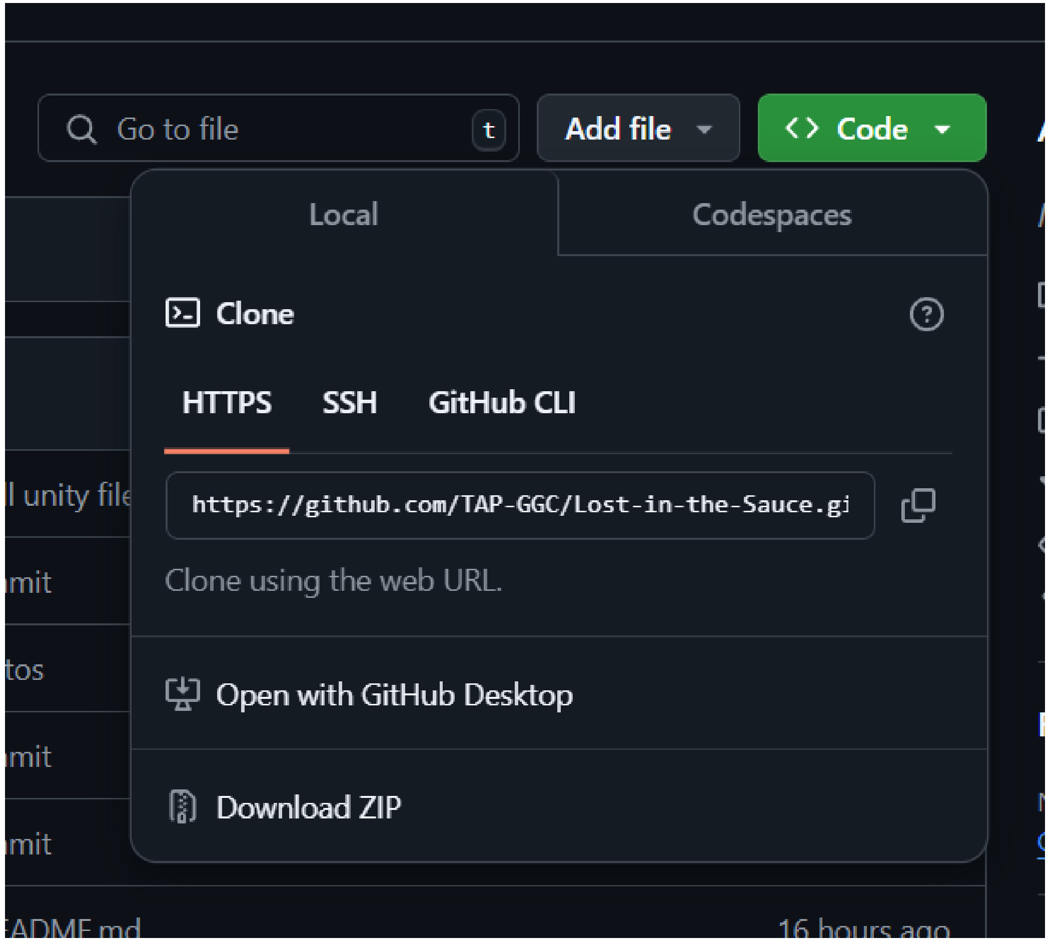
LOST IN THE SAUCE

PRESENTERS: Taisann Kham, Brittany Giordano, Edgar Alvarez

UNITY Prep / Import Game

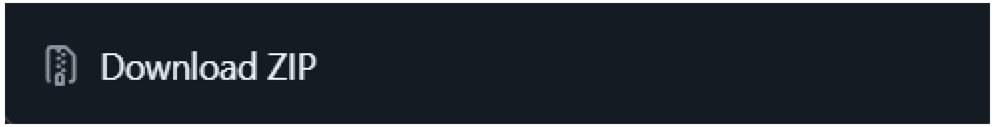
1. Click this link and click the dropdown next to the green code button on the top right of the screen.



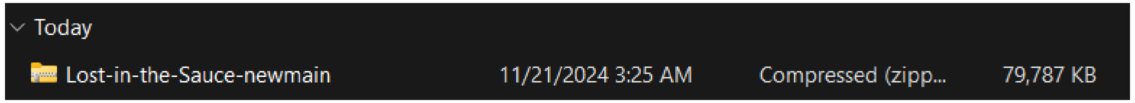
https://github.com/TAP-GGC/Lost-in-the-Sauce.gi

Clone using the web URL.

2. Next click on Download Zip on the bottom the popup shown in the previous image.



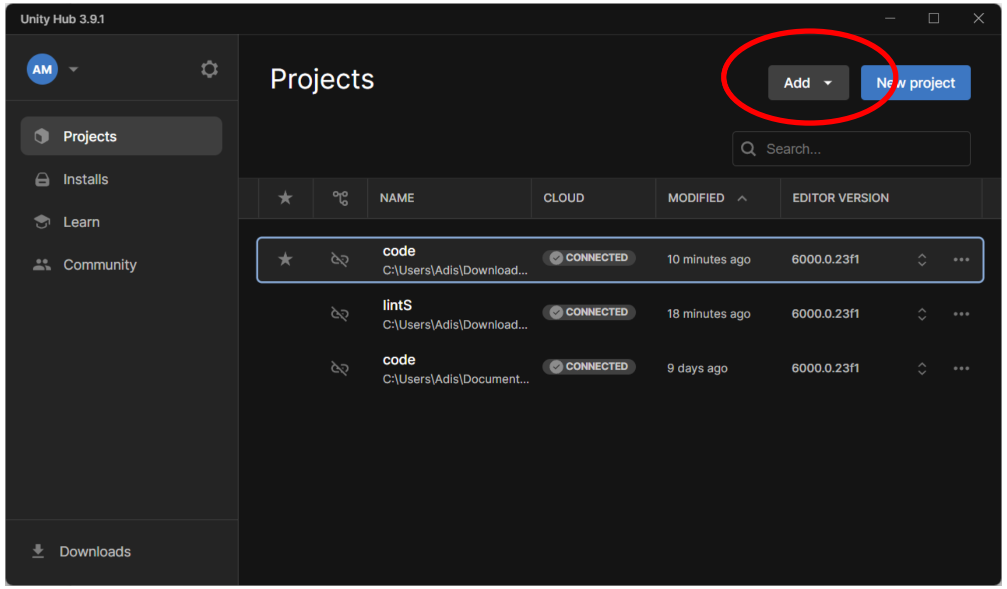
3. You should see this folder in your file explorer under downloads. Right click on it and click extract all.



Lost-in-the-Sauce-newmain 11/21/2024 3:25 AM Compressed (zipp... 79,787 KB

UNITY Prep / Import Game

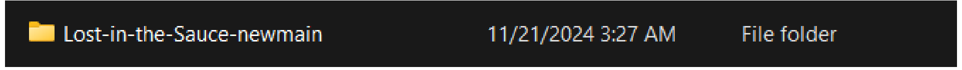
4. Open Unity Hub and click on the Add button.



★		NAME	CLOUD	MODIFIED	EDITOR VERSION
★		code C:\Users\Adis\Download...	CONNECTED	10 minutes ago	6000.0.23f1
		lintS C:\Users\Adis\Download...	CONNECTED	18 minutes ago	6000.0.23f1
		code C:\Users\Adis\Document...	CONNECTED	9 days ago	6000.0.23f1

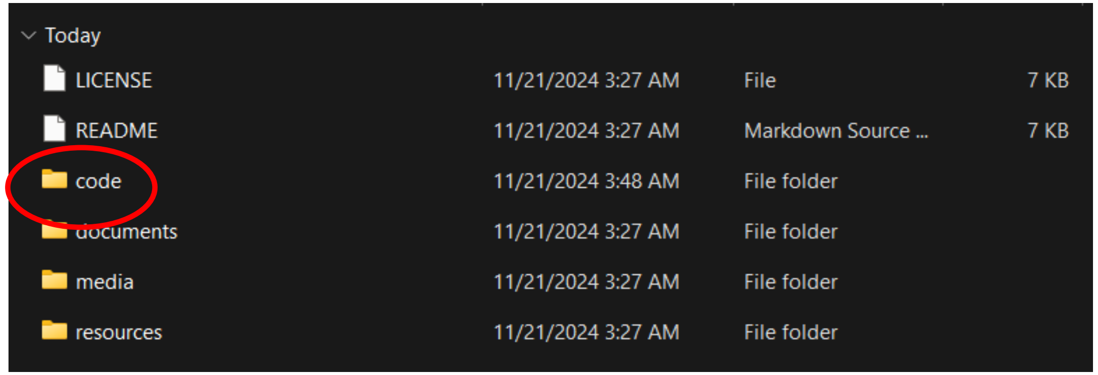
5. click on Add project from disk.

6. Find your exported file that we downloaded from GitHub earlier (should be in your downloads folder) and click on it.



Lost-in-the-Sauce-newmain	11/21/2024 3:27 AM	File folder

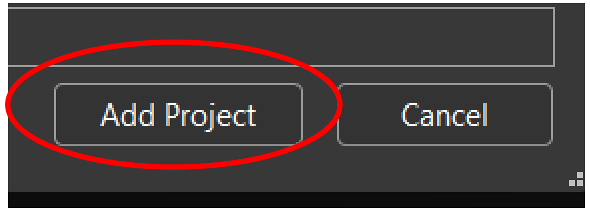
7. Once in the folder click and enter the code file.



Today

LICENSE	11/21/2024 3:27 AM	File	7 KB
README	11/21/2024 3:27 AM	Markdown Source ...	7 KB
code	11/21/2024 3:48 AM	File folder	
documents	11/21/2024 3:27 AM	File folder	
media	11/21/2024 3:27 AM	File folder	
resources	11/21/2024 3:27 AM	File folder	

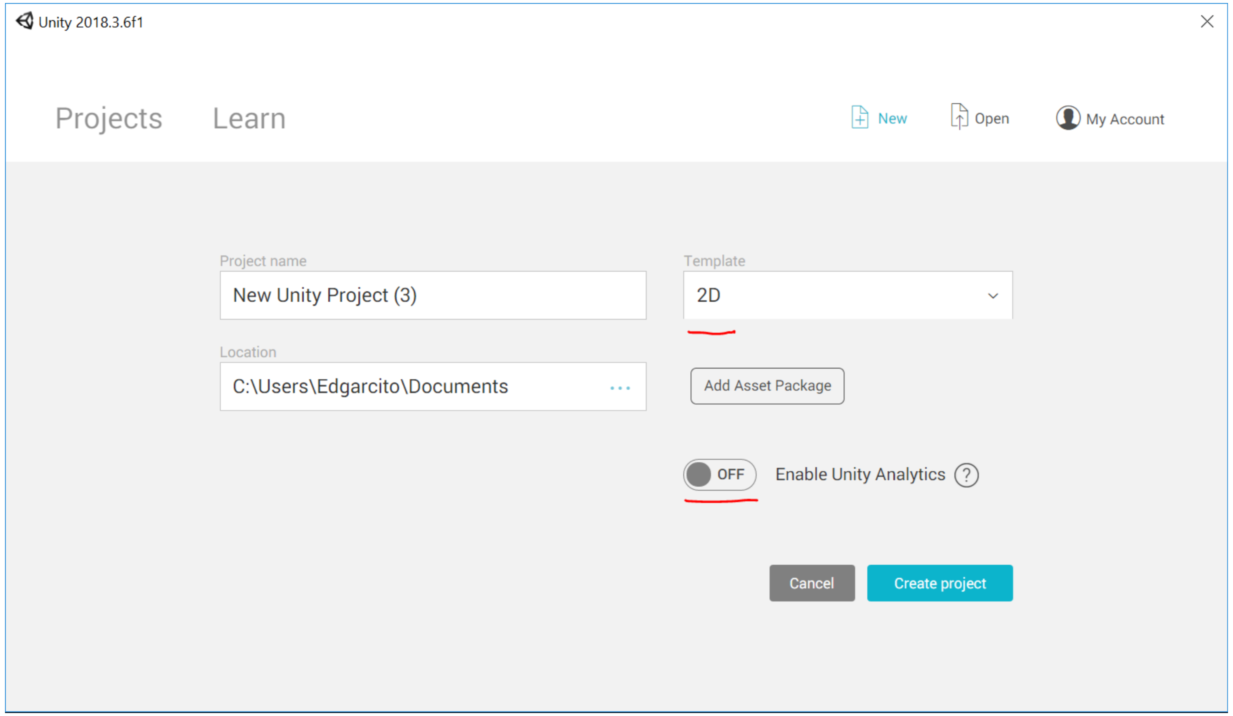
8. Click on add project



UNITY Prep / Import Game

9. Change Template to 2d and turn off Unity Analytics

10. Change Template to 2d and turn off Unity Analytics



Project name: New Unity Project (3)

Template: 2D

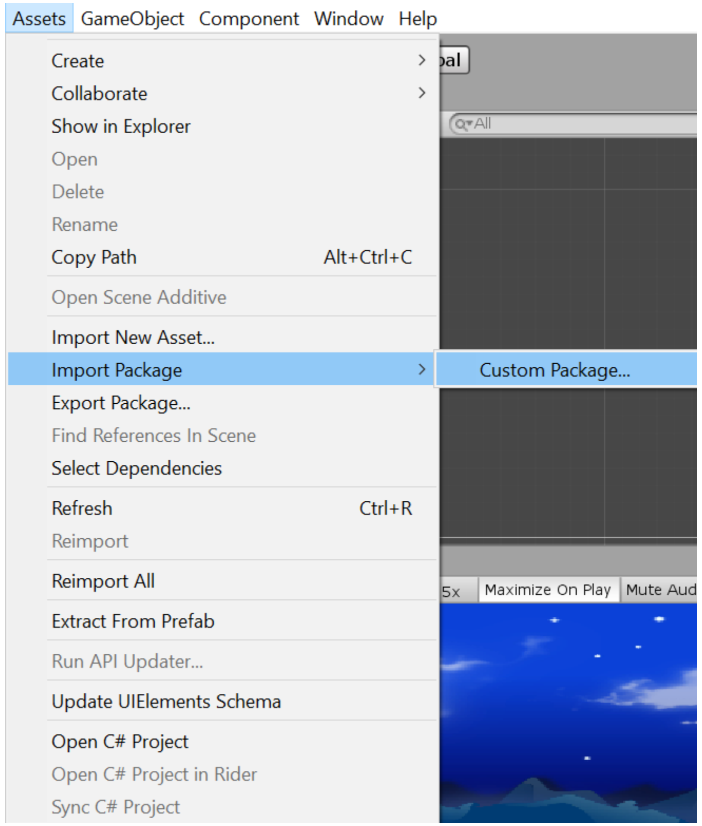
Location: C:\Users\Edgarcito\Documents

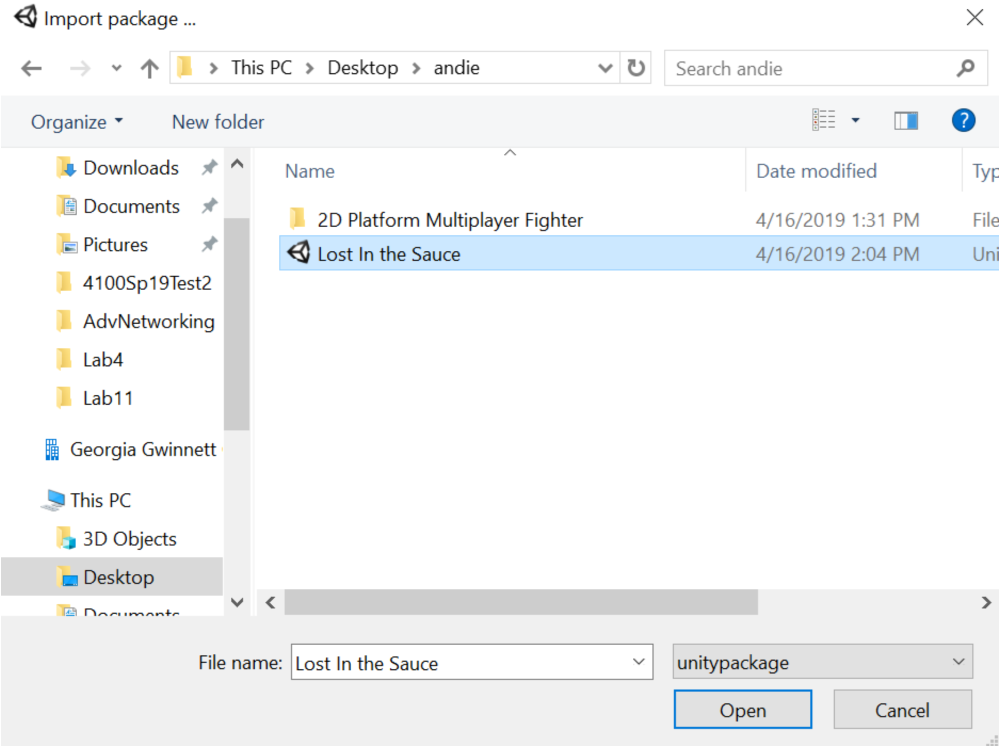
OFF Enable Unity Analytics

UNITY Prep / Import Game

1. Go to Assets Tab
   Under Import Package select Custom Package

2. Choose our game file that was passed via USB





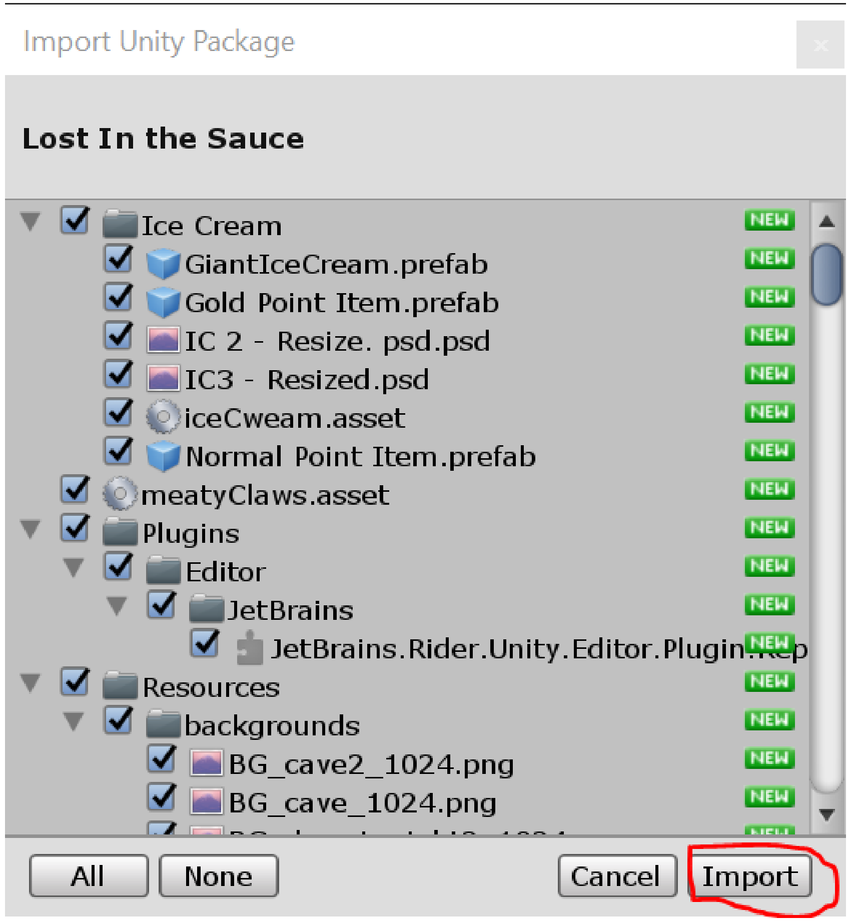
Name	Date modified	Typ
2D Platform Multiplayer Fighter	4/16/2019 1:31 PM	File
Lost In the Sauce	4/16/2019 2:04 PM	Uni

