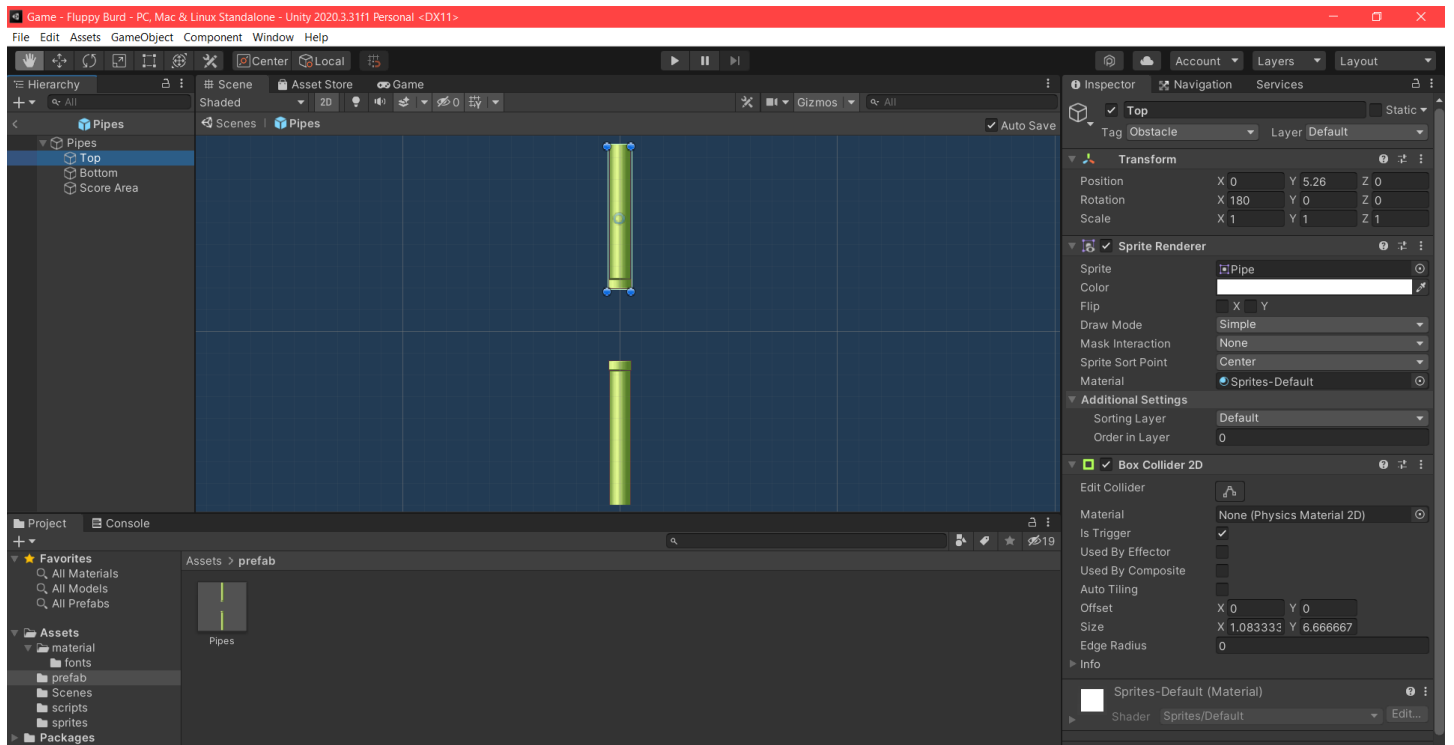
NAME – Rajvardhan Rathore

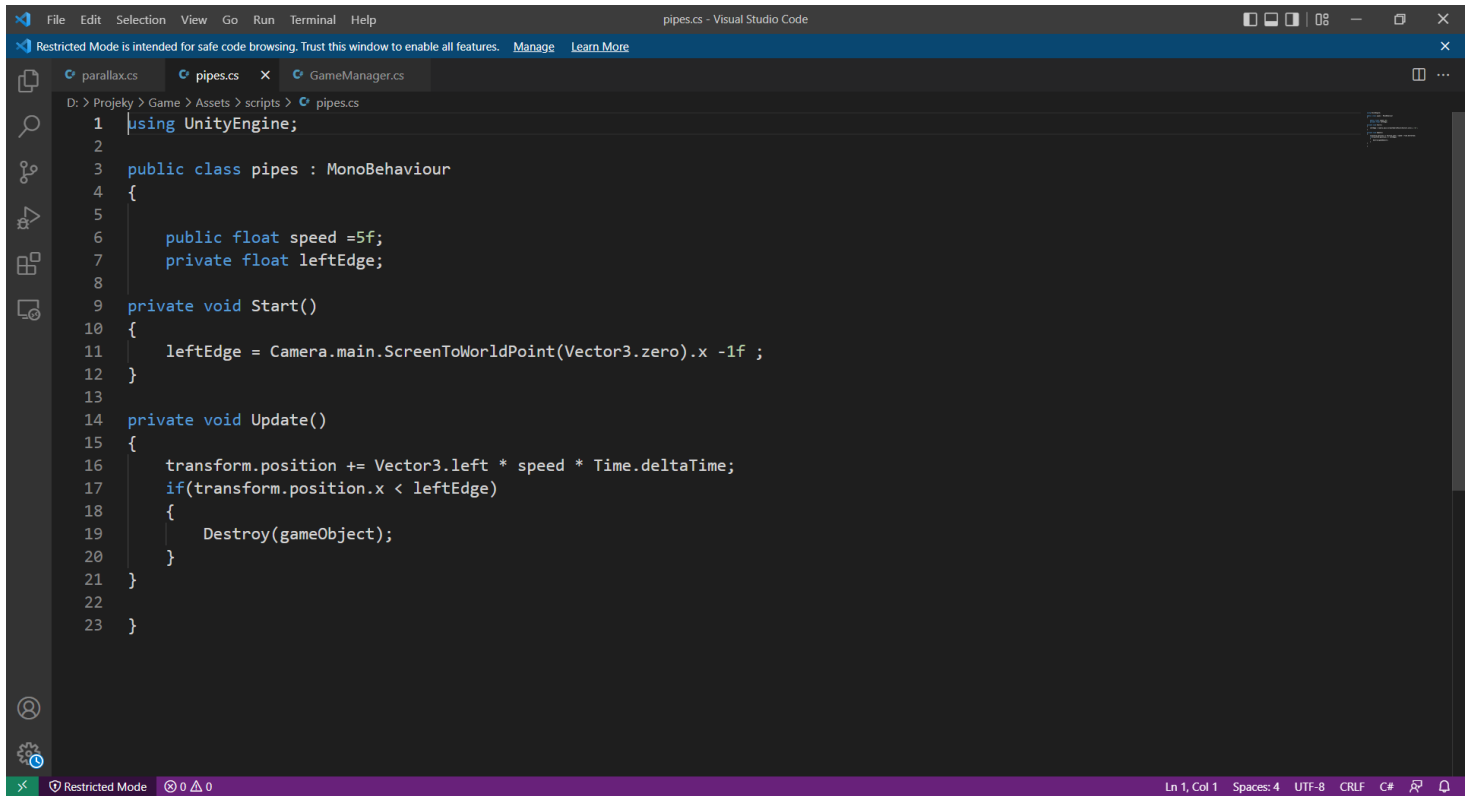
