DI chuyển nhân vật

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using TMPro;

public class player\_code : MonoBehaviour

{

private enum State { idle,running,jumping,falling}

private State state = State.idle;

public Animator hanhdong;

private Collider2D coll;

private Rigidbody2D player;

[SerializeField] private float speed = 5f;

[SerializeField] private LayerMask ground;

[SerializeField] private float jumpSpeed = 10f;

private static GameObject Instance;

[SerializeField] private int level;

void Start()

{

player = GetComponent<Rigidbody2D>();

hanhdong = GetComponent<Animator>();

coll = GetComponent<Collider2D>();

}

void Awake()

{

OnLevelWasLoaded(level);

if (Instance == null)

{

Instance = gameObject;

DontDestroyOnLoad(gameObject);

}

else

{

Destroy(gameObject);

}

}

private void Update()

{

dichuyen();

VelocityState();

hanhdong.SetInteger("state", (int)state);

}

private void dichuyen()

{

float direction = Input.GetAxis("Horizontal");

if (direction > 0f)

{

player.velocity = new Vector2(direction \* speed, player.velocity.y);

transform.localScale = new Vector2(1, 1);

}

else if (direction < 0f)

{

player.velocity = new Vector2(direction \* speed, player.velocity.y);

transform.localScale = new Vector2(-1, 1);

}

else

{

}

if (Input.GetButtonDown("Jump") && coll.IsTouchingLayers(ground))

{

player.velocity = new Vector2(hanhdong.velocity.x, 10f);

state = State.jumping;

}

}

private void VelocityState()

{

if (state==State.jumping)

{

if (player.velocity.y < .1f)

{

state = State.falling;

}

}

else if (state == State.falling)

{

if (coll.IsTouchingLayers(ground))

{

state = State.idle;

}

}

else if (Mathf.Abs(player.velocity.x)>2f)

{

state = State.running;

}

else

{

state = State.idle;

}

}

private void OnLevelWasLoaded(int level)

{

Vector2 pos = transform.position;

pos.x = GameObject.FindWithTag("vitri").transform.position.x;

pos.y = GameObject.FindWithTag("vitri").transform.position.y;

transform.position = new Vector2(pos.x,pos.y);

}

public void OnTriggerEnter2D(Collider2D collision)

{

if (collision.gameObject.tag == "item")

{

Destroy(collision.gameObject);

count += 5;

cherytext.text = count.ToString();

}

if (collision.gameObject.tag == "gem")

{

Destroy(collision.gameObject);

countgem += 10;

gemtext.text = countgem.ToString();

}

}

public void OnCollisionEnter2D(Collision2D orther)

{

if (orther.gameObject.tag == "Enemy")

{

Destroy(orther.gameObject);

}

}

}

Camera(Chỉnh offset Z=-10)

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class camera : MonoBehaviour

{

public Transform target;

public Vector3 offset;

public float smoothSpeed = 0.1f;

private void Start()

{

target=GameObject.Find("player-idle-1").GetComponent<Transform>();

}

private void LateUpdate()

{

SmoothFollow();

}

public void SmoothFollow()

{

Vector3 targetPos = target.position + offset;

Vector3 smoothFollow = Vector3.Lerp(transform.position,

targetPos, smoothSpeed);

transform.position = smoothFollow;

transform.LookAt(target);

}

}

Next level

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class level : MonoBehaviour

{

public int iLevelToLoad;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

}

private void OnTriggerEnter2D(Collider2D collision)

{

GameObject helo = collision.gameObject;

if(helo.name== "player-idle-1")

{

SceneManager.LoadScene(iLevelToLoad);

}

}

}

Menu game

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

using UnityEngine.UI;

public class Menugame : MonoBehaviour

{

// Start is called before the first frame update

public Button playbtn;

void Start()

{

playbtn.onClick.AddListener(PlayGame);

}

public void PlayGame()

{

SceneManager.LoadScene("SampleScene");

}

}

Thanh di chuyển lên xuống

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Mace : MonoBehaviour

{

public float speed = 1f;

public float range = 3;

float startingY;

int dir = 1;

// Start is called before the first frame update

void Start()

{

startingY = transform.position.y;

}

// Update is called once per frame

void FixedUpdate()

{

transform.Translate(Vector2.up \* speed \* Time.deltaTime \* dir);

if (transform.position.y<startingY|| transform.position.y>startingY+range)

{

dir \*= -1;

}

}

}

Patrol bot

Gắn code patrol vào con quái

-LimitLayer: mốc

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class patrol : MonoBehaviour

{

[SerializeField]

LayerMask limitLayer;

[SerializeField]

float speed = 10f;

int dir = -1;

void Start()

{

}

void Update()

{

RaycastHit2D hit = Physics2D.Raycast(transform.position, Vector2.right \* dir, 1f, limitLayer);

if (hit.collider != null)

{

dir \*= -1;

transform.localScale = new Vector3(transform.localScale.x \* -1, 1, 1);

}

transform.Translate(Vector2.right \* speed \* dir \* Time.deltaTime);

}

}

**A\* bot**

[https://arongranberg.com/astar/](https://www.youtube.com/redirect?event=video_description&redir_token=QUFFLUhqbUZRaktSRENQd2M2eXdqdmx4cGlINUdWd0NBd3xBQ3Jtc0tuSkJTU3pnS1p3UnlqZVlUSl9XdEdZZGRRNkRCQlAxTkQ4NDIxczRfb2x5NUxtRjUxR01taG1yZXIzcDQ2MHBjdHJaWVI0cHR5TEk2XzBVNWlfWDRHQk05ZHlNYjVLd1BmWE1BejhTcndseW44VzlRUQ&q=https%3A%2F%2Farongranberg.com%2Fastar%2F&v=jvtFUfJ6CP8)

Tạo A\*(pathfindger)

-diameter=1.3

-obstacle=ground

Tạo Enemy cho con chim vào

-Enemy(Aipath,AI destinaltion cho thg player vào)

-Con chim gắn GFXbot vào(để cái enemy vào)

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using Pathfinding;

public class GFXbot : MonoBehaviour

{

public AIPath aiPath;

// Update is called once per frame

void Update()

{

if (aiPath.desiredVelocity.x >= 0.01f)

{

transform.localScale = new Vector3(-1, 1, 1);

}

else if (aiPath.desiredVelocity.y <= -0.01f)

{

transform.localScale = new Vector3(1, 1, 1);

}

}

}