File name: Lost In the Sauce

unitypackage

UNITY Prep / Import Game

1. Pop up will Show what is imported.
   Click Import



Import Unity Package

Lost In the Sauce

- ☑ Ice Cream NEW
  - ☑ GiantIceCream.prefab NEW
  - ☑ Gold Point Item.prefab NEW
  - ☑ IC 2 - Resize. psd.psd NEW
  - ☑ IC3 - Resized.psd NEW
  - ☑ iceCweam.asset NEW
  - ☑ Normal Point Item.prefab NEW
- ☑ meatyClaws.asset NEW
- ☑ Plugins NEW
  - ☑ Editor NEW
    - ☑ JetBrains NEW
      - ☑ JetBrains.Rider.Unity.Editor.Plugin.Rep NEW
- ☑ Resources NEW
  - ☑ backgrounds NEW
    - ☑ BG_cave2_1024.png NEW
    - ☑ BG_cave_1024.png NEW

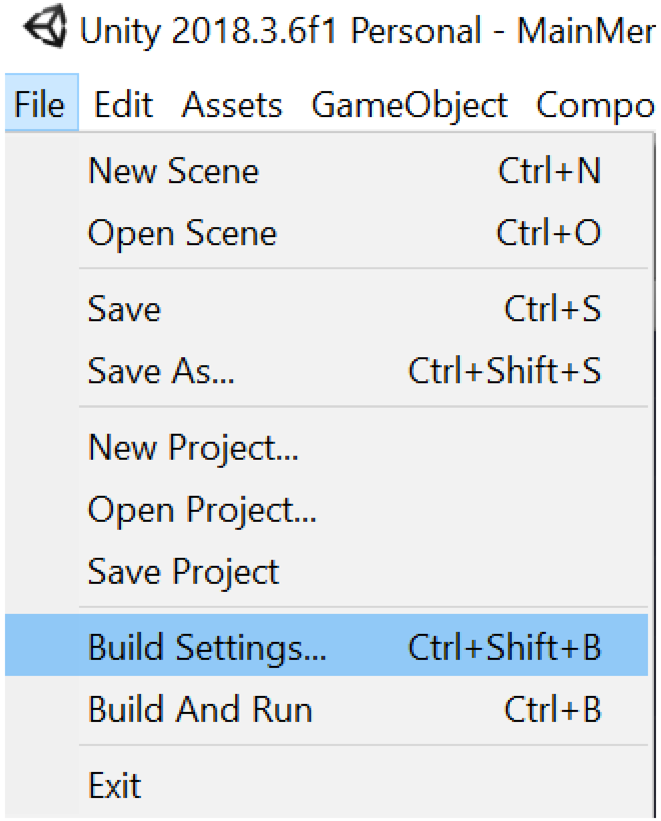
2. Next we Will have to Build the game. Adds Functionality

UNITY Prep / Import Game

1. Under File tab go to Build Settings

   Or Press CTRL + Shift + B

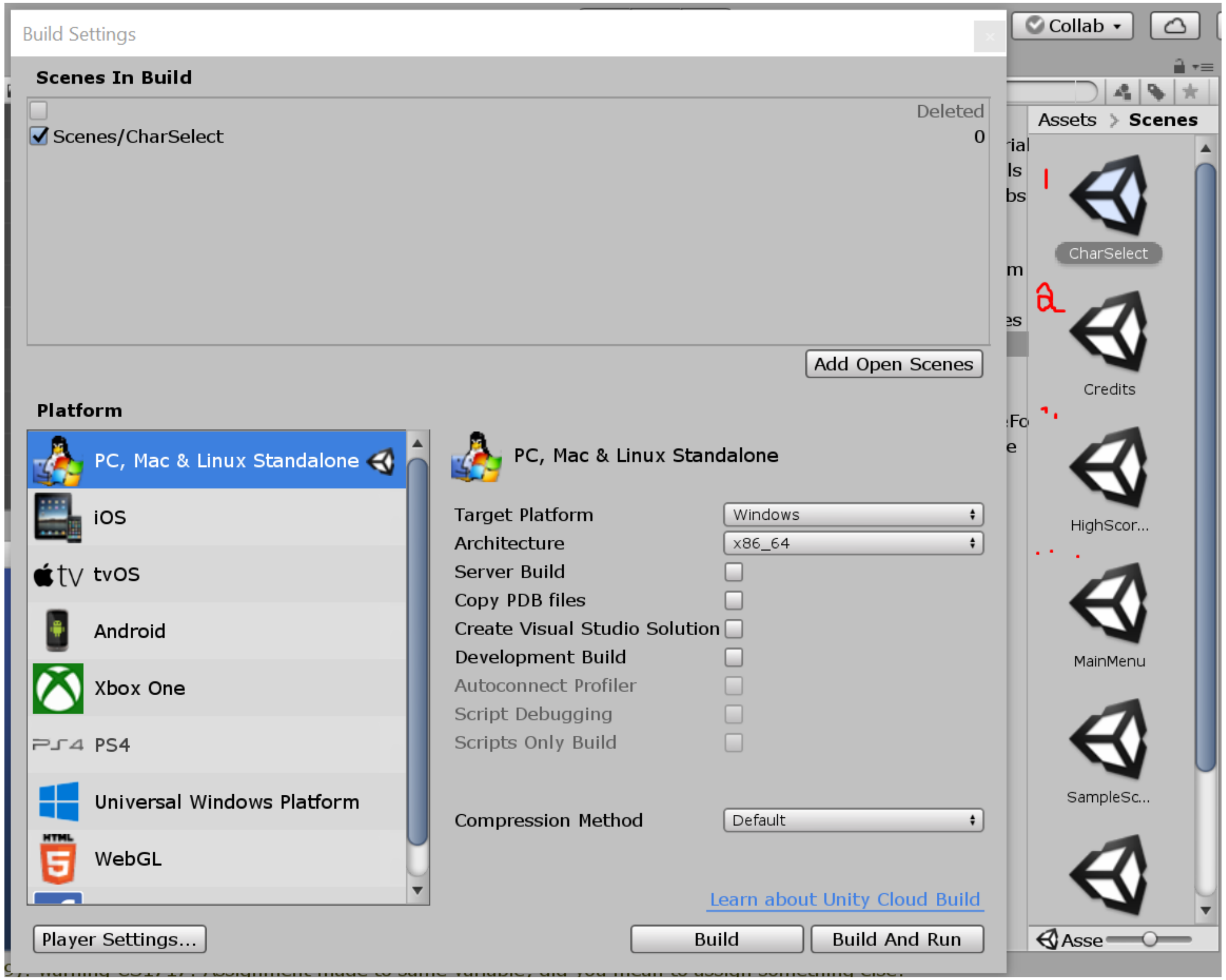
   Pop Up should appear



UNITY Prep / Import Game

For this Part you you will have to

1. change the scene by double clicking
2. Then click Add Open Scene
3. Repeat till all Scenes are in the Build



Build Settings

Scenes In Build

☑ Scenes/CharSelect — 0

Platform

PC, Mac & Linux Standalone

Target Platform: Windows

Architecture: x86_64

Server Build □

Copy PDB files □

Create Visual Studio Solution □

Development Build □

Autoconnect Profiler □

Script Debugging □

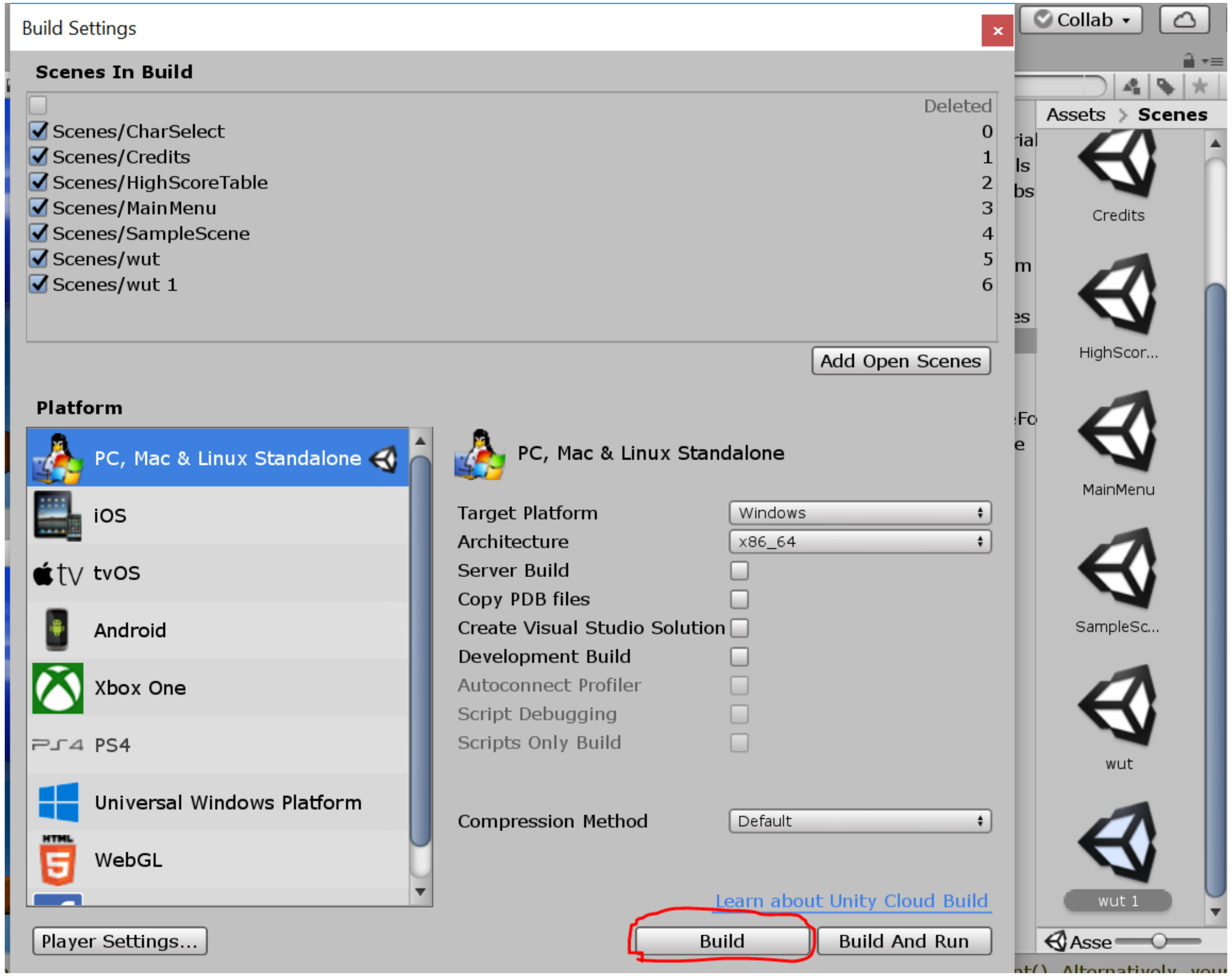
Scripts Only Build □

Compression Method: Default

UNITY Prep / Import Game

Should Look like this

Then click Build after all scenes are in build.



Build Settings

Scenes In Build

	Deleted
☑ Scenes/CharSelect	0
☑ Scenes/Credits	1
☑ Scenes/HighScoreTable	2
☑ Scenes/MainMenu	3
☑ Scenes/SampleScene	4
☑ Scenes/wut	5
☑ Scenes/wut 1	6

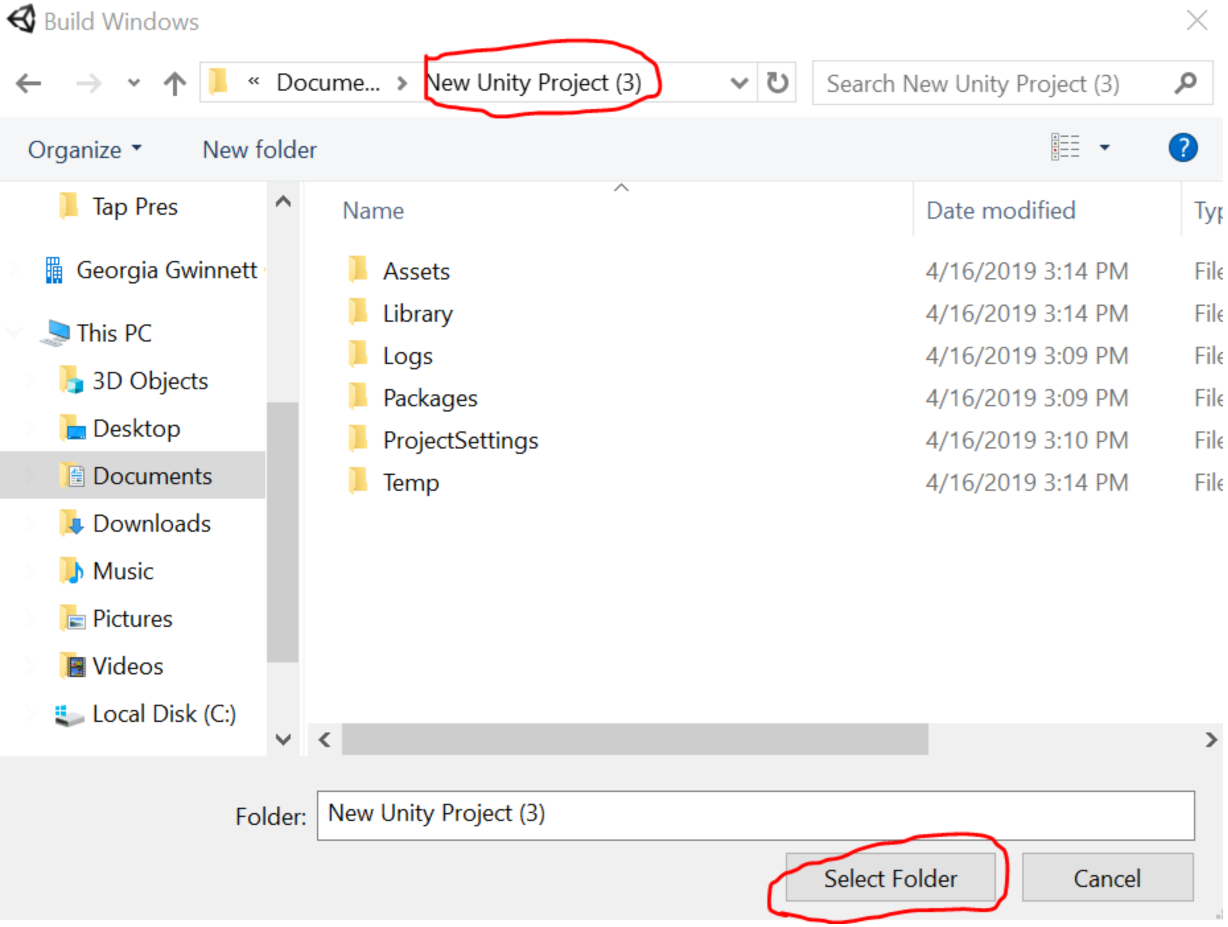
Platform

PC, Mac & Linux Standalone

Target Platform	Windows
Architecture	x86_64
Server Build	□
Copy PDB files	□
Create Visual Studio Solution	□
Development Build	□
Autoconnect Profiler	□
Script Debugging	□
Scripts Only Build	□
Compression Method	Default

UNITY Prep / Import Game

1. Once you press Build this pops up.
2. You can just Click the folder name in the top bar.
3. Then press select folder to confirm.

