

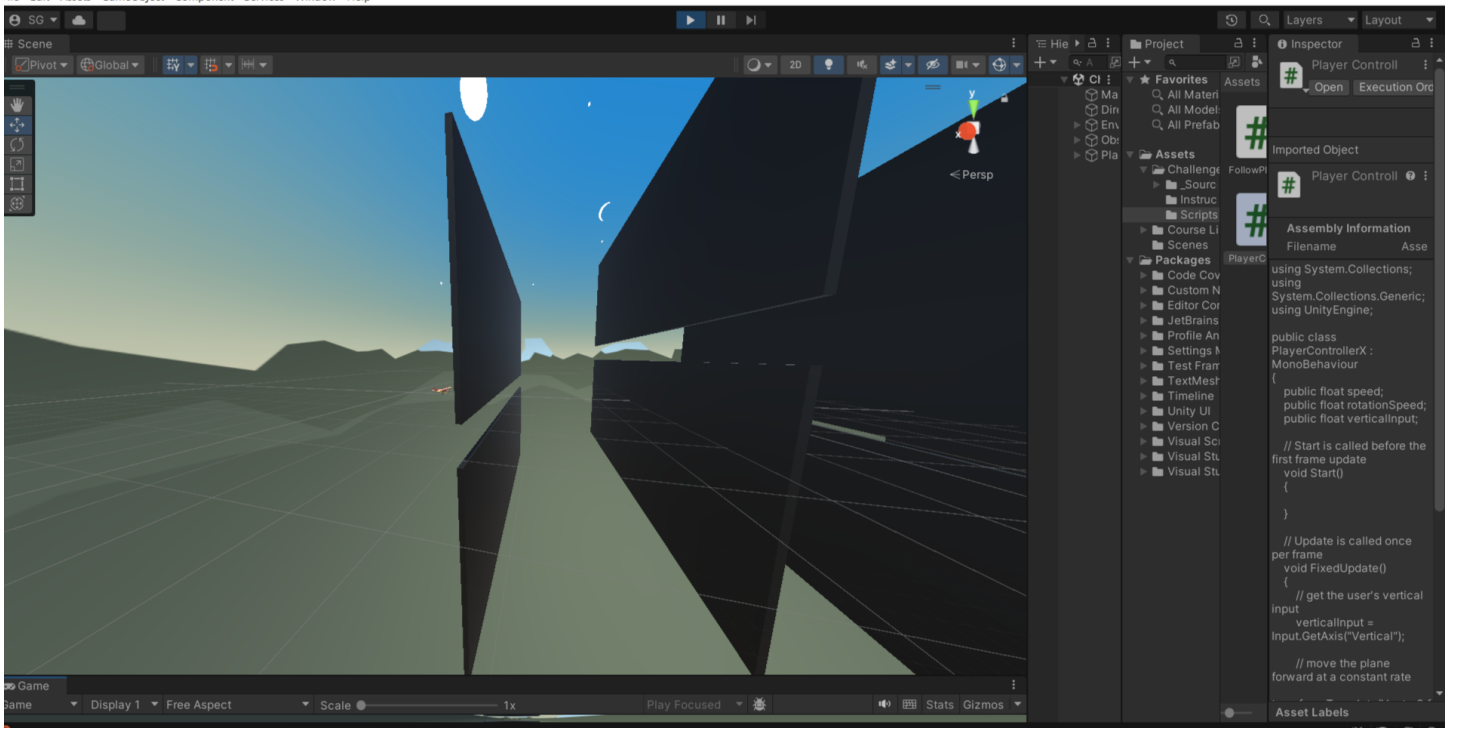
Oyun Programlama

Ödev 2 (Uçak)

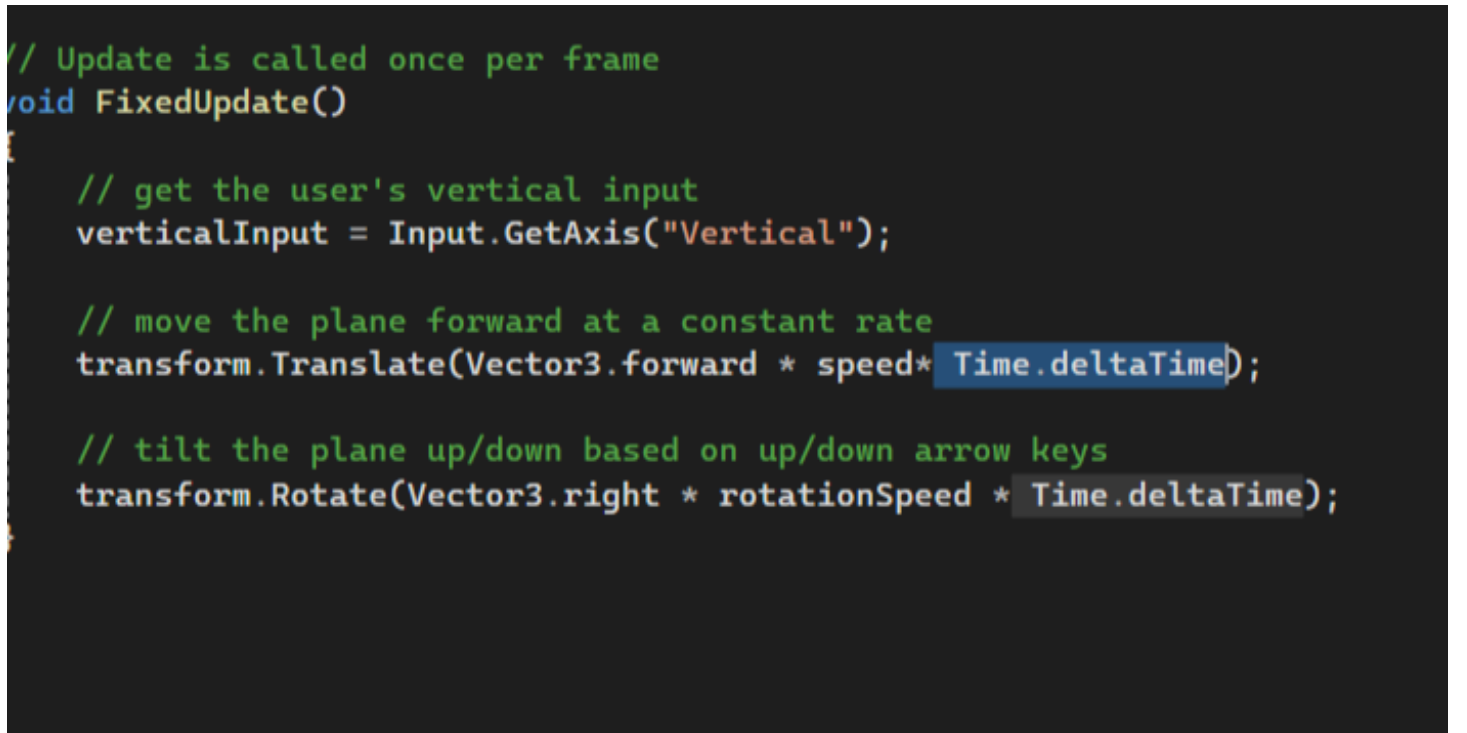
Sevim Büşra Gül

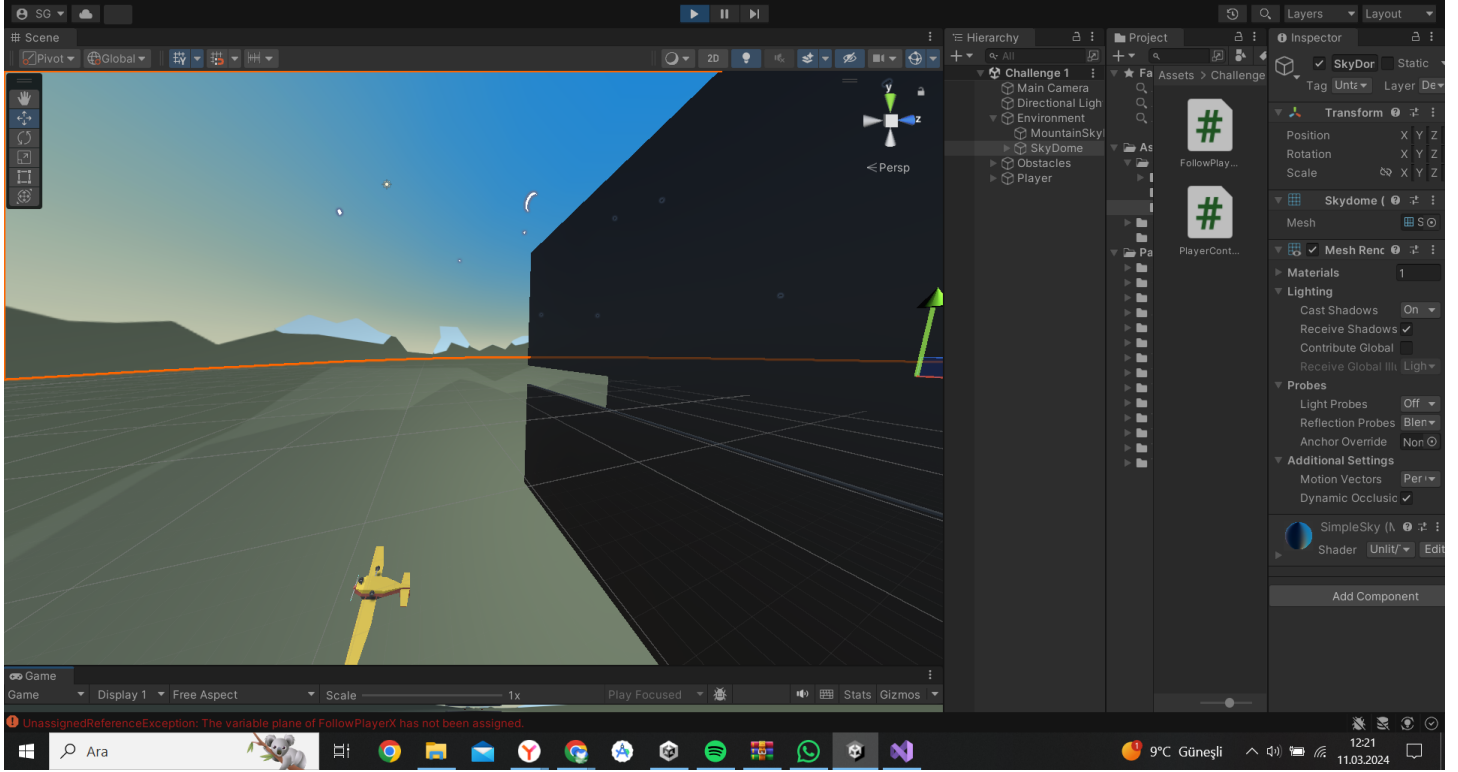