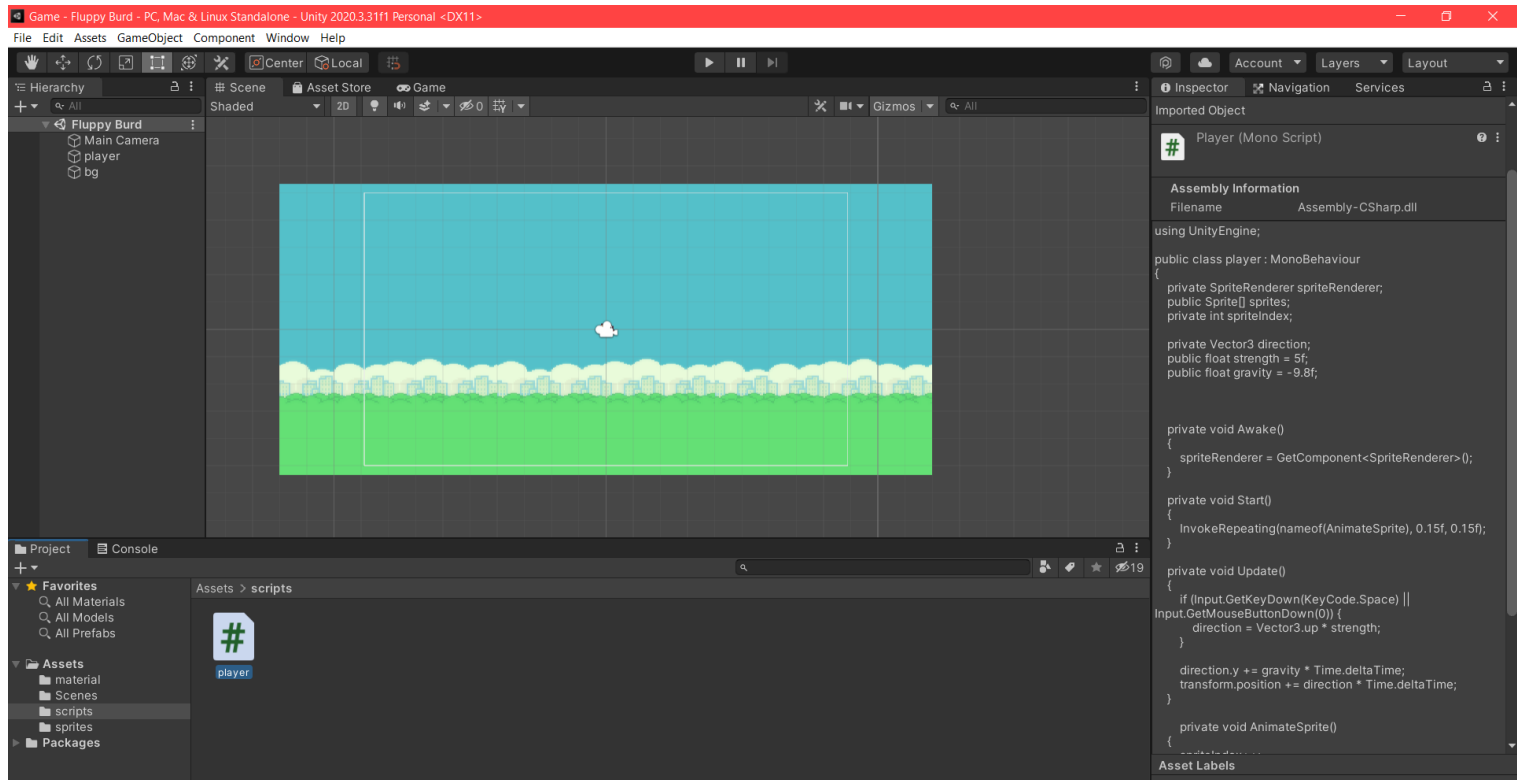
REG.NO – 11909954











