Bamboo Copter

**DOCUMENTATION:**

Player movement script

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class playermovement : MonoBehaviour

{

public Rigidbody2D rb;

public float upForceMagnitude=15f;

public float gravityForce= 10f;

public float NormalG = 20f;

Vector2 upforce = new Vector2(0,0);

//Vector2 fwdForce = new Vector2(0, 0);

//public float fwdForceMagnitude = 10f;

int f = 1;

public void Start()

{

f = 1;

}

// Update is called once per frame

public void FixedUpdate()

{

//fwdForce.x = fwdForceMagnitude;

//rb.AddForce(fwdForce, ForceMode2D.Force);

upforce.y = upForceMagnitude;

if (Input.GetKey("a") && f==1)

{

//instantly gravity very low and impulse high else gravity high only

rb.gravityScale = gravityForce;

f=0;

rb.AddForce(upforce, ForceMode2D.Impulse);

}

else

{

rb.gravityScale = NormalG;

f=1;

rb.velocity = Vector2.zero;

}

}

}

Object Spawner script

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Spawner : MonoBehaviour

{

public Transform[] spawnpoints;

public GameObject blockPrefab;

public float timeBetweenWaves = 1f;

public float timeTospawn = 5f;

public float fwdMagnitude = 10f;

Vector2 fwdforce = new Vector2(0, 0);

// Update is called once per frame

void Update()

{

if(Time.time>= timeTospawn)

{

SpawnBlocks();

timeTospawn = Time.time + timeBetweenWaves;

}

}

void SpawnBlocks()

{

fwdforce.x = fwdMagnitude;

int randomIndex = Random.Range(0, spawnpoints.Length);

for (int i = 0; i < spawnpoints.Length; i++)

{

if(randomIndex!=i)

{

var instance = Instantiate(blockPrefab, spawnpoints[i].position, Quaternion.identity);

instance.GetComponent<Rigidbody2D>().AddForce(-fwdforce);

}

}

}

}