212523056(i.ö)

1-)Uçak ters Yöne gitmektedir. Sprints->Player Controllerdan back olan kısmı forward yapıldı



2-)Uçak çok hızlı gidiyor biraz yavaşlatalım ...



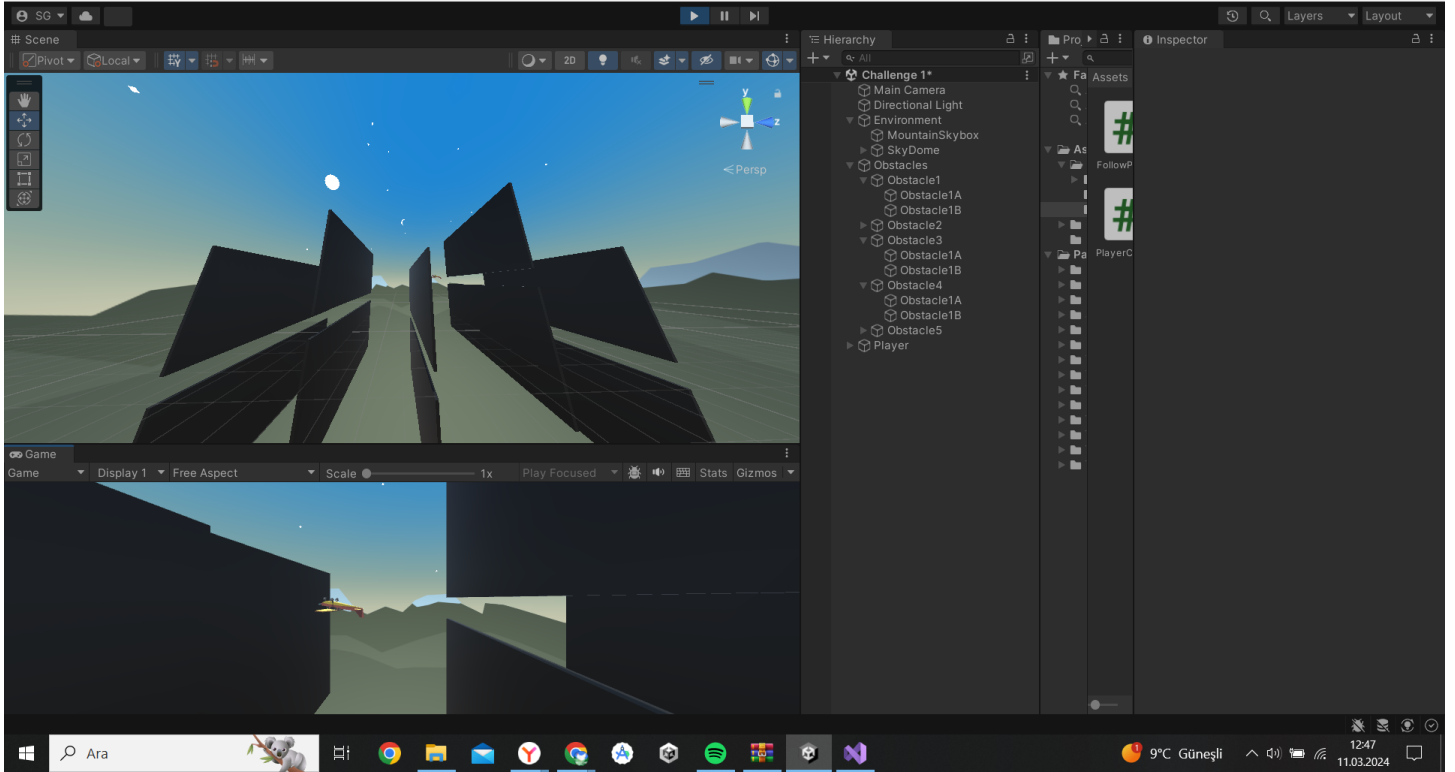
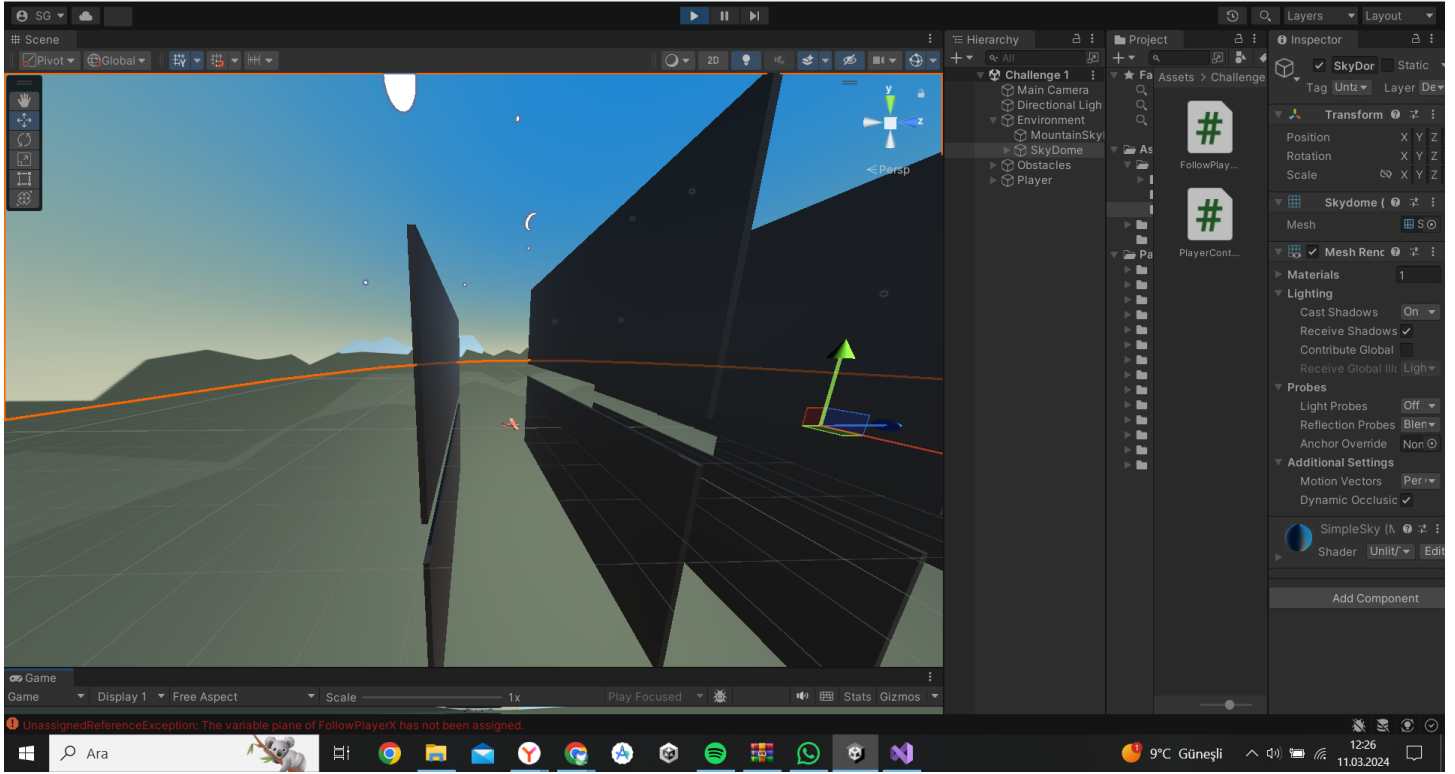


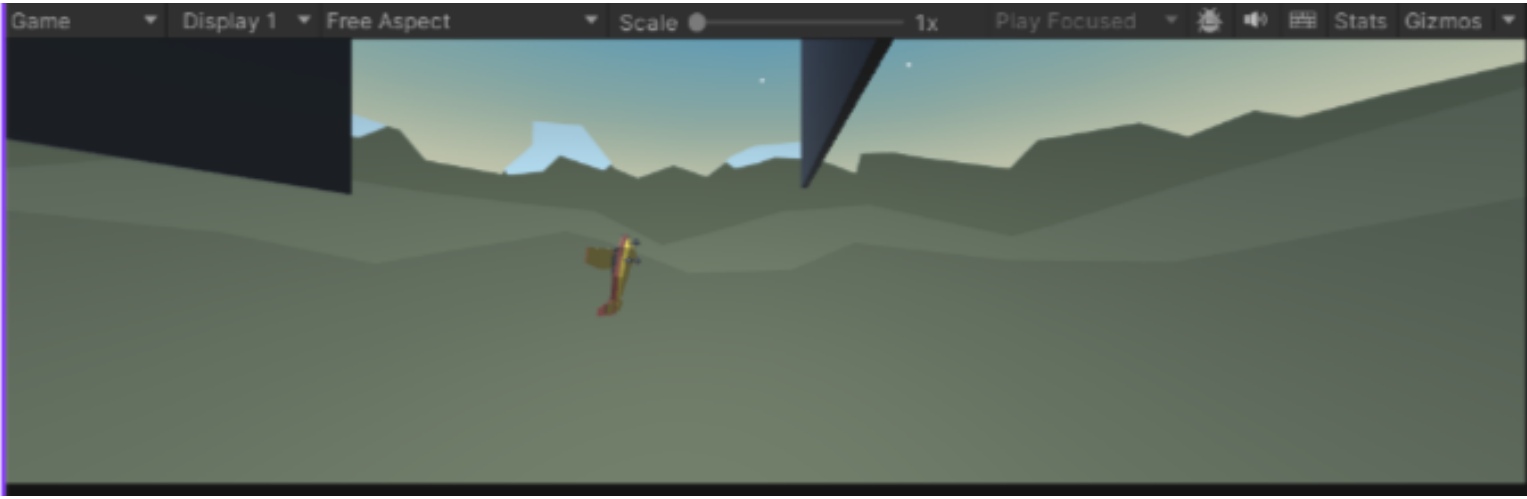
3-)Uçağı yukarı ve aşağı ok tuşlarından uçağın burnunu hareket ettirelim

