IF Statements

Thursday, December 31, 2020 4:09 PM

Create game logic based on conditions. Can only be run in methods.

If (condition)
{
Run code
}

```
Unity Script | 0 references
public class IFStatementChallenge : MonoBehaviour
{
    int _score;
    int _points = 10;
    bool _messagePrinted;

    // Update is called once per frame
    Unity Message | 0 references
    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space))
        {
            _score += _points;
        }

        if (_score >= 50 && _messagePrinted == false)
        {
            Debug.Log("Good Job!!");
            _messagePrinted = true;
        }
        Debug.Log(_score);
    }
```

Else: condition to run if the if statement condition isn't met.

Else If

- Check for multiple conditions
- No limit

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

Unity Script | 0 references
public class IFSpeed : MonoBehaviour
{
    [SerializeField] float _speed;

    // Update is called once per frame
    Unity Message | 0 references
    void Update()
    {
        _speed += Time.deltaTime;
        Debug.Log(Mathf.Round(_speed));

        if (Input.GetKeyDown(KeyCode.W))
        {
            _speed += 5;
        }
        else if (Input.GetKeyDown(KeyCode.S))
        {
            _speed -= 5;
        }

        if (_speed > 20)
        {
            Debug.Log("Slow down!");
        }
        else if (_speed <= 0)
        {
            _speed = 0;
            Debug.Log("Speed Up!");
        }

    }
}
```

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

Unity Script | 0 references
public class IFCube : MonoBehaviour
{
    [SerializeField] int _score;
    int _points = 10;
    [SerializeField] GameObject cube;
    Color cubecolor;

    // Start is called before the first frame update
    Unity Message | 0 references
    void Start()
    {

        cube.GetComponent<Renderer>().material.color = Color.red;

    }

    // Update is called once per frame
    Unity Message | 0 references
    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space))
        {
            _score += _points;
        }

        if (_score == 50)
        {
            cube.GetComponent<Renderer>().material.color = Color.green;
        }

        else if (_score > 50)
        {
            cube.GetComponent<Renderer>().material.color = Color.blue;
        }

        Debug.Log(_score);
    }
}
```