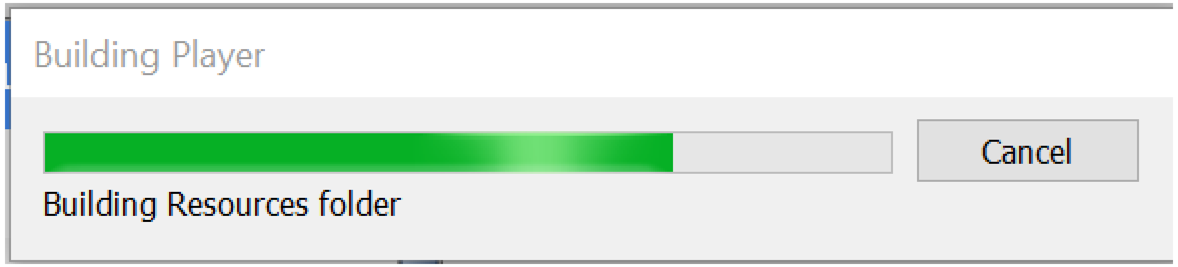


Name	Date modified	Typ
Assets	4/16/2019 3:14 PM	File
Library	4/16/2019 3:14 PM	File
Logs	4/16/2019 3:09 PM	File
Packages	4/16/2019 3:09 PM	File
ProjectSettings	4/16/2019 3:10 PM	File
Temp	4/16/2019 3:14 PM	File

Folder: New Unity Project (3)

UNITY Prep / Import Game

1. After loading it should be ready.



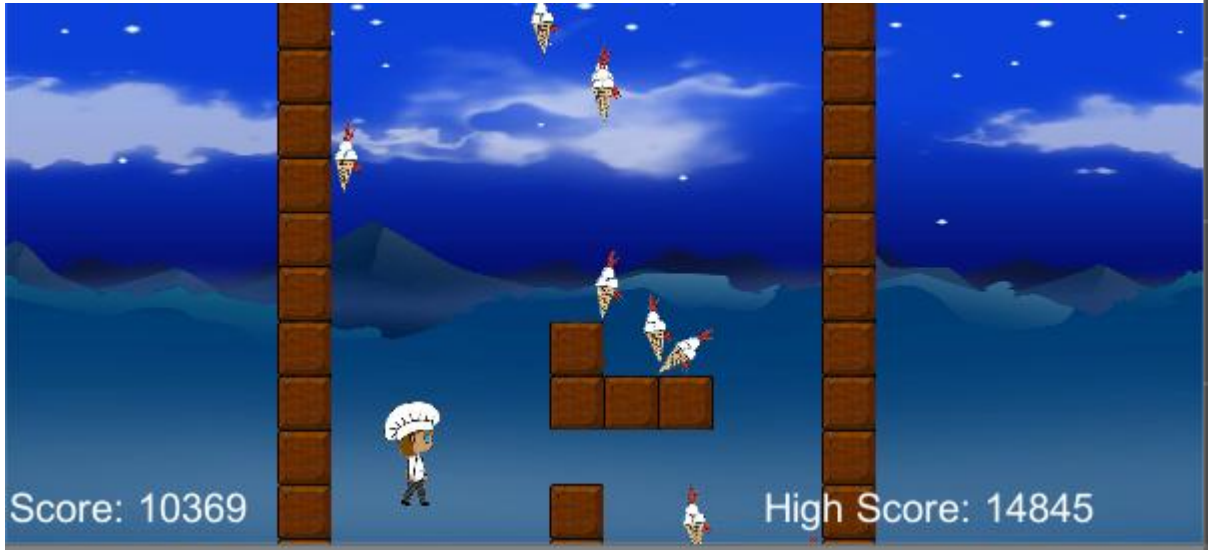
Building Resources folder

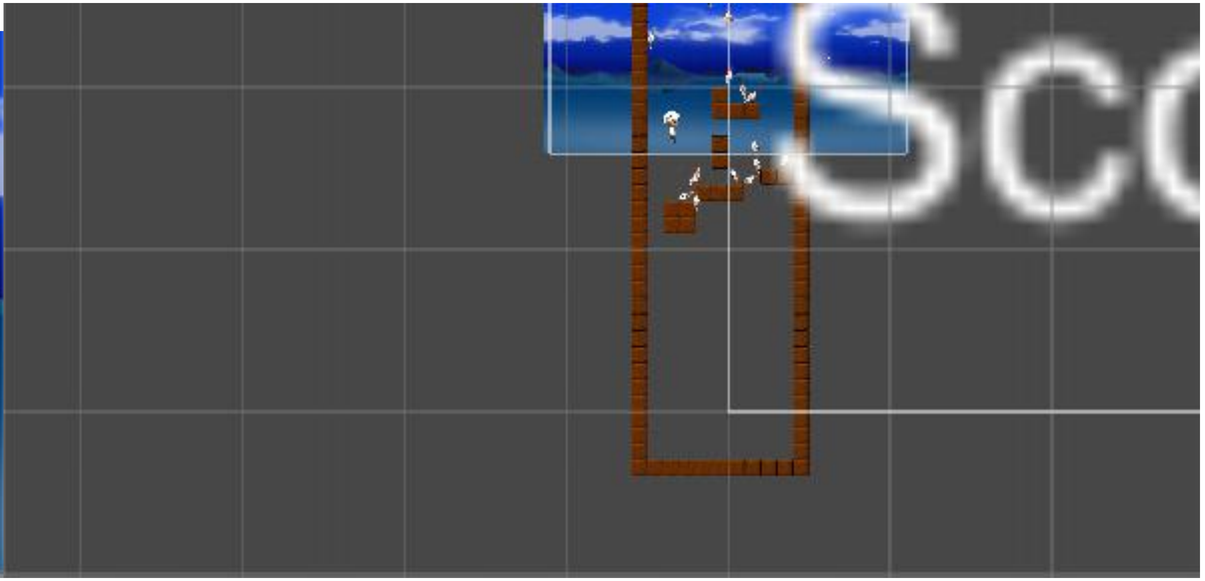
TAP

- TAP is a 3 credit hour course that you can take as an ITEC elective or free elective.
- TAP helps to improve leadership and communication skills and gives you the opportunity to work closely in a group and build strong peer relationships.

Lost in the Sauce

This game is an infinite wall jumping game where the player has to be on the wall or a platform to jump. The player must obtain as many points as possible until they fall below a certain point off the bottom of the screen.

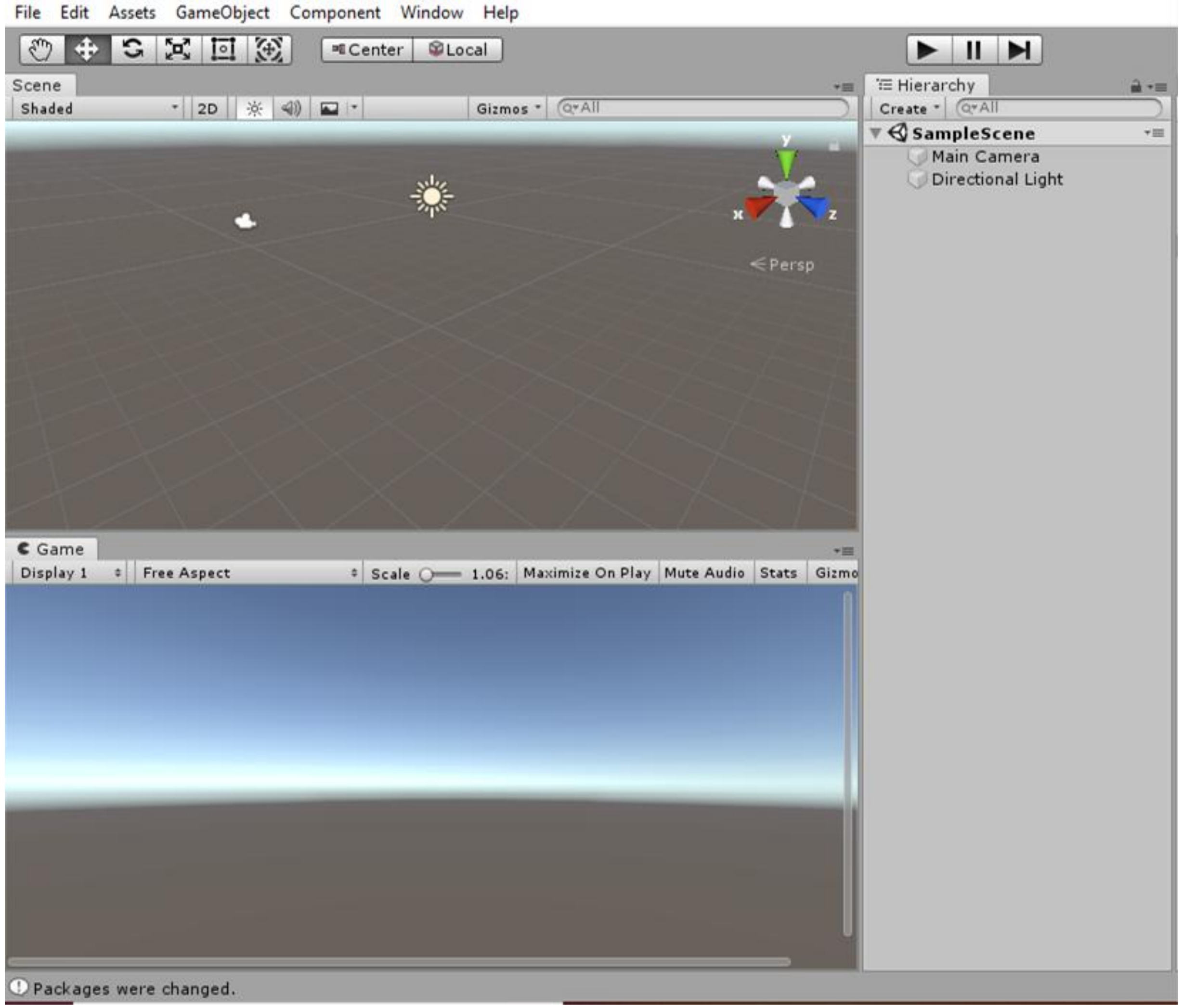




Unity Overview

Unity is a game creating engine that provides many functions for more easily creating games.

- Drag and drop an asset into the window to place it in the scene
- Import/Export assets
- Use of scripts (Programs)
- Allows easy playtesting
- Can modify values during test



Packages were changed.

Unity Overview Cont.

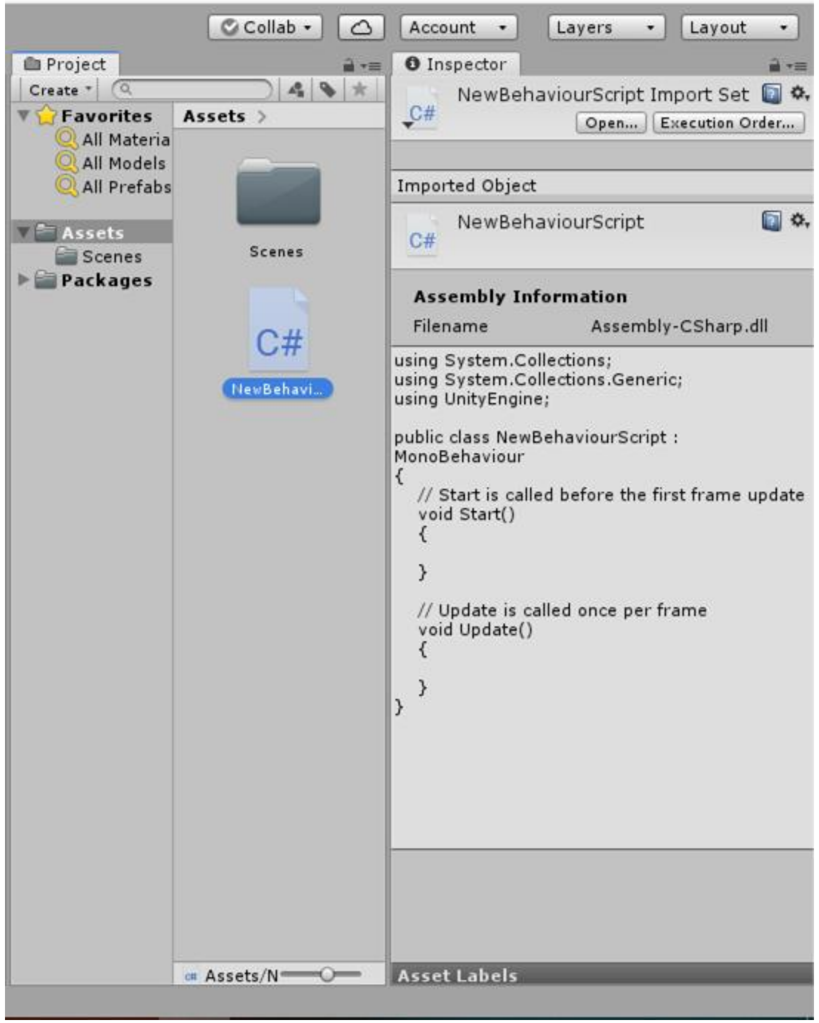
- Can organize assets to more easily access
- Can edit values inside script inside Inspector

  (But not the actual Program/script)

- Scripts support many predefined functions

  that serve as shortcuts to make

  programming certain things easier



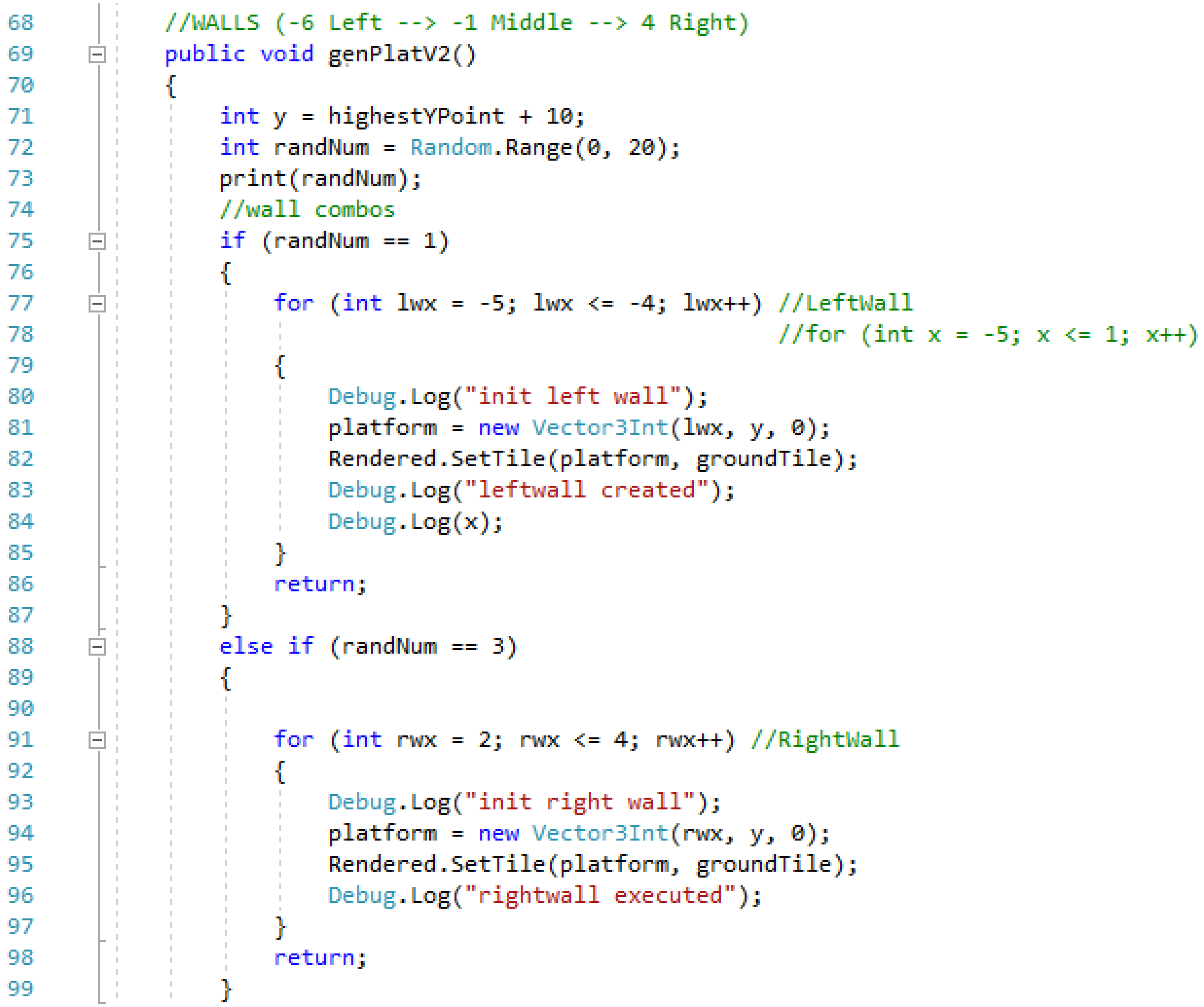
Assembly Information

Filename Assembly-CSharp.dll

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

public class NewBehaviourScript :
MonoBehaviour
{
  // Start is called before the first frame update
  void Start()
  {

  }

  // Update is called once per frame
  void Update()
  {

  }
}
```

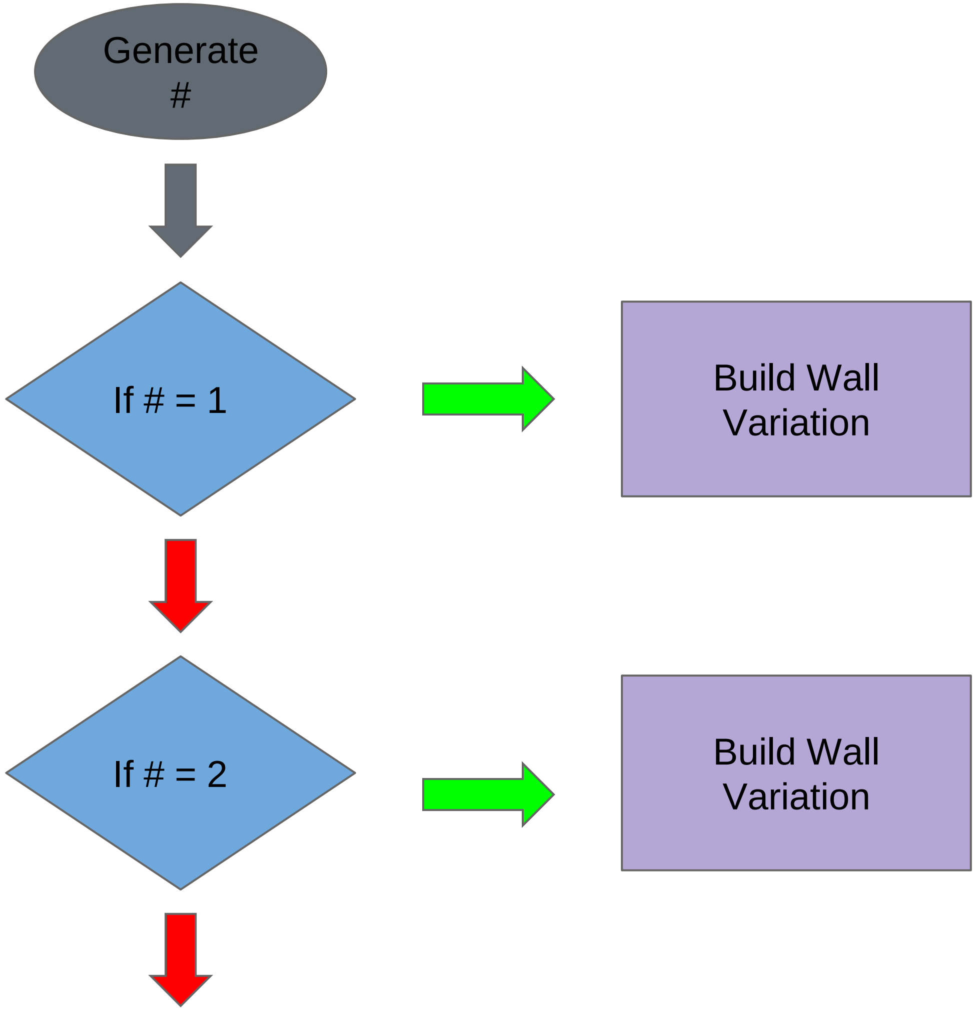
Generator

- The platforms are randomly generated based on what number randNum is given by Random.Range between numbers 0 - 20
- Its x coordinate will range
    - from -6 to 4 because that is between the end walls

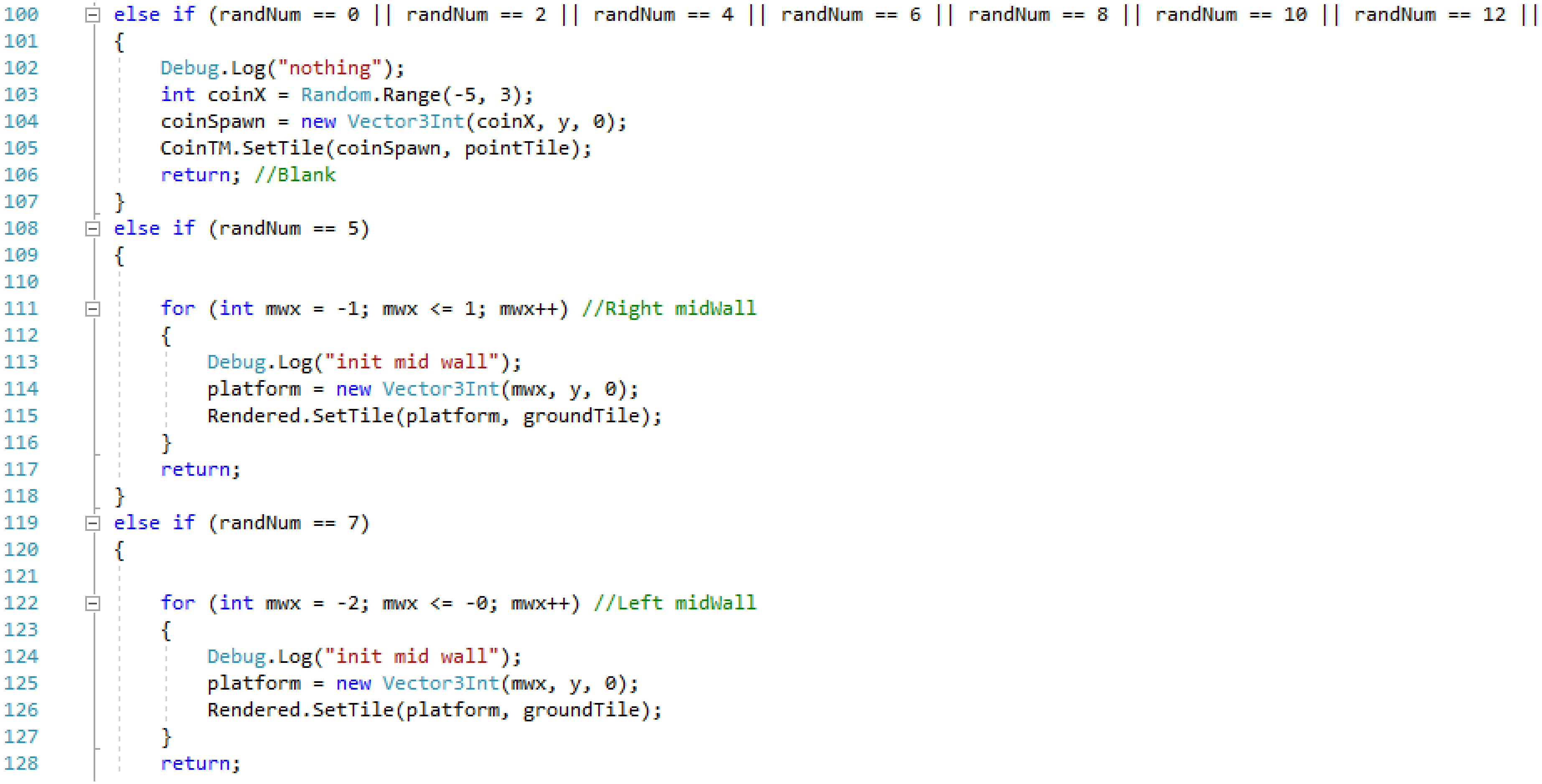


