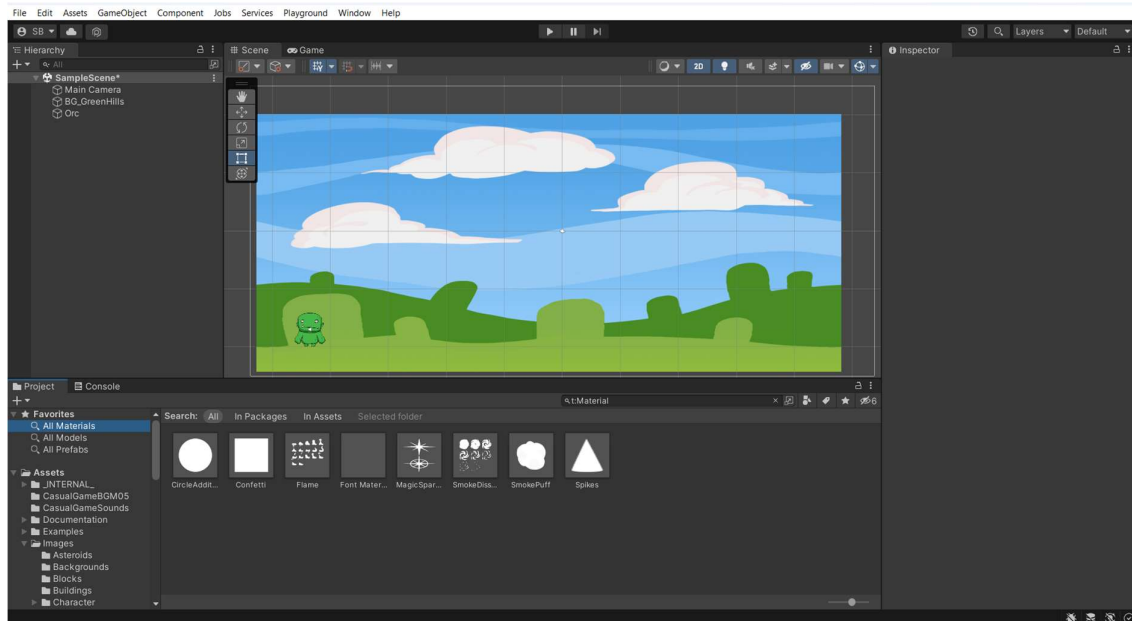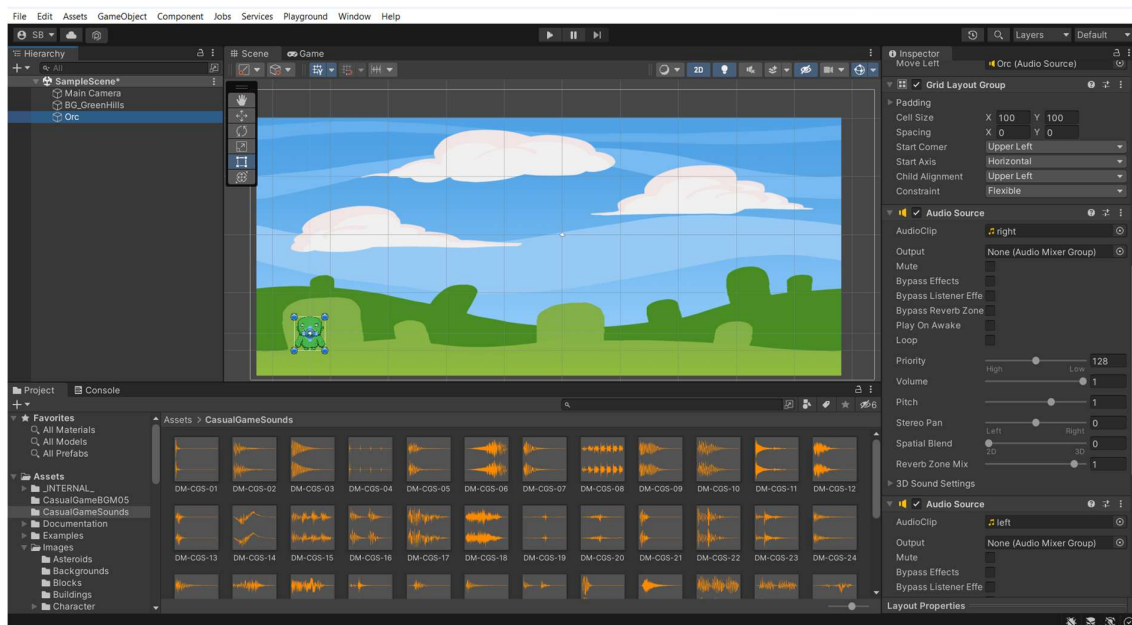LAB 9