```
// Update is called once per frame
void FixedUpdate()
{
    // get the user's vertical input
    verticalInput = Input.GetAxis("Vertical");

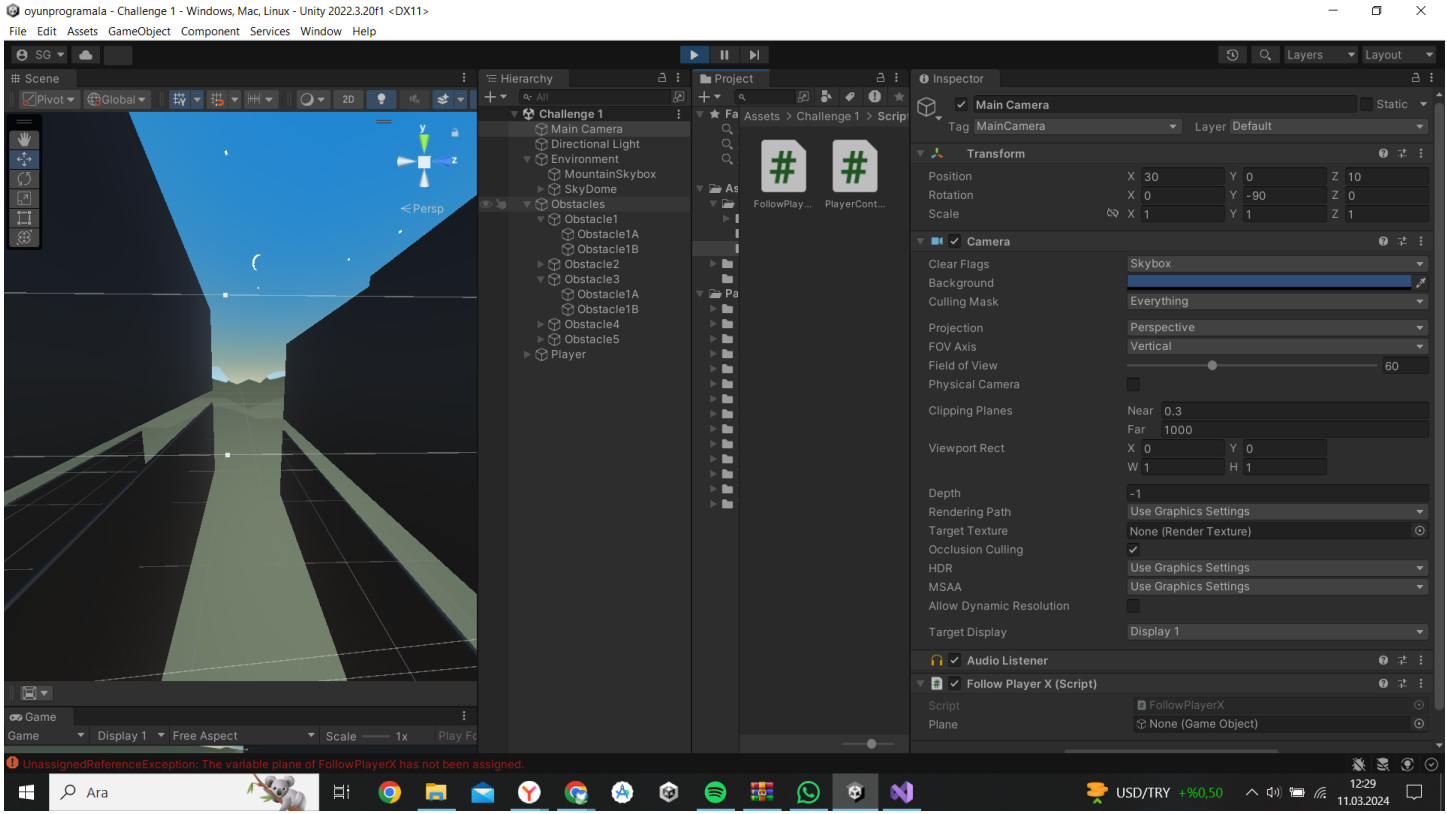