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File Edit Selection View Go Run Terminal Help
parallax.cs - Visual Studio Code
Restricted Mode is intended for safe code browsing. Trust this window to enable all features. Manage Learn More

parallax.cs x pipes.cs GameManager.cs
D: > Projeky > Game > Assets > scripts > parallax.cs
1 using UnityEngine;
2
3 public class parallax : MonoBehaviour
4 {
5
6     private MeshRenderer meshrenderer;
7     public float animationSpeed = 1f;
8
9     private void Awake()
10    {
11        meshrenderer = GetComponent<MeshRenderer>();
12    }
13
14
15    private void Update()
16    {
17
18        meshrenderer.material.mainTextureOffset += new Vector2(animationSpeed*Time.deltaTime, 0);
19
20    }
21 }
22
23
24
```

```
File Edit Selection View Go Run Terminal Help
GameManager.cs - Visual Studio Code
Restricted Mode is intended for safe code browsing. Trust this window to enable all features. Manage Learn More

parallax.cs pipes.cs GameManager.cs x
D: > Projeky > Game > Assets > scripts > GameManager.cs
12
13 private void Awake()
14 {
15     Application.targetFrameRate = 60;
16     Pause();
17 }
18
19
20 public void Play()
21 {
22     score=0;
23     scoreText.text=score.ToString();
24
25     goButton.SetActive(false);
26     gameOver.SetActive(false);
27
28     Time.timeScale=0f;
29     player.enabled=true;
30
31     pipes[] pipe= FindObjectsOfType<pipes>();
32     for(int i=0; i<pipe.Length; i++ )
33     {
34         Destroy(pipe[i].gameObject);
35     }
36
37 }
38
39 public void Pause()
40 {
41     Time.timeScale = 0f;
42     player.enabled = false;
43 }
44
45 public void GameOver()
46 {
47     gameOver.SetActive(true);
48     goButton.SetActive(true);
49     Pause();
50 }
51 public void Scorecard()
52 {
53     score++;
54     scoreText.text= score.ToString();
55 }
56
57 }
```