```
//WALLS (-6 Left --> -1 Middle --> 4 Right)
public void genPlatV2()
{
    int y = highestYPoint + 10;
    int randNum = Random.Range(0, 20);
    print(randNum);
    //wall combos
    if (randNum == 1)
    {
        for (int lwx = -5; lwx <= -4; lwx++) //LeftWall
                                             //for (int x = -5; x <= 1; x++)
        {
            Debug.Log("init left wall");
            platform = new Vector3Int(lwx, y, 0);
            Rendered.SetTile(platform, groundTile);
            Debug.Log("leftwall created");
            Debug.Log(x);
        }
        return;
    }
    else if (randNum == 3)
    {

        for (int rwx = 2; rwx <= 4; rwx++) //RightWall
        {
            Debug.Log("init right wall");
            platform = new Vector3Int(rwx, y, 0);
            Rendered.SetTile(platform, groundTile);
            Debug.Log("rightwall executed");
        }
        return;
    }
```

If Statement

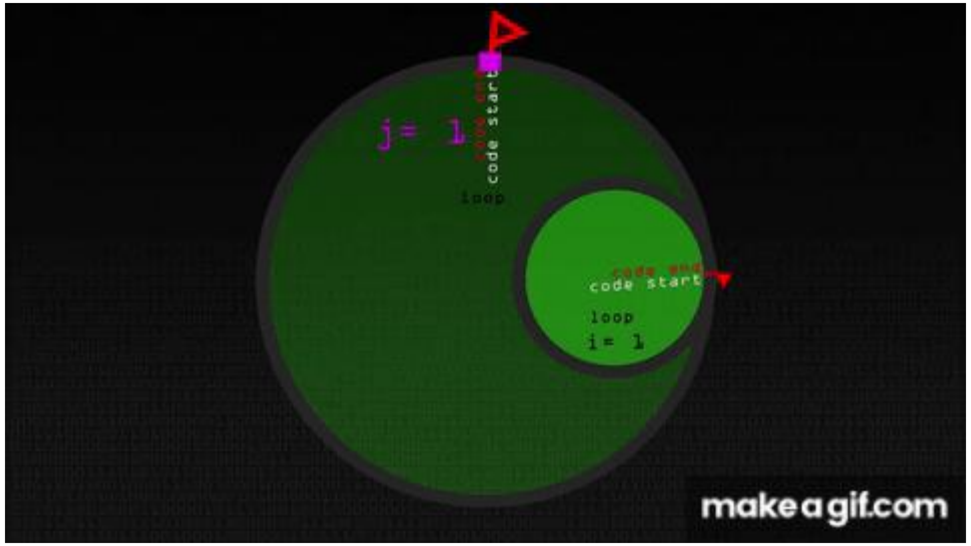


Generator Cont



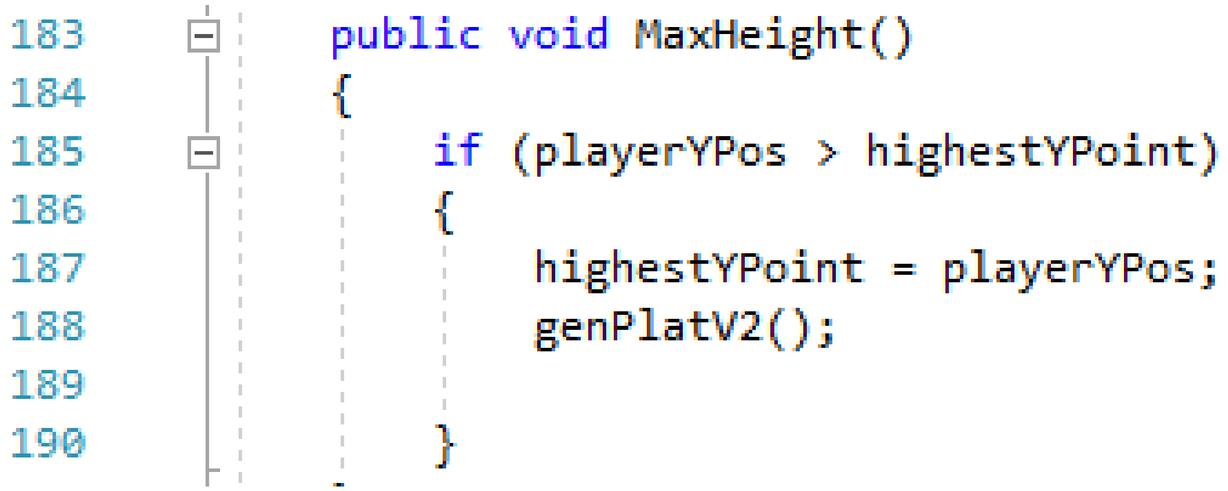
```
else if (randNum == 0 || randNum == 2 || randNum == 4 || randNum == 6 || randNum == 8 || randNum == 10 || randNum == 12 ||
{
    Debug.Log("nothing");
    int coinX = Random.Range(-5, 3);
    coinSpawn = new Vector3Int(coinX, y, 0);
    CoinTM.SetTile(coinSpawn, pointTile);
    return; //Blank
}
else if (randNum == 5)
{

    for (int mwx = -1; mwx <= 1; mwx++) //Right midWall
    {
        Debug.Log("init mid wall");
        platform = new Vector3Int(mwx, y, 0);
        Rendered.SetTile(platform, groundTile);
    }
    return;
}
else if (randNum == 7)
{

    for (int mwx = -2; mwx <= -0; mwx++) //Left midWall
    {
        Debug.Log("init mid wall");
        platform = new Vector3Int(mwx, y, 0);
        Rendered.SetTile(platform, groundTile);
    }
    return;
```

For Loops


j= 1
code end
code start
loop
code end
code start
loop
i= 1
makeagif.com

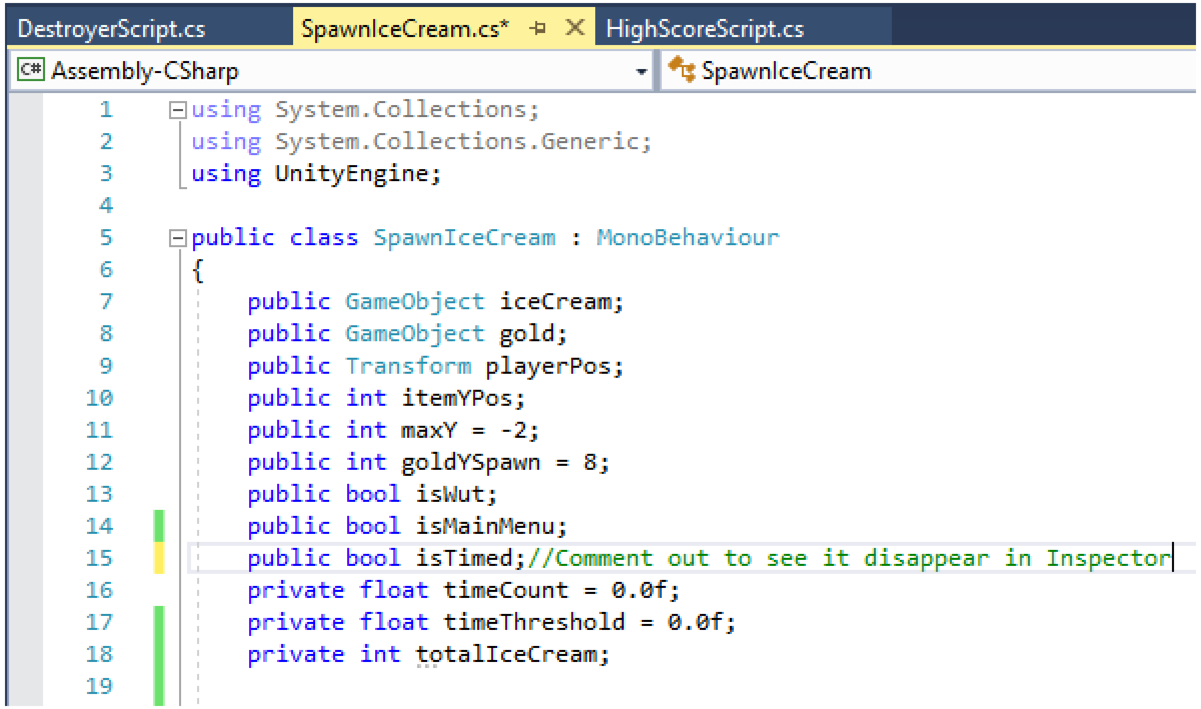
Generator Cont

- The y coordinate is based on the highest point the player has been during the run.

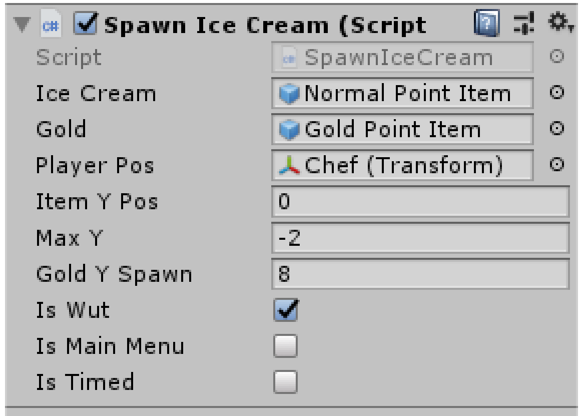


```
public void MaxHeight()
{
    if (playerYPos > highestYPoint)
    {
        highestYPoint = playerYPos;
        genPlatV2();

    }
```

Public Values

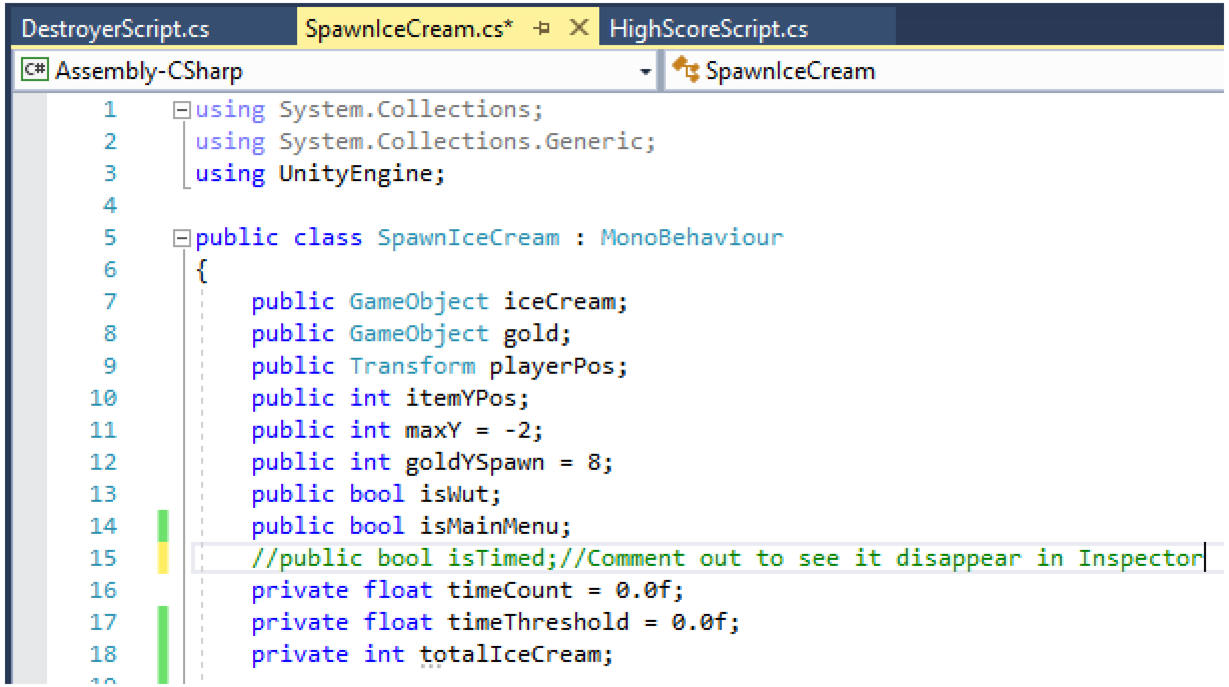


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SpawnIceCream : MonoBehaviour
{
    public GameObject iceCream;
    public GameObject gold;
    public Transform playerPos;
    public int itemYPos;
    public int maxY = -2;
    public int goldYSpawn = 8;
    public bool isWut;
    public bool isMainMenu;
    public bool isTimed;//Comment out to see it disappear in Inspector
    private float timeCount = 0.0f;
    private float timeThreshold = 0.0f;
    private int totalIceCream;

```

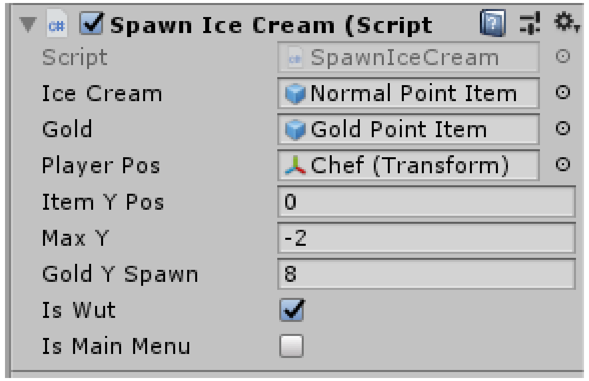


☑ Spawn Ice Cream (Script

Script	SpawnIceCream
Ice Cream	Normal Point Item
Gold	Gold Point Item
Player Pos	Chef (Transform)
Item Y Pos	0
Max Y	-2
Gold Y Spawn	8
Is Wut	☑
Is Main Menu	□
Is Timed	□