Sudharshanan Balaji

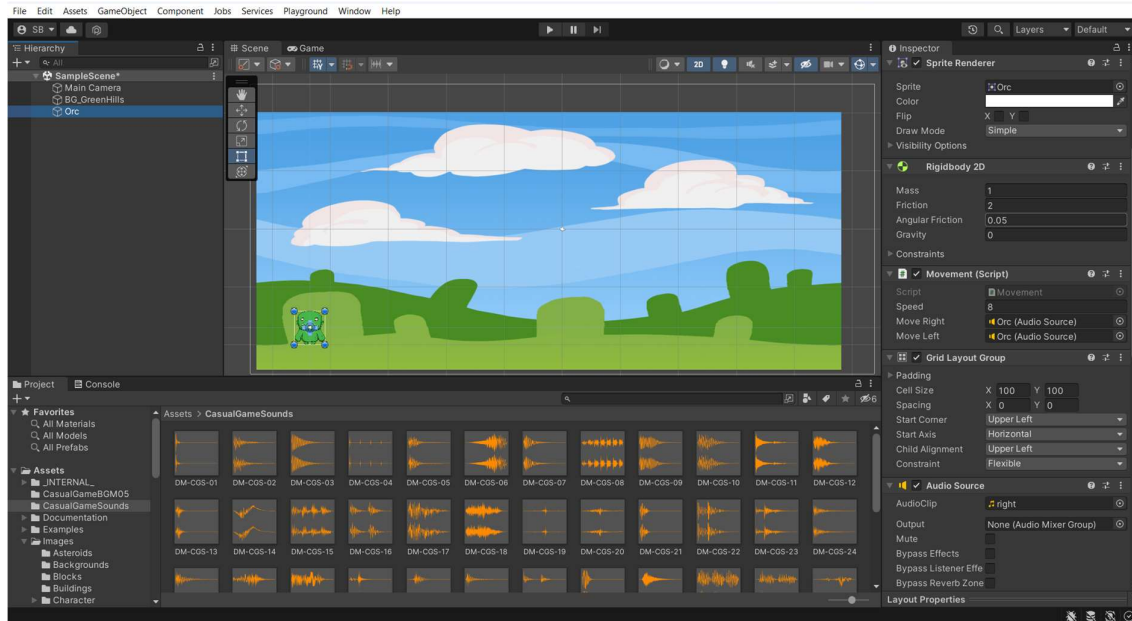20BAI1242

Step 1: create a Scene with player

Step 2:

Add Audio source for player for each movement the player does for left and right up and left