    // move the plane forward at a constant rate
    transform.Translate(Vector3.forward * speed * Time.deltaTime);

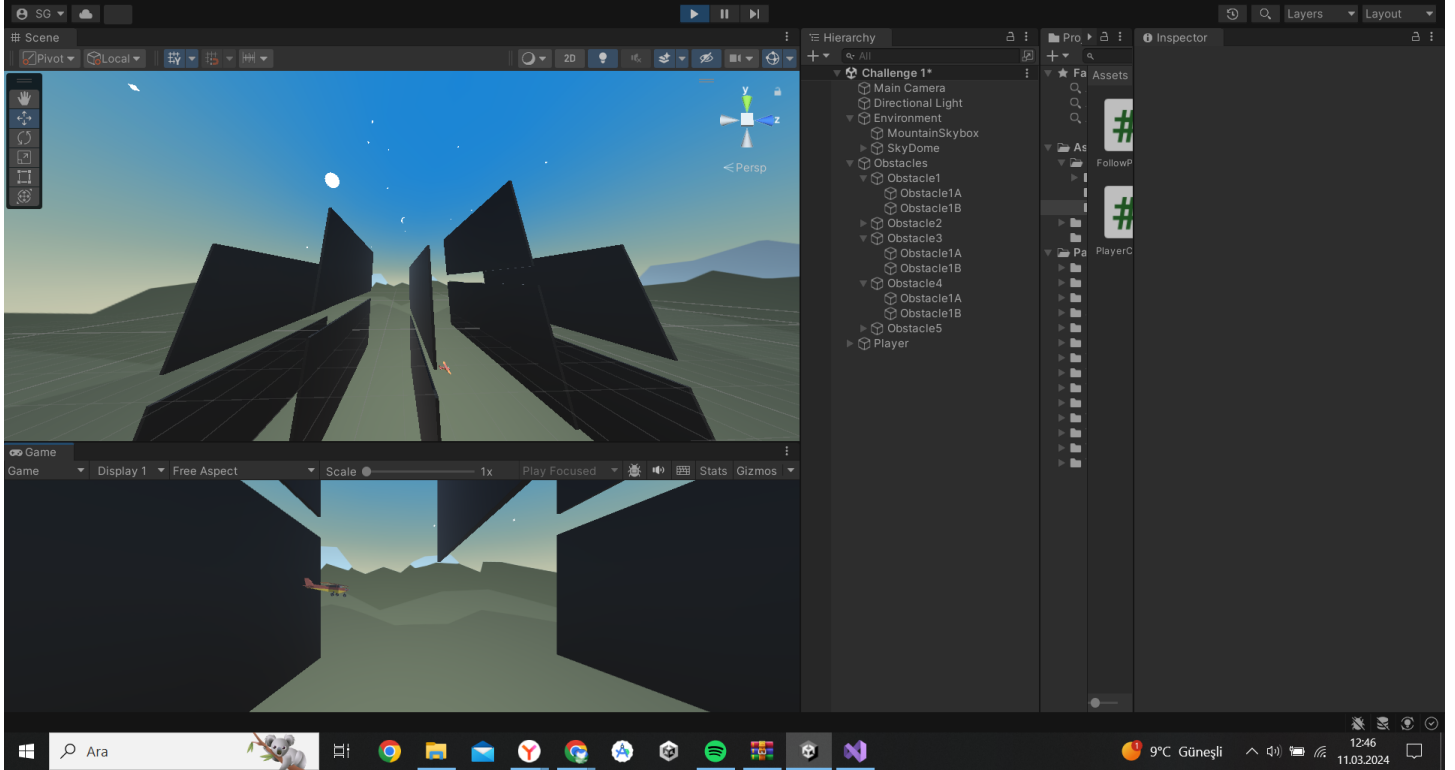
    // tilt the plane up/down based on up/down arrow keys
    transform.Rotate(Vector3.right * rotationSpeed * verticalInput * Time.deltaTime);
}
```





4-)Kamerayı ayarlama zamanı..