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

public class SpawnIceCream : MonoBehaviour
{
    public GameObject iceCream;
    public GameObject gold;
    public Transform playerPos;
    public int itemYPos;
    public int maxY = -2;
    public int goldYSpawn = 8;
    public bool isWut;
    public bool isMainMenu;
    //public bool isTimed;//Comment out to see it disappear in Inspector
    private float timeCount = 0.0f;
    private float timeThreshold = 0.0f;
    private int totalIceCream;
```

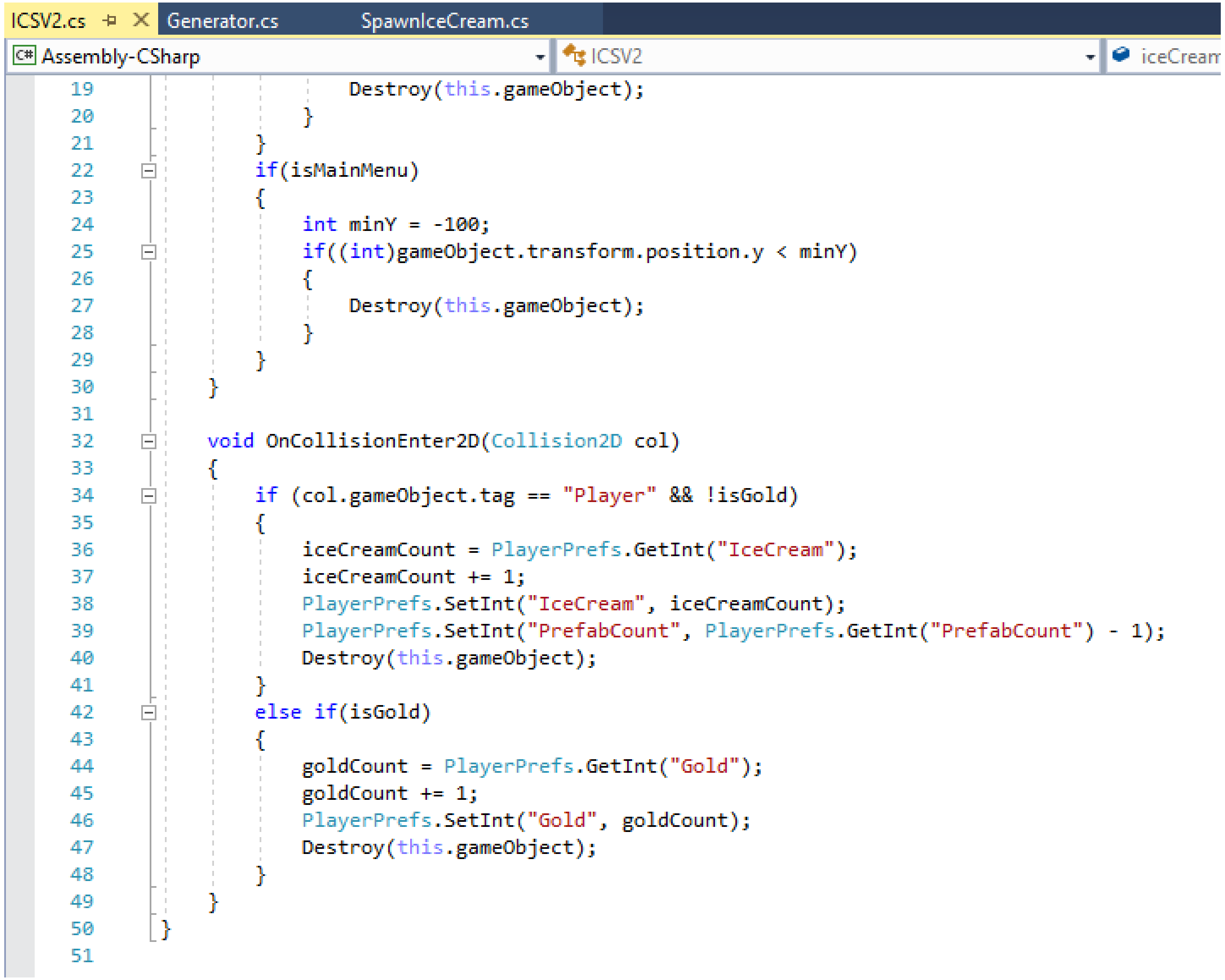


☑ Spawn Ice Cream (Script

Script	SpawnIceCream
Ice Cream	Normal Point Item
Gold	Gold Point Item
Player Pos	Chef (Transform)
Item Y Pos	0
Max Y	-2
Gold Y Spawn	8
Is Wut	☑
Is Main Menu	□

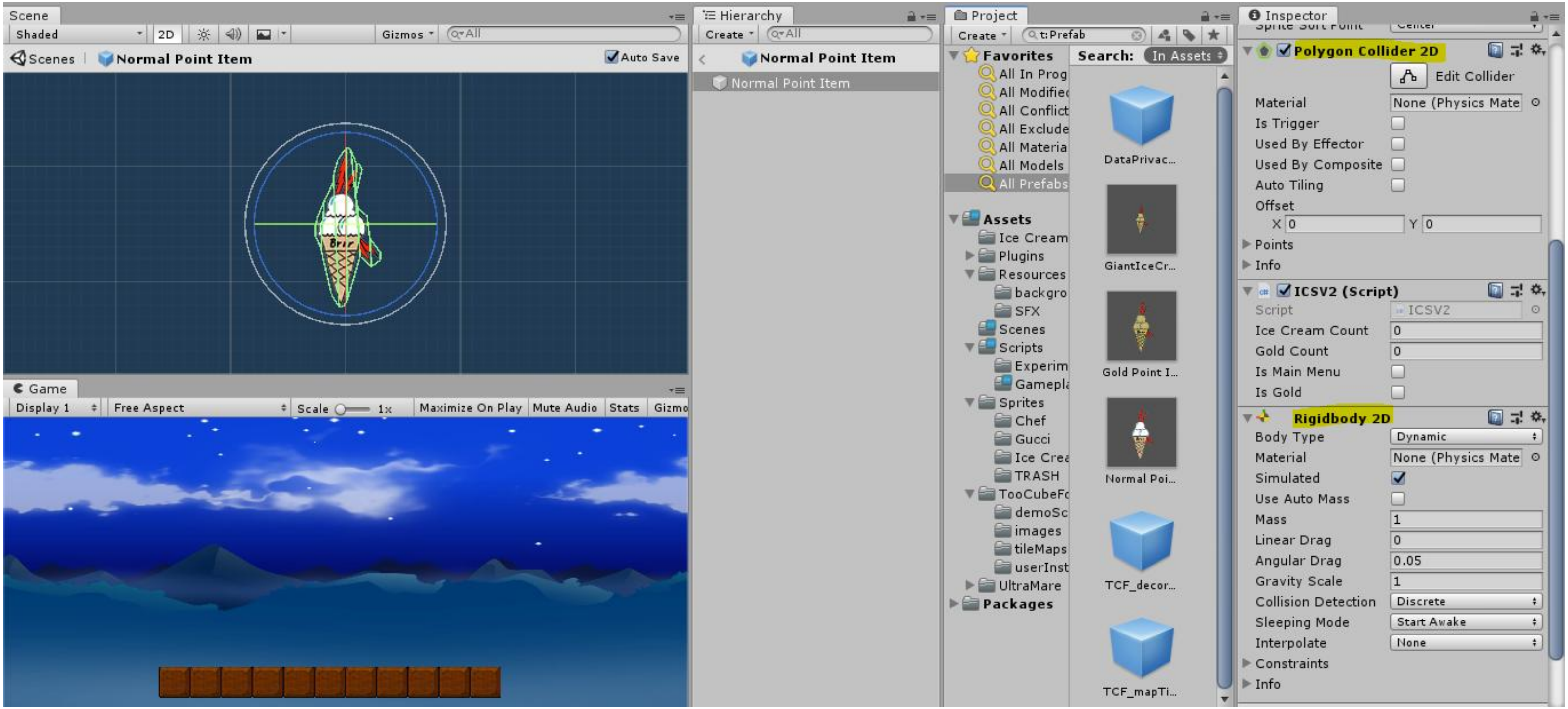
OnCollision

- A premade function in Unity
- If something touches the object, then the method inside Collision is triggered
- Needs a Collider or Rigidbody2D to function



```csharp
                Destroy(this.gameObject);
            }
        }
        if(isMainMenu)
        {
            int minY = -100;
            if((int)gameObject.transform.position.y < minY)
            {
                Destroy(this.gameObject);
            }
        }
    }

    void OnCollisionEnter2D(Collision2D col)
    {
        if (col.gameObject.tag == "Player" && !isGold)
        {
            iceCreamCount = PlayerPrefs.GetInt("IceCream");
            iceCreamCount += 1;
            PlayerPrefs.SetInt("IceCream", iceCreamCount);
            PlayerPrefs.SetInt("PrefabCount", PlayerPrefs.GetInt("PrefabCount") - 1);
            Destroy(this.gameObject);
        }
        else if(isGold)
        {
            goldCount = PlayerPrefs.GetInt("Gold");
            goldCount += 1;
            PlayerPrefs.SetInt("Gold", goldCount);
            Destroy(this.gameObject);
        }
    }
}
```

OnCollision Cont



Polygon Collider 2D

Material	None (Physics Mate
Is Trigger	□
Used By Effector	□
Used By Composite	□
Auto Tiling	□
Offset	X 0 Y 0
Points	
Info	

ICSV2 (Script)

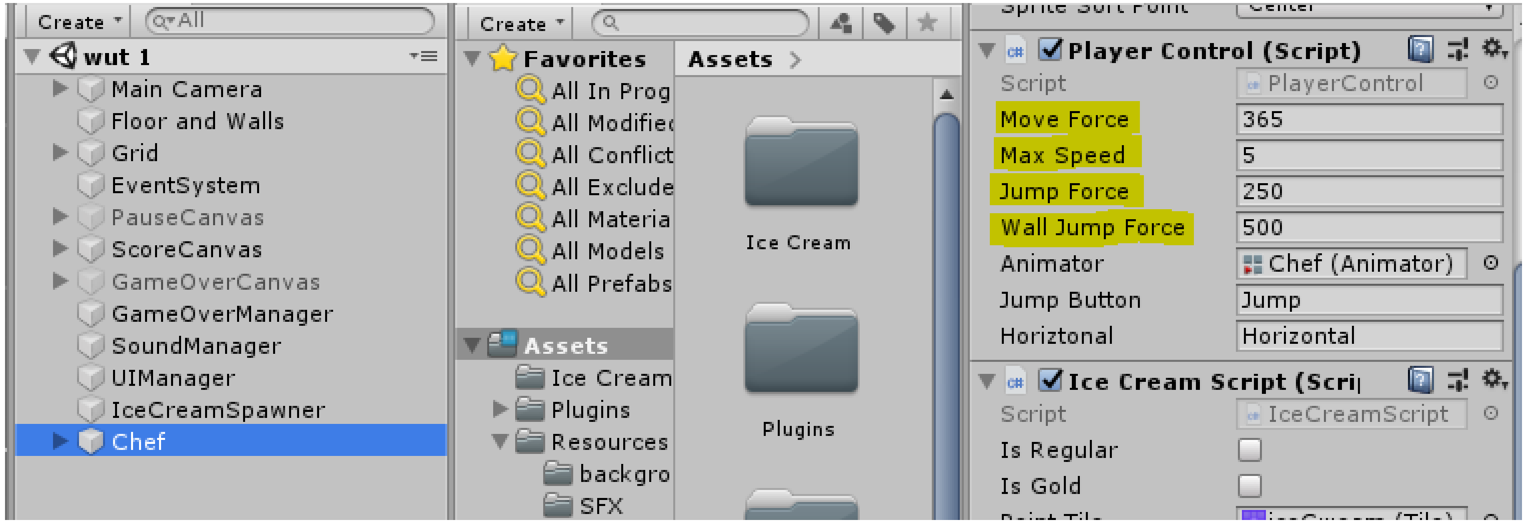
Script	ICSV2
Ice Cream Count	0
Gold Count	0
Is Main Menu	□
Is Gold	□

Rigidbody 2D

Body Type	Dynamic
Material	None (Physics Mate
Simulated	☑
Use Auto Mass	□
Mass	1
Linear Drag	0
Angular Drag	0.05
Gravity Scale	1
Collision Detection	Discrete
Sleeping Mode	Start Awake
Interpolate	None
Constraints	
Info	

Values to Modify : Player Movement

- Chef → Player Control
- The Player's movement can be Increased or decreased by modifying The highlighted values.
- You can start by changing the Move Force to a high value like 900, which will make them move very fast.
- You can change some of the other Values to see what other changes will Happen.



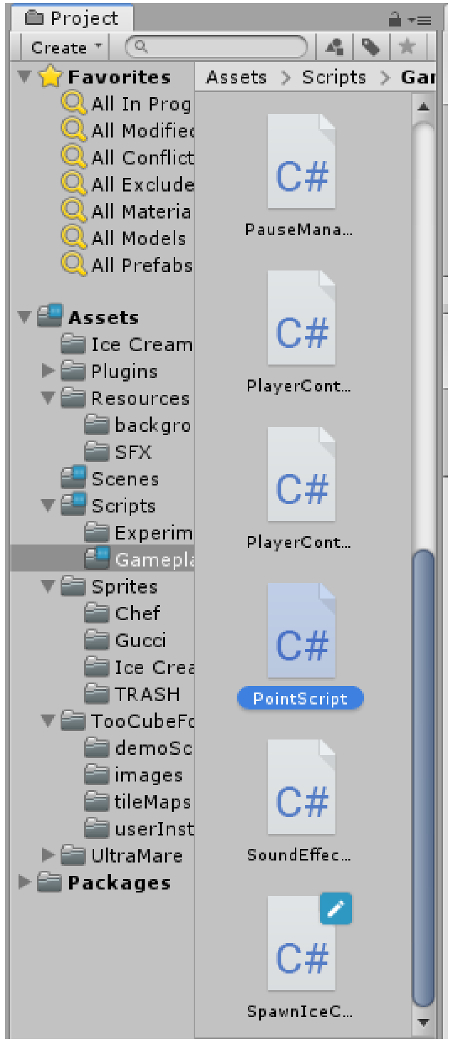
☑ Player Control (Script)

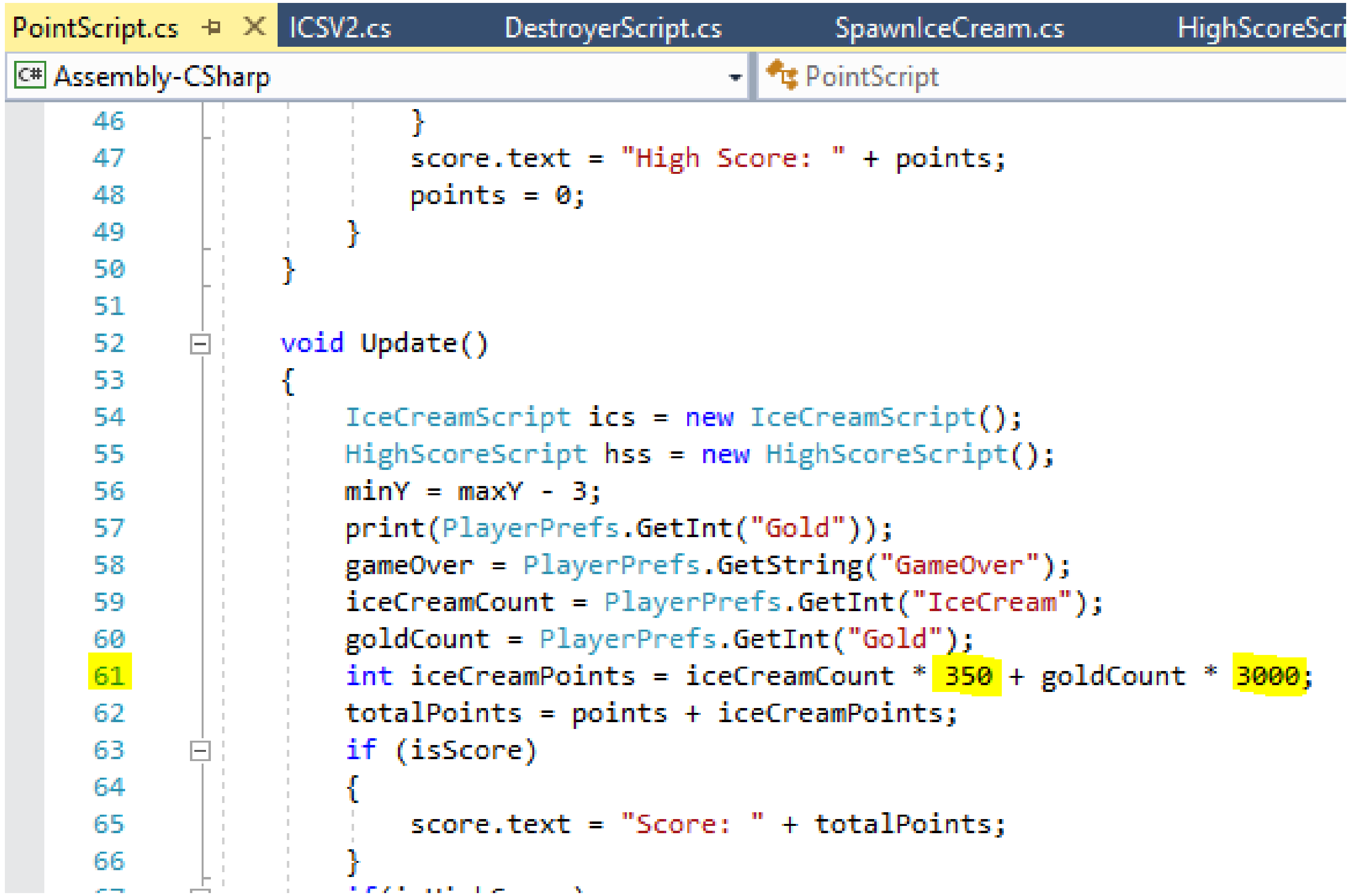
Script	PlayerControl
Move Force	365
Max Speed	5
Jump Force	250
Wall Jump Force	500
Animator	Chef (Animator)
Jump Button	Jump
Horiztonal	Horizontal

☑ Ice Cream Script (Scri

Script	IceCreamScript
Is Regular	□
Is Gold	□

PointScript Modification

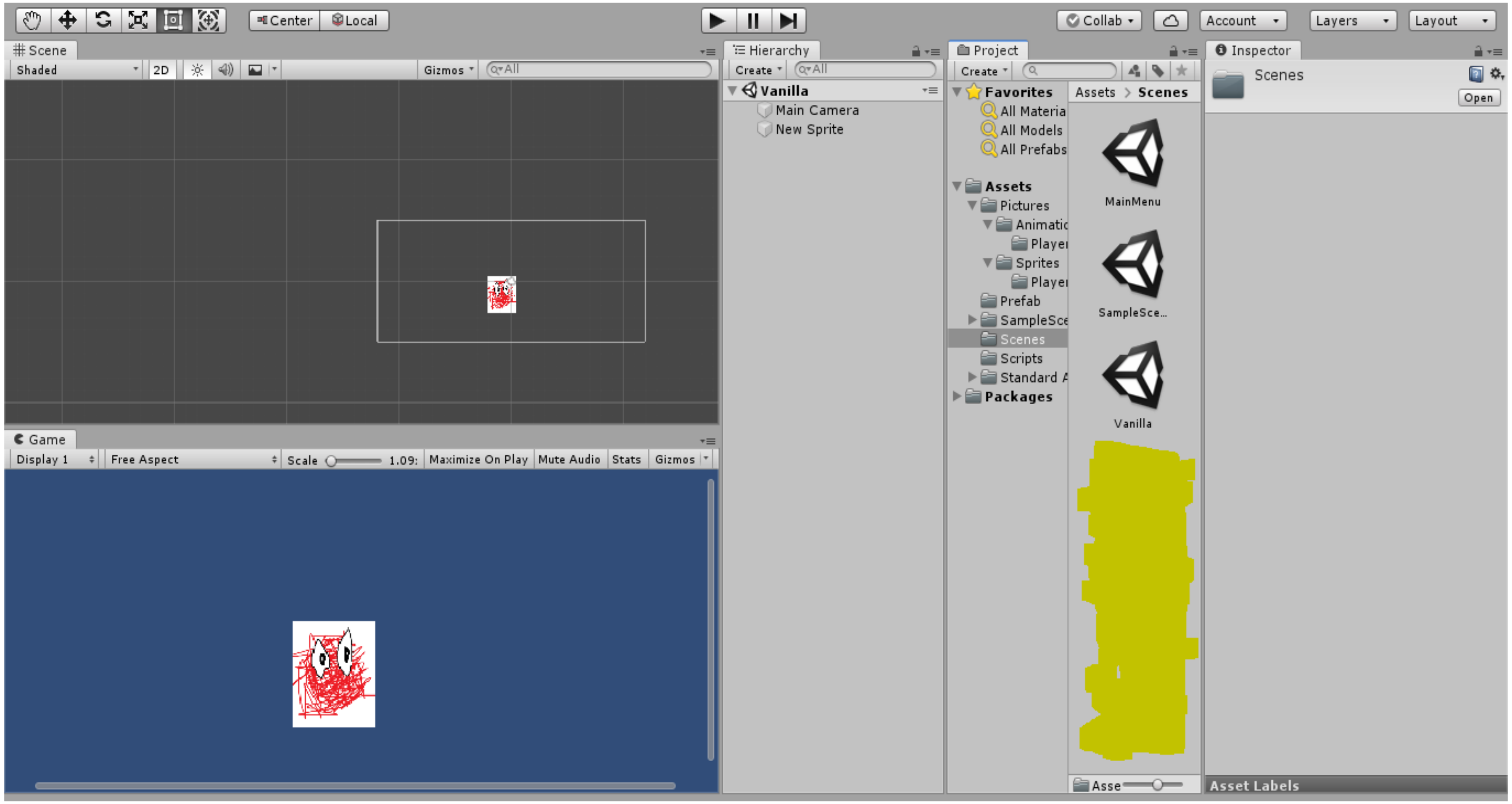




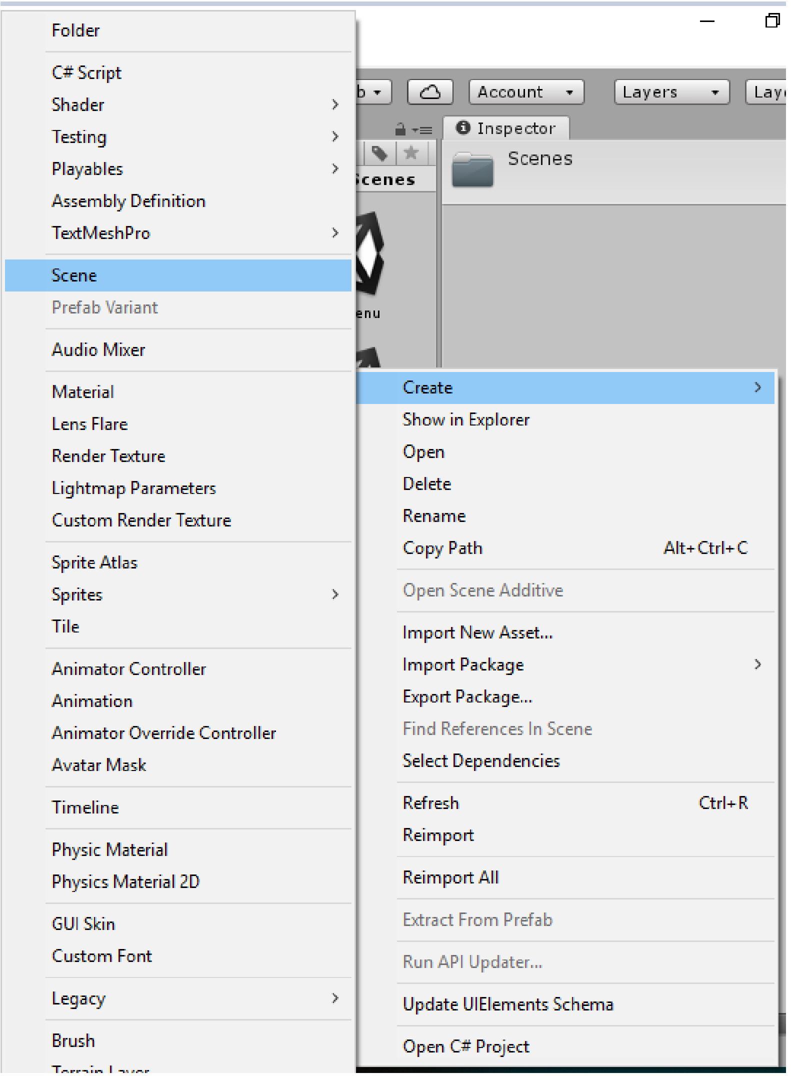
```
            }
            score.text = "High Score: " + points;
            points = 0;
        }
    }