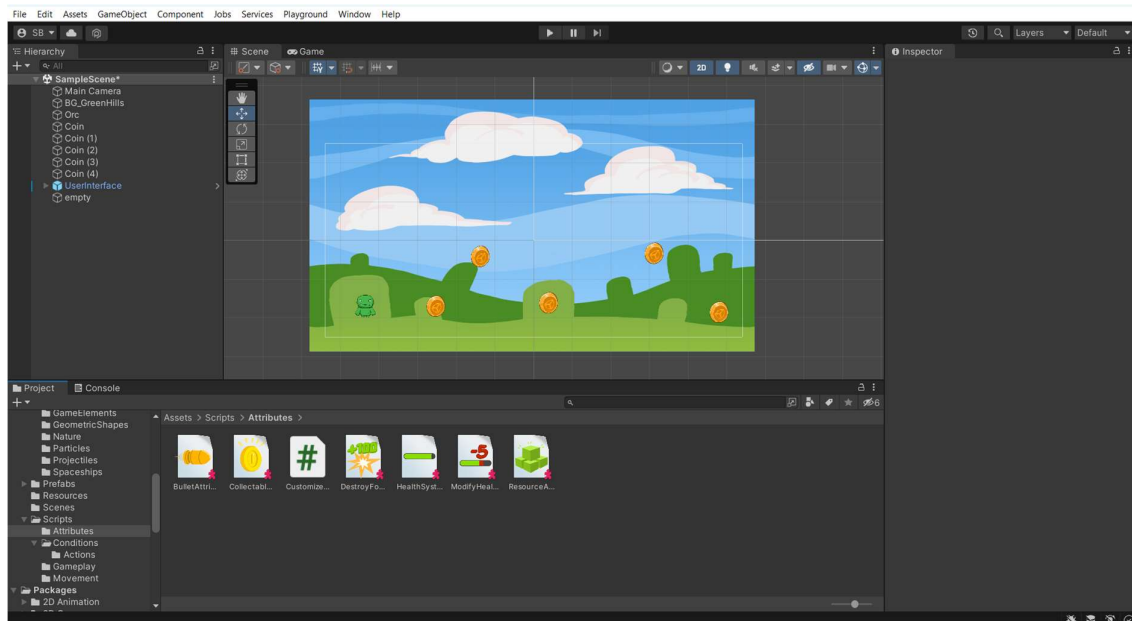
Choose an audio file and tag in audio source

Step 3:

Now change the script to make the effect and add the audio source to move left and move right
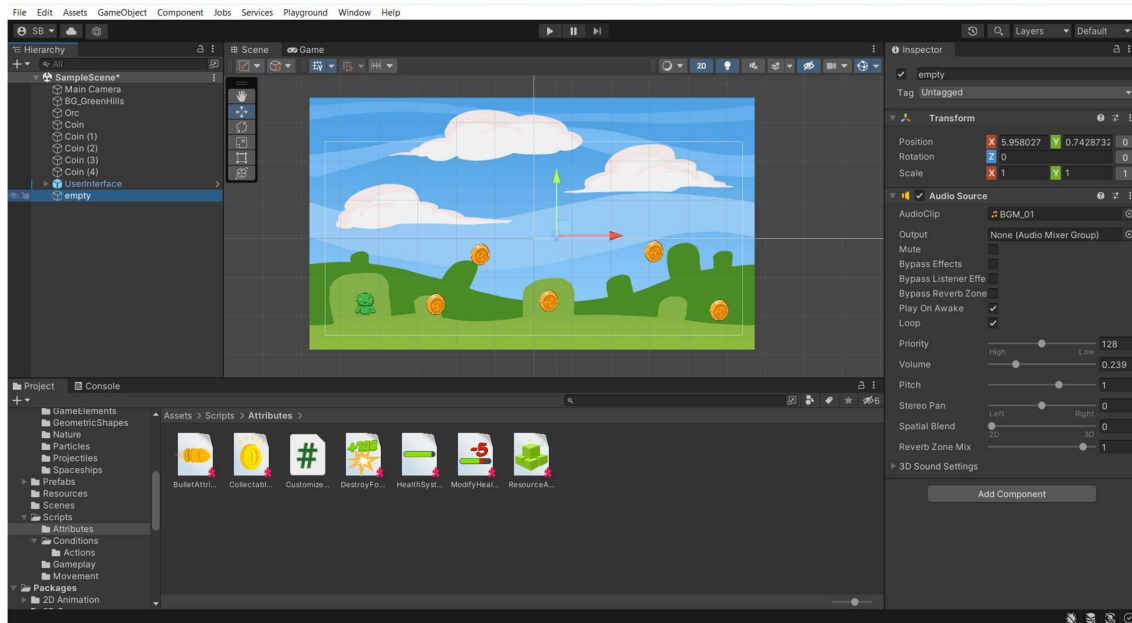

Step 4:

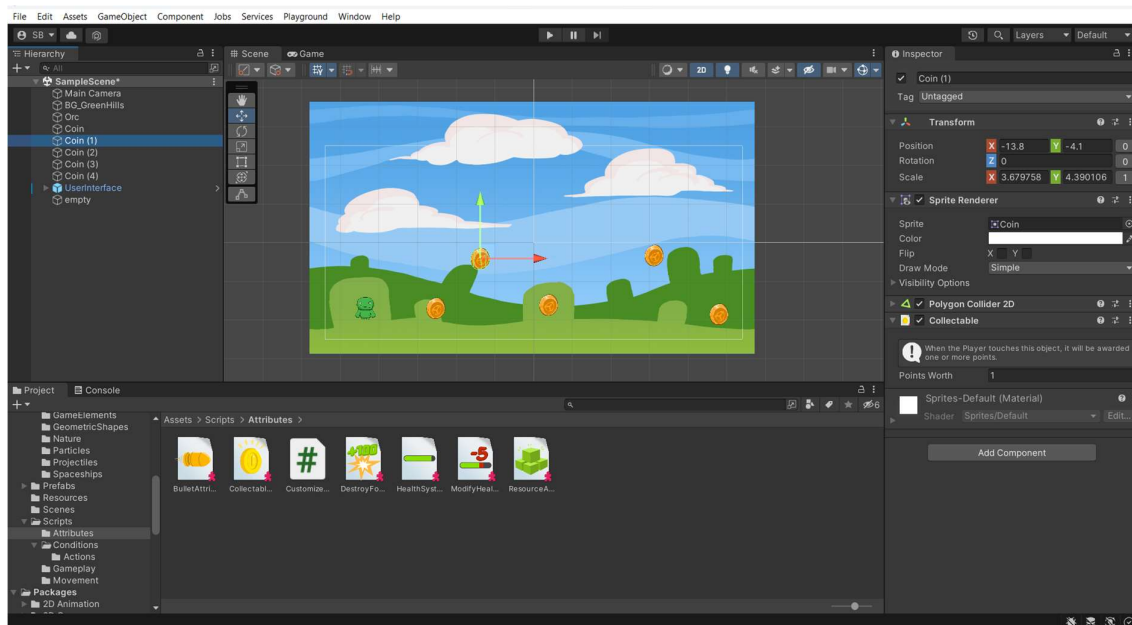Add Collectables and UI script:

Step 5:

Add an Empty Object and add BGM and loop:

Step 6: add Collectable sound

Gameplay link:
https://drive.google.com/file/d/1BnQEusoJFrF2iKBXY5clA0ABQD2M_FQT/view?usp=share_link

Scripts used:

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

    public class Movement : MonoBehaviour
    {
         public float speed = 8f;
        [SerializeField] private AudioSource moveRight;
        [SerializeField] private AudioSource moveLeft;
         [SerializeField] private AudioSource moveUp;
         [SerializeField] private AudioSource moveDown;
        // Start is called before the first frame update
        void Start()
        {

        }

        // Update is called once per frame
        void Update()
    {
        if (Input.GetKey(KeyCode.RightArrow))
        {
            transform.position += new Vector3(speed * Time.deltaTime, 0.0f,
0.0f);
            moveRight.Play();
        }

        if (Input.GetKey(KeyCode.LeftArrow)) {
        moveLeft.Play();
            transform.position -= new Vector3(speed * Time.deltaTime, 0.0f,
0.0f);
        }
     if (Input.GetKey(KeyCode.UpArrow))
     {
       moveUp.Play();
         transform.position += Vector3.up * speed * Time.deltaTime;
     }
     if (Input.GetKey(KeyCode.DownArrow))
     {
       moveDown.Play();
         transform.position += Vector3.down * speed * Time.deltaTime;
     }
     }

     }
```

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

public class Collecter : MonoBehaviour
{
    //public AudioSource collectSound;
[SerializeField] private AudioSource collectSound;
    private UIScript userInterface;
private void Start()
    {
        // Find the UI in the scene and store a reference for later use
        userInterface = GameObject.FindObjectOfType<UIScript>();
    }
private void Reset()
    {
        Utils.Collider2DDialogWindow(this.gameObject, true);
    }
    private void OnTriggerEnter(Collider other)
    {
        if (other.gameObject.tag == "Player")
        {
            collectSound.Play();
            Destroy(gameObject);
        }
    }
}
```