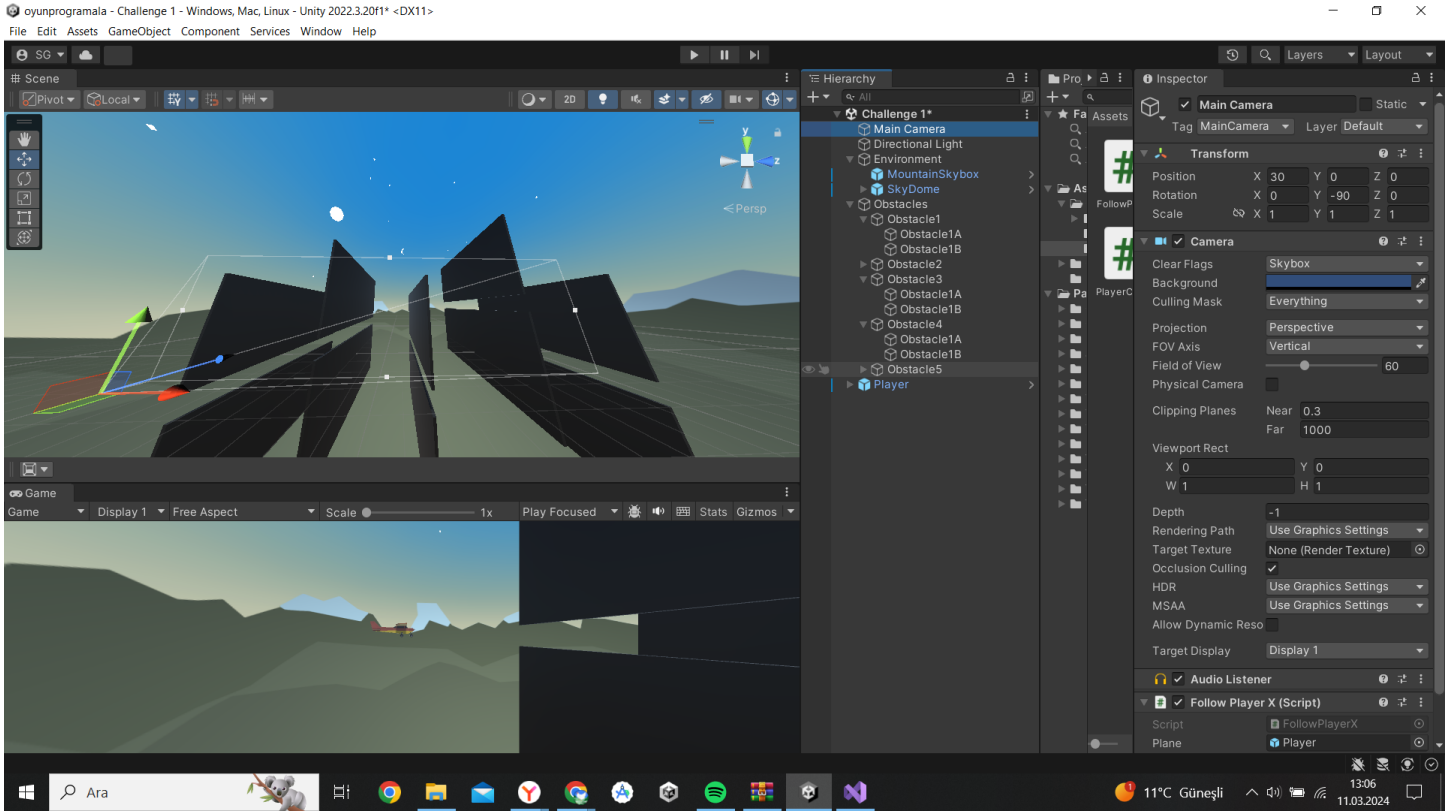
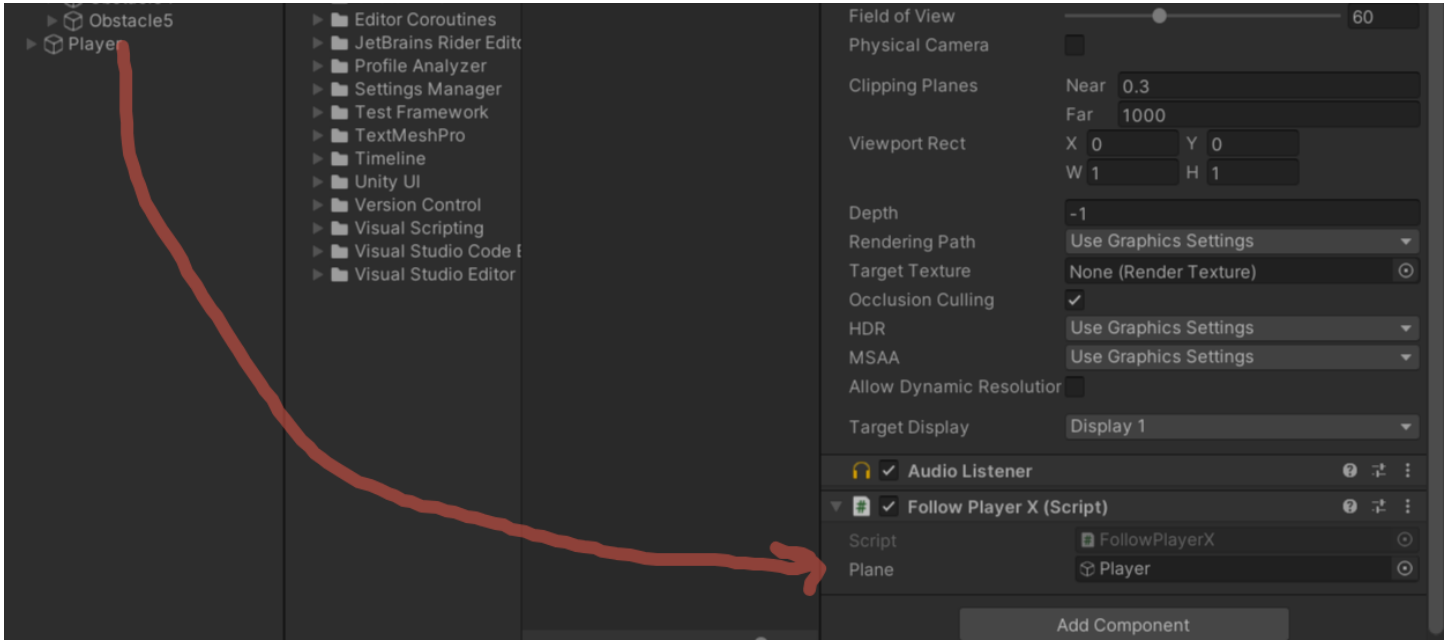
```
using UnityEngine;

public class FollowPlayerX : MonoBehaviour
{
    public GameObject plane;

    private Vector3 offset = new Vector3(30, 0, 10); // Kamere position ayarları

    // Start is called before the first frame update
    void Start()
    {
        // 
    }

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



Vee son olarak pervanenin dönmesini istiyorum ... (Çok ss de belli olmuyor ama olsun 😊)


```
spingrpellerx.cs | FollowPlayerX.cs | PlayerControllerX.cs | Yenilikler
Diğer Dosyalar | NewBehaviourScript | Update()

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class NewBehaviourScript : MonoBehaviour
6  {
7      private float propellorSpeed = 1000;
8      // Start is called before the first frame update
9      void Start()
10     {
11     }
12
13
14     // Update is called once per frame
15     void Update()
16     {
17         transform.Rotate(Vector3.forward, propellorSpeed*Time.deltaTime);
18     }
19 }
20
```

oyunprogramala - Challenge 1 - Windows, Mac, Linux - Unity 2023.3.20f1* <DX11>
File Edit Assets GameObject Component Services Window Help