    void Update()
    {
        IceCreamScript ics = new IceCreamScript();
        HighScoreScript hss = new HighScoreScript();
        minY = maxY - 3;
        print(PlayerPrefs.GetInt("Gold"));
        gameOver = PlayerPrefs.GetString("GameOver");
        iceCreamCount = PlayerPrefs.GetInt("IceCream");
        goldCount = PlayerPrefs.GetInt("Gold");
        int iceCreamPoints = iceCreamCount * 350 + goldCount * 3000;
        totalPoints = points + iceCreamPoints;
        if (isScore)
        {
            score.text = "Score: " + totalPoints;
        }
```

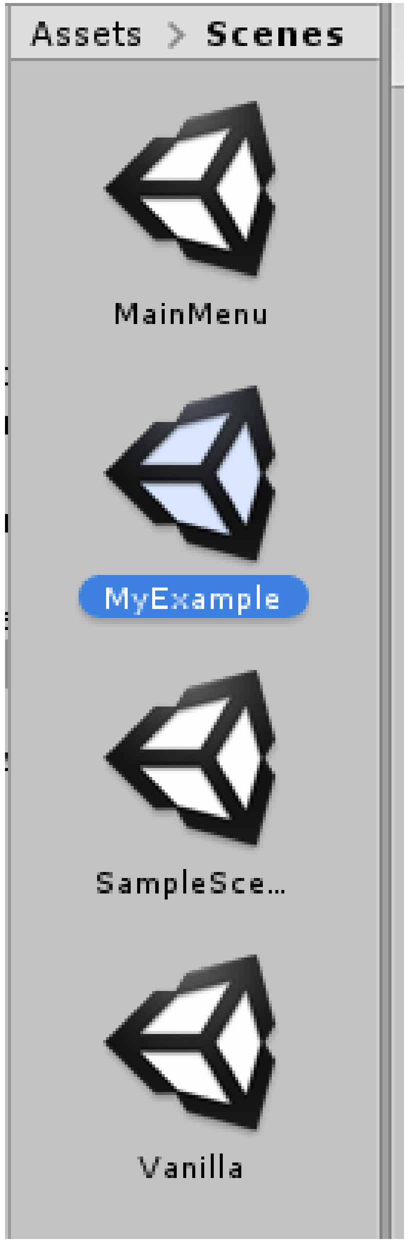
Coding

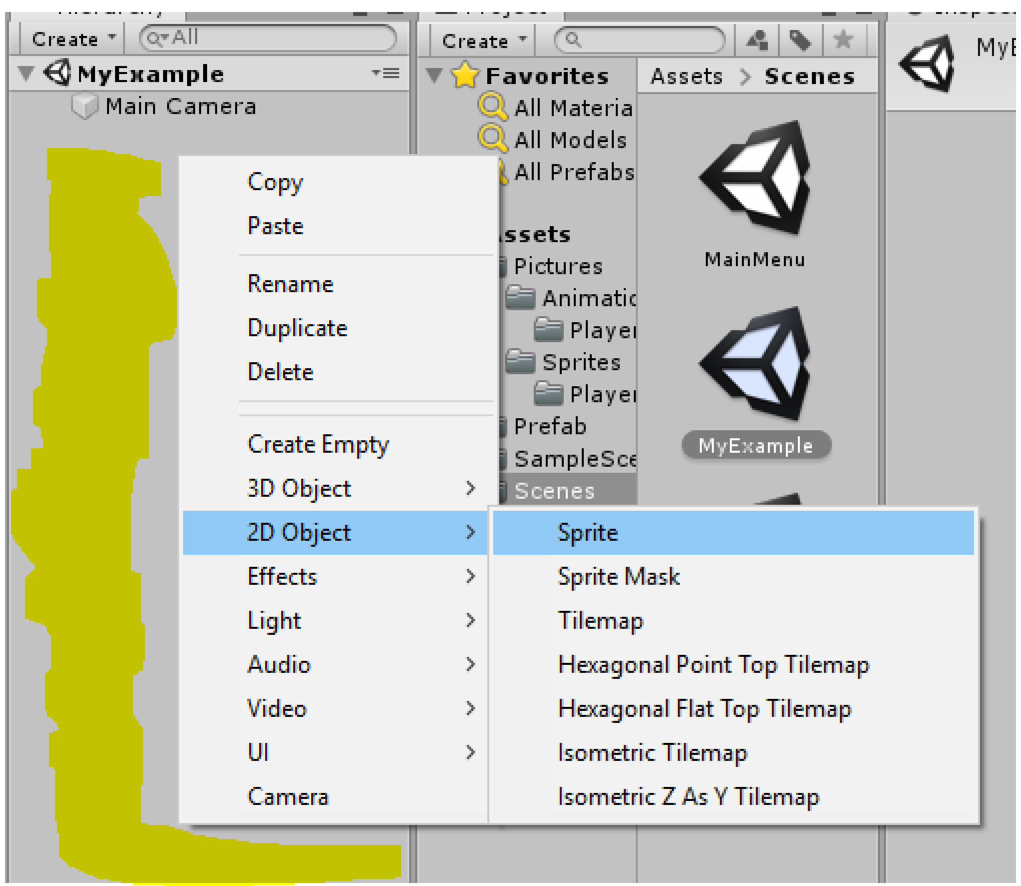
Right click in the Highlighted area.



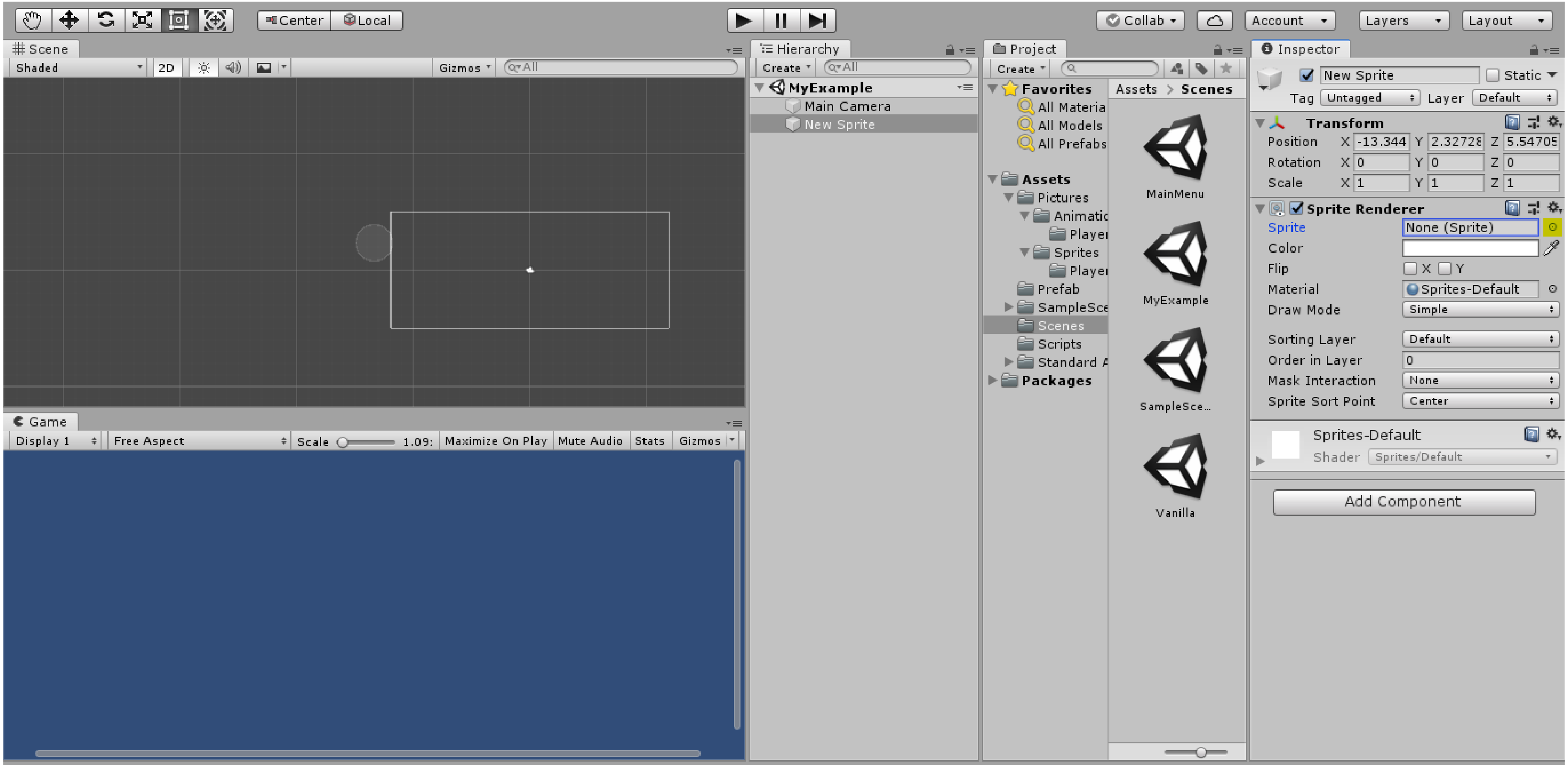
Coding Cont


Folder
C# Script
Shader
Testing
Playables
Assembly Definition
TextMeshPro
Scene
Prefab Variant
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Custom Render Texture
Sprite Atlas
Sprites
Tile
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Timeline
Physic Material
Physics Material 2D
GUI Skin
Custom Font
Legacy
Brush
Account
Layers
Inspector
Scenes
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Update UIElements Schema
Open C# Project


Assets > Scenes
MainMenu
MyExample
SampleSce...
Vanilla


Create
All
MyExample
Main Camera
Copy
Paste
Rename
Duplicate
Delete
Create Empty
3D Object
2D Object
Effects
Light
Audio
Video
UI
Camera
Sprite
Sprite Mask
Tilemap
Hexagonal Point Top Tilemap
Hexagonal Flat Top Tilemap
Isometric Tilemap
Isometric Z As Y Tilemap
Favorites
All Materia
All Models
All Prefabs
Pictures
Animatic
Playe
Sprites
Playe
Prefab
SampleSce
Scenes
Assets > Scenes
MainMenu
MyExample

Coding: Adding a Sprite



Inspector

☑ New Sprite □ Static

Tag Untagged Layer Default

Transform

Position	X -13.344	Y 2.32728	Z 5.54705
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

☑ Sprite Renderer

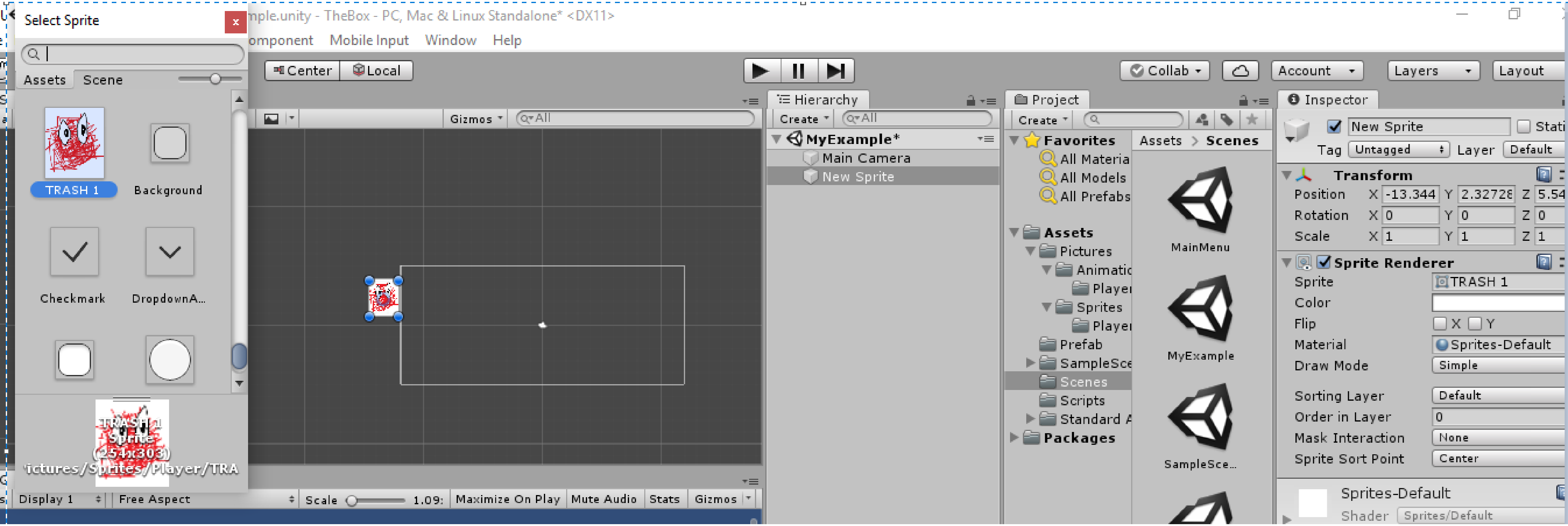
Sprite	None (Sprite)
Color	
Flip	□ X □ Y
Material	Sprites-Default
Draw Mode	Simple
Sorting Layer	Default
Order in Layer	0
Mask Interaction	None
Sprite Sort Point	Center

Sprites-Default

Shader Sprites/Default

Add Component

Coding: Select a Sprite



New Sprite
Stati
Tag Untagged
Layer Default

Transform

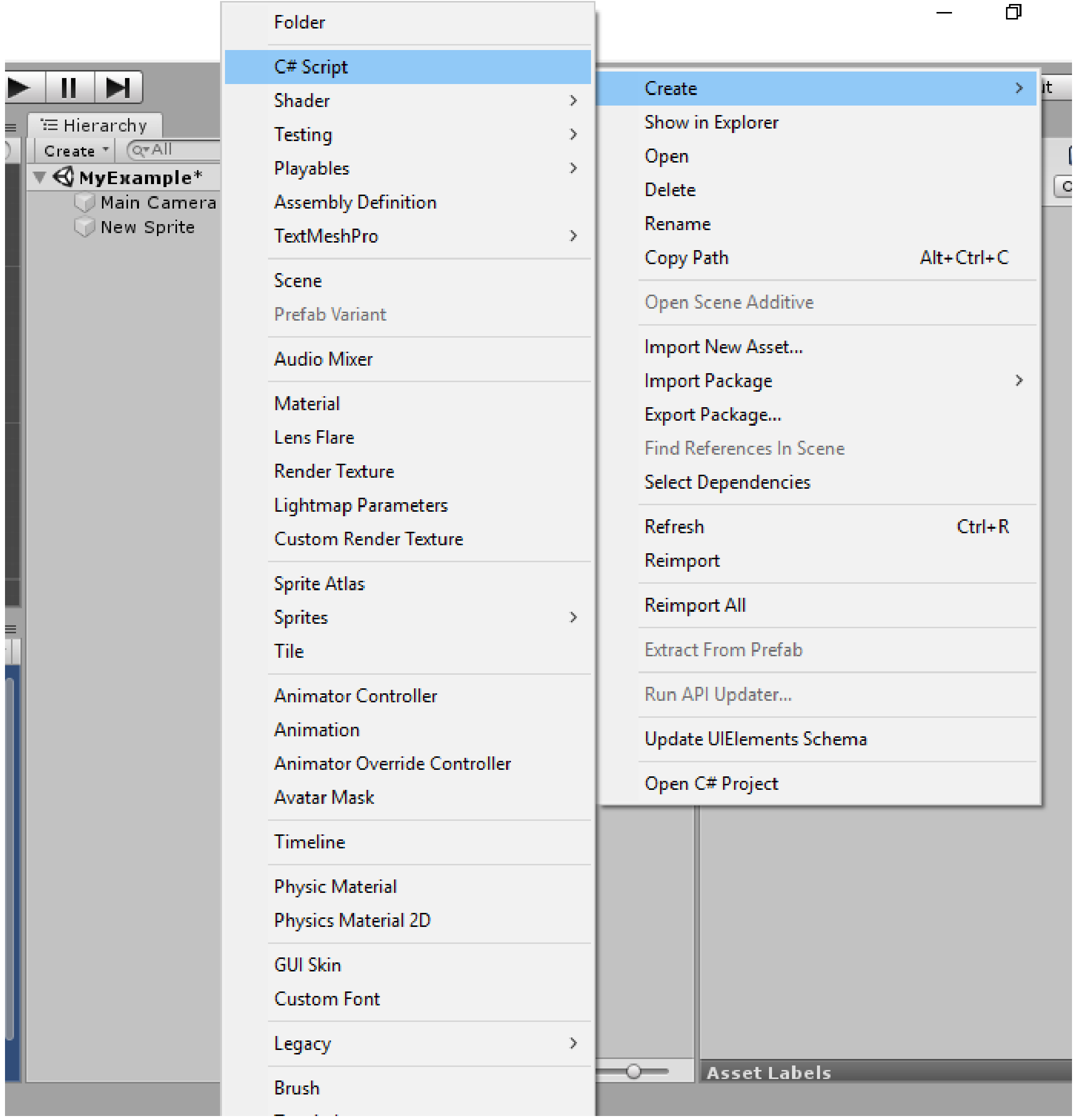
Position	X	-13.344	Y	2.32728	Z	5.54
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

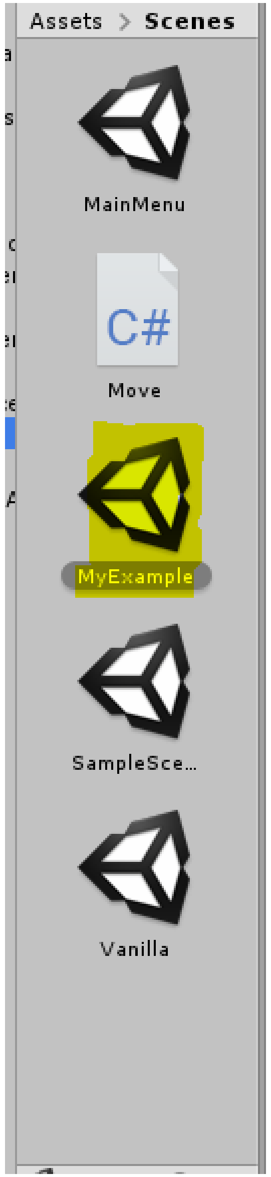
Sprite Renderer

Sprite	TRASH 1
Color	
Flip	□ X □ Y
Material	Sprites-Default
Draw Mode	Simple
Sorting Layer	Default
Order in Layer	0
Mask Interaction	None
Sprite Sort Point	Center

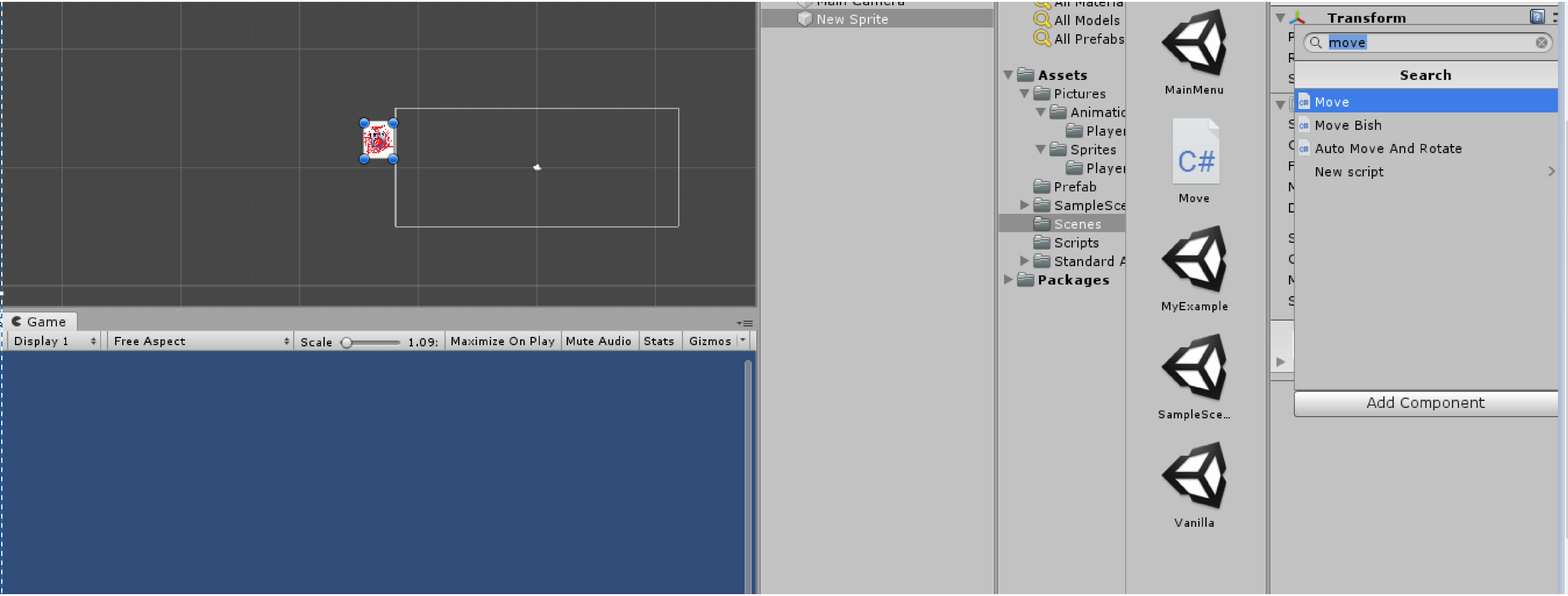
Sprites-Default
Shader Sprites/Default

Coding: Adding a Script



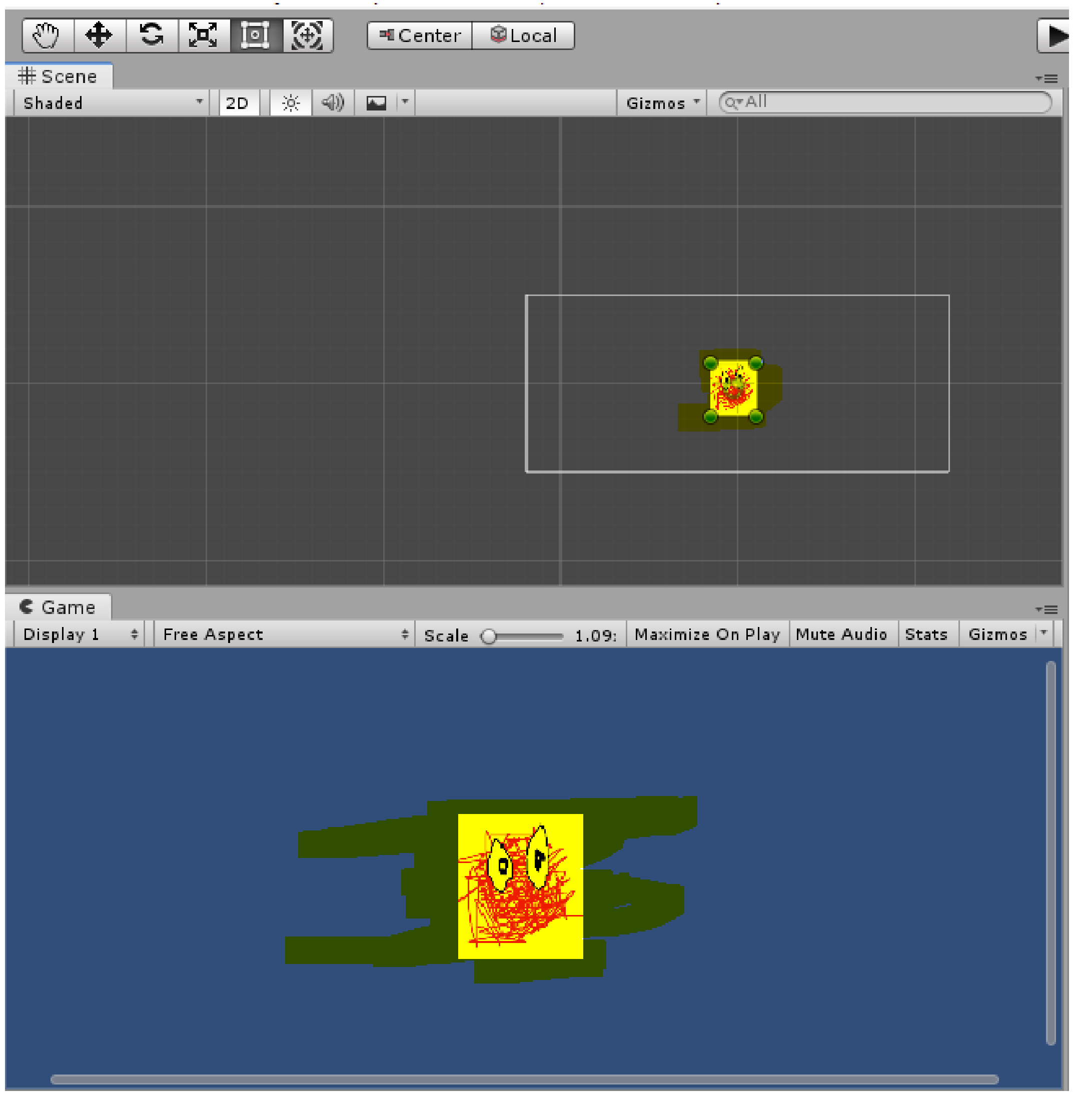


Coding: Adding in the Script to an Object

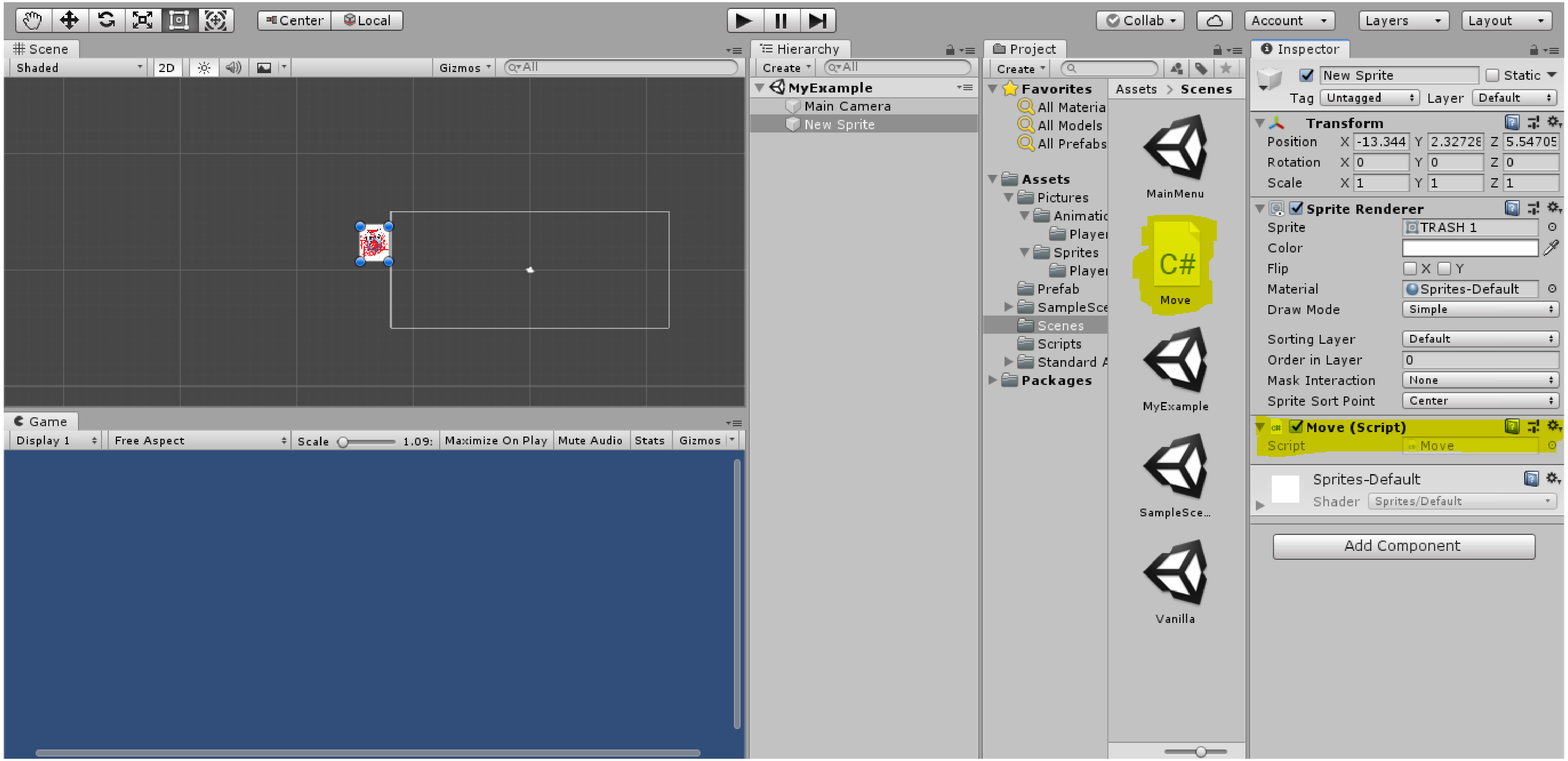


Coding: Displaced Object

Make sure your object is in the camera view. If not, then move it into the camera view.



Coding: Adding the Script to an Object



☑ New Sprite □ Static

Tag Untagged Layer Default

Transform

Position X -13.344 Y 2.32728 Z 5.54705

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

☑ **Sprite Renderer**

Sprite TRASH 1

Color

Flip □ X □ Y

Material Sprites-Default

Draw Mode Simple

Sorting Layer Default

Order in Layer 0

Mask Interaction None

Sprite Sort Point Center

☑ **Move (Script)**

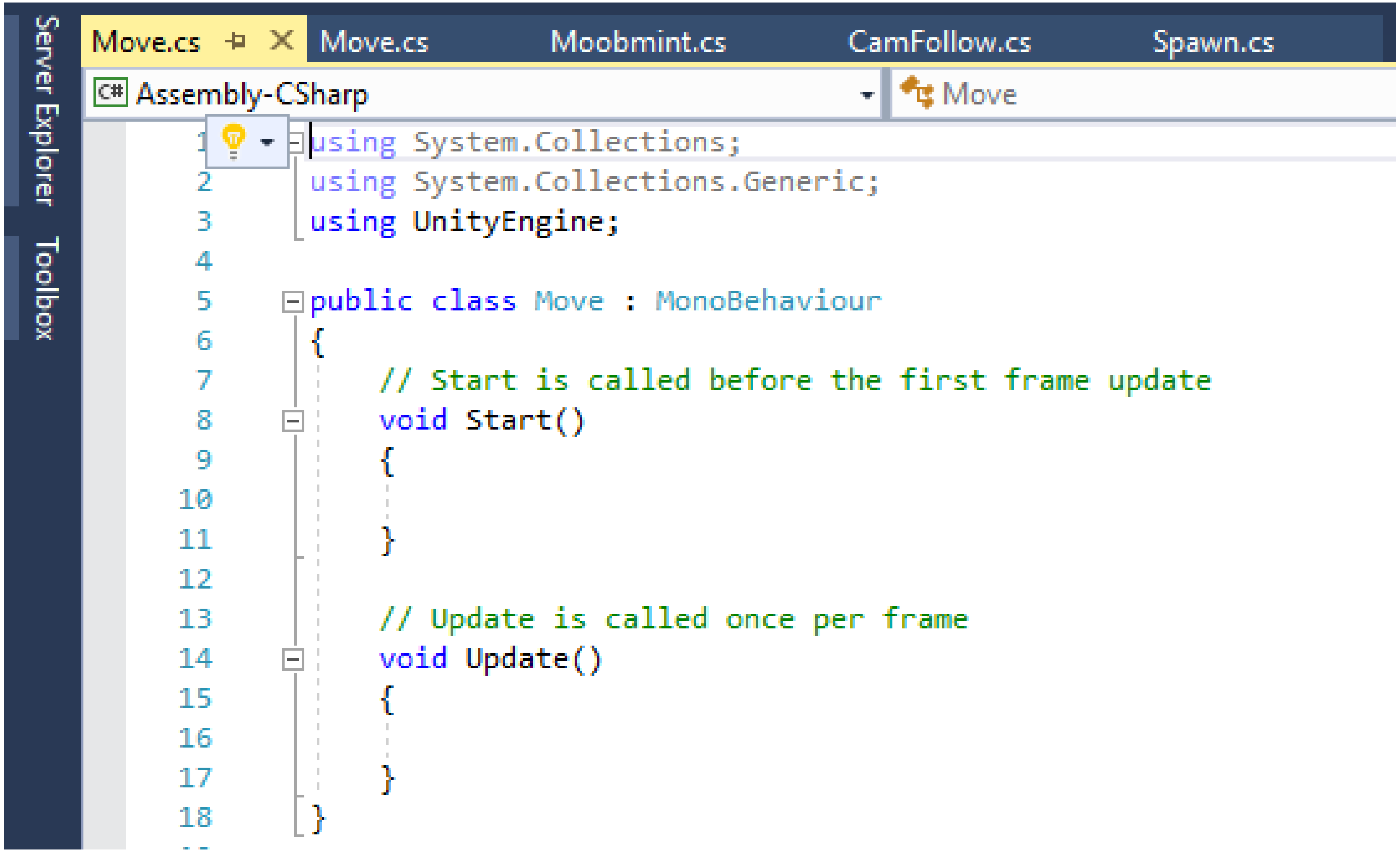
Script Move

Sprites-Default

Shader Sprites/Default

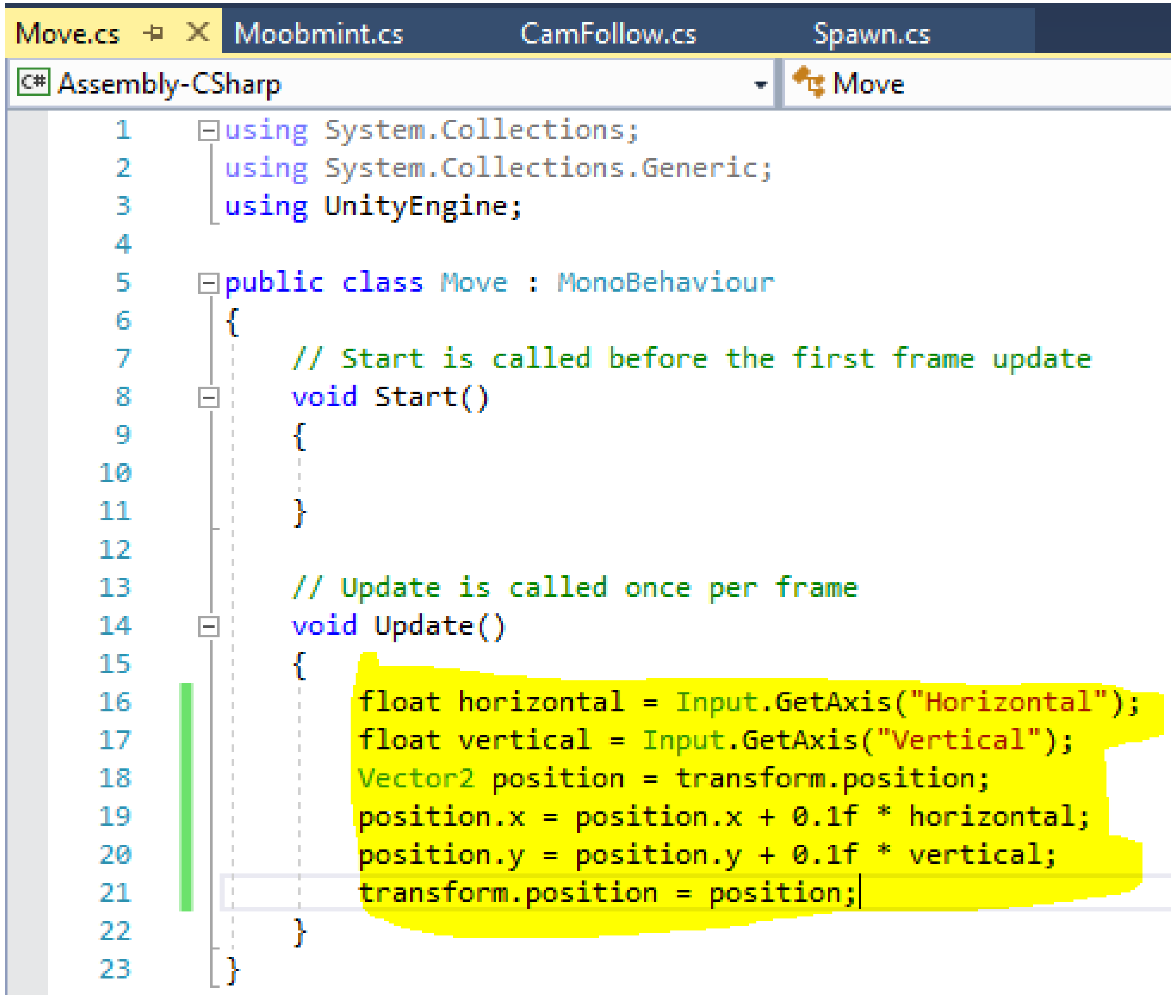
Add Component

Coding: Visual Studio

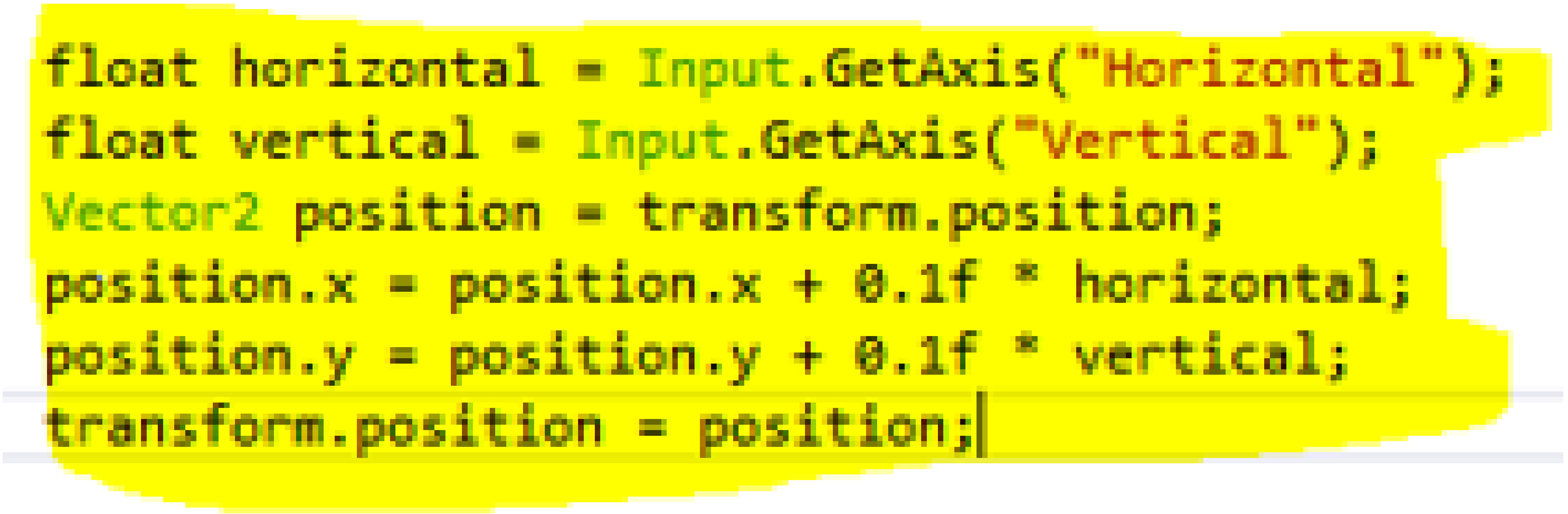


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Move : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

    }
}
```

Coding: Adding Code

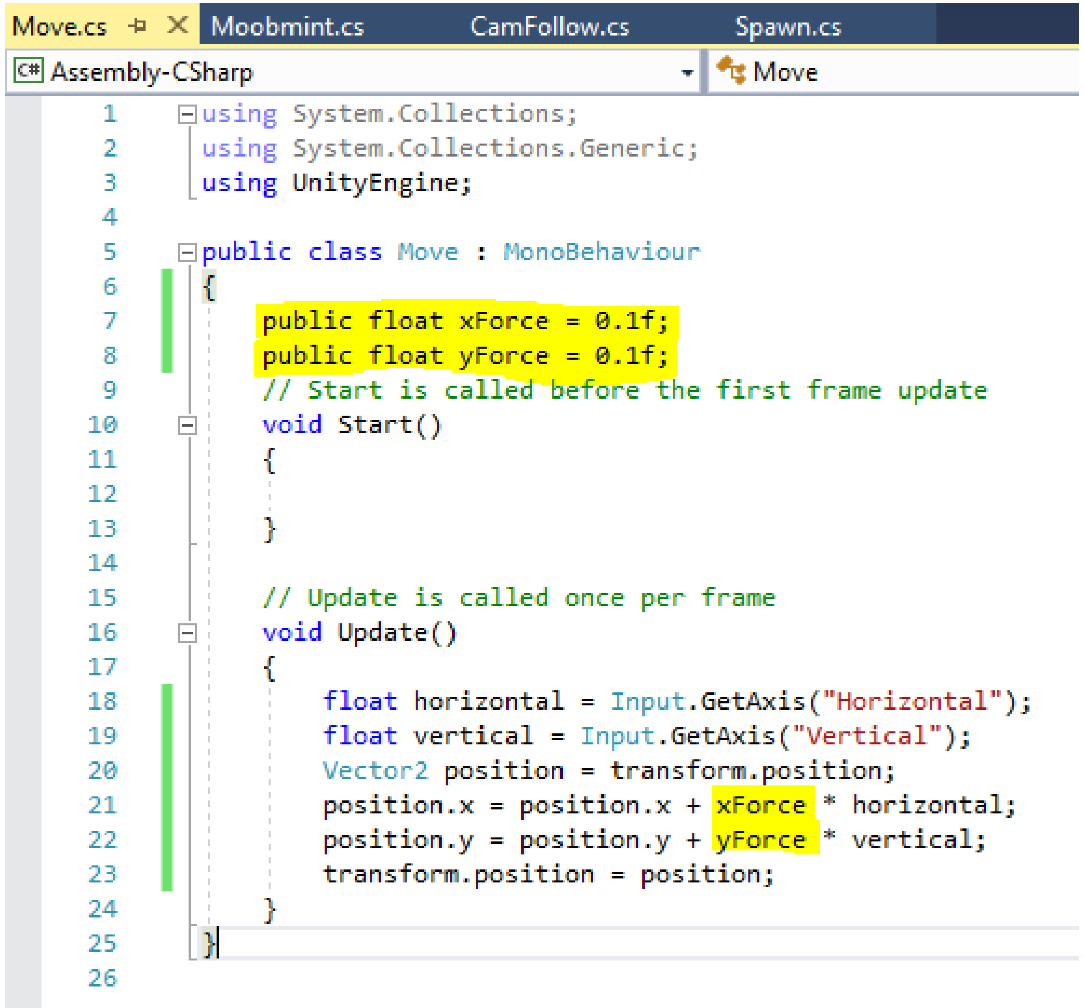


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Move : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        float horizontal = Input.GetAxis("Horizontal");
        float vertical = Input.GetAxis("Vertical");
        Vector2 position = transform.position;
        position.x = position.x + 0.1f * horizontal;
        position.y = position.y + 0.1f * vertical;
        transform.position = position;
    }
}
```

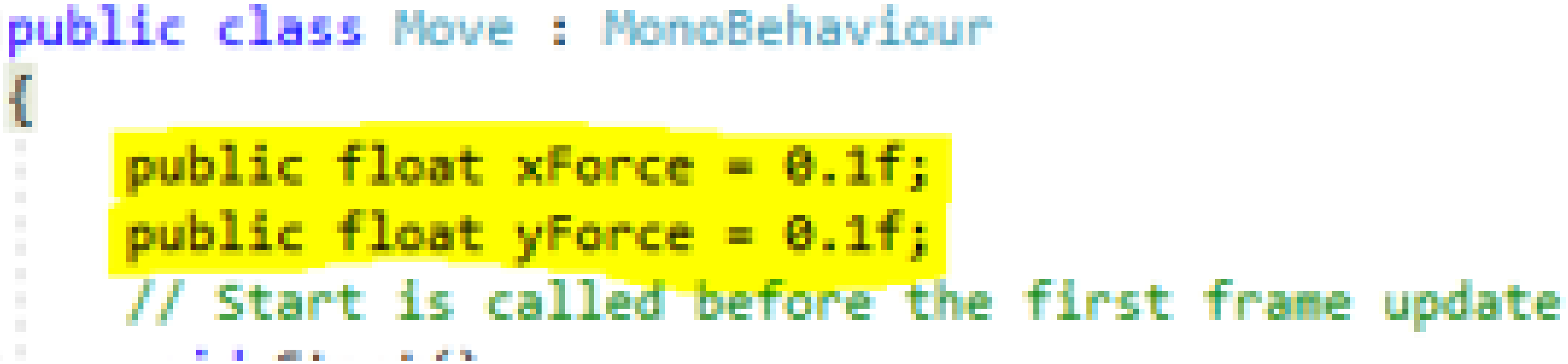


```
float horizontal = Input.GetAxis("Horizontal");
float vertical = Input.GetAxis("Vertical");
Vector2 position = transform.position;
position.x = position.x + 0.1f * horizontal;
position.y = position.y + 0.1f * vertical;
transform.position = position;
```

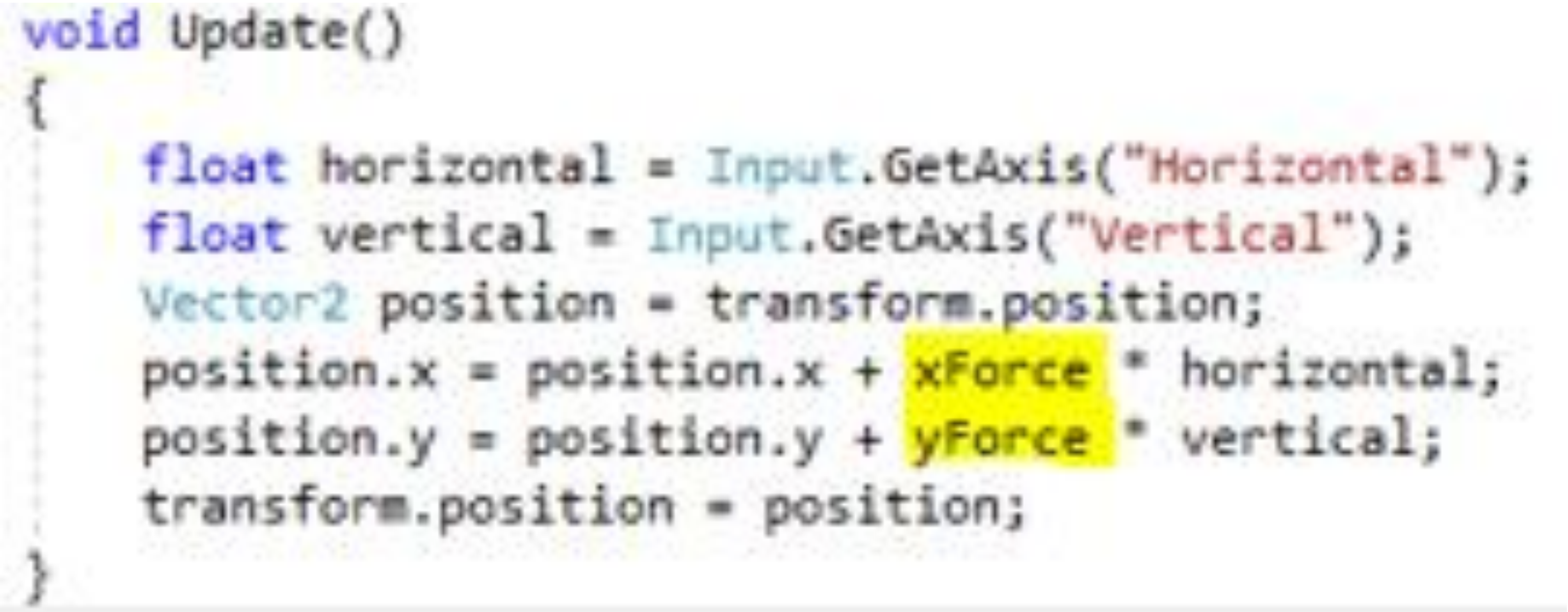
Coding: Adding Code Cont



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

public class Move : MonoBehaviour
{
    public float xForce = 0.1f;
    public float yForce = 0.1f;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        float horizontal = Input.GetAxis("Horizontal");
        float vertical = Input.GetAxis("Vertical");
        Vector2 position = transform.position;
        position.x = position.x + xForce * horizontal;
        position.y = position.y + yForce * vertical;
        transform.position = position;
    }
}
```

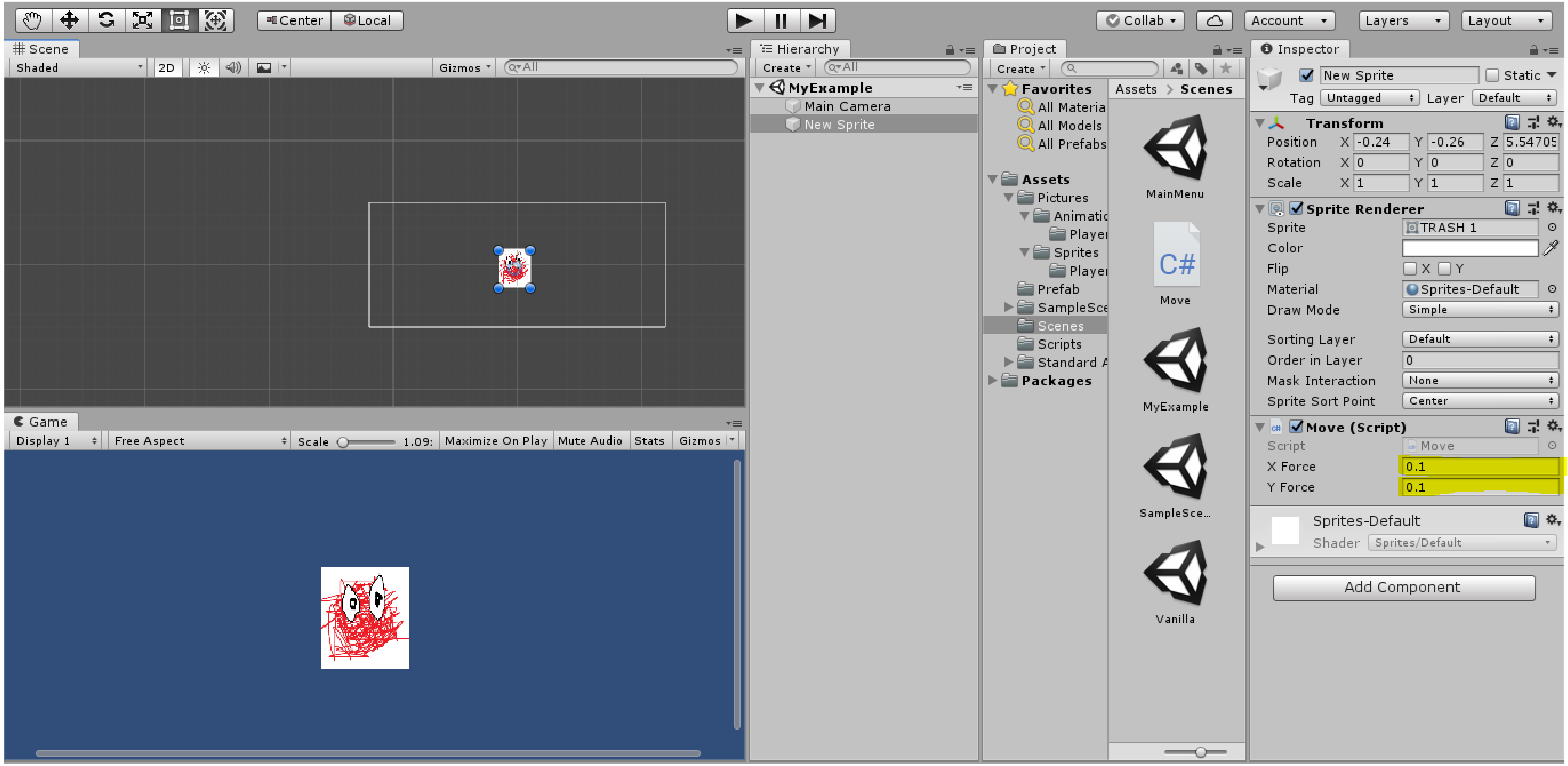


```
public class Move : MonoBehaviour
{
    public float xForce = 0.1f;
    public float yForce = 0.1f;
    // Start is called before the first frame update
```



```
void Update()
{
    float horizontal = Input.GetAxis("Horizontal");
    float vertical = Input.GetAxis("Vertical");
    Vector2 position = transform.position;
    position.x = position.x + xForce * horizontal;
    position.y = position.y + yForce * vertical;
    transform.position = position;
}
```

Coding: Modifiable Values



New Sprite ☐ Static

Tag Untagged Layer Default

Transform

Position X -0.24 Y -0.26 Z 5.54705

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

☑ Sprite Renderer

Sprite TRASH 1

Color

Flip ☐ X ☐ Y

Material Sprites-Default

Draw Mode Simple

Sorting Layer Default

Order in Layer 0

Mask Interaction None

Sprite Sort Point Center

☑ Move (Script)

Script Move

X Force 0.1

Y Force 0.1

Sprites-Default

Shader Sprites/Default

Questions and Answers

Post-Activity Survey

https://tinyurl.com/y36kpaop

Brittany, Edgar, Taisann