The trip

Dit is een project is een verhaal spel met mini games.

Deze code is voor de mini game Asteroid Game hier spawn ik de asteroids

[SerializeField] private GameObject asteroids1;

[SerializeField] private GameObject asteroids2;

[SerializeField] private GameObject asteroids3;

void Start()

{

StartCoroutine(Asteroids1());

}

void Update()

{

spawnTime += Time.deltaTime;

if (spawnTime >= 15 && !enemy2)

{

StartCoroutine(Asteroids2());

enemy2 = true;

}

if (spawnTime >= 15 && !enemy3)

{

StartCoroutine(Asteroids3());

enemy3 = true;

}

}

IEnumerator Asteroids1()

{

for (int i = 0; i < 10; i++)

{

x\_Pos = Random.Range(-1.7096f, -5.95f);

y\_Pos = Random.Range(10, 12);

Instantiate(asteroids1, new Vector3(x\_Pos, y\_Pos), Quaternion.identity);

yield return new WaitForSeconds(2f);

}

}

IEnumerator Asteroids2()

{

for(int i = 0; i < 10; i++)

{

x\_Pos = Random.Range(-1.7096f, -5.95f);

y\_Pos = Random.Range(10, 12);

Instantiate(asteroids2, new Vector3(x\_Pos, y\_Pos), Quaternion.identity);

yield return new WaitForSeconds(2f);

}

}

IEnumerator Asteroids3()

{

for (int i = 0; i < 10; i++)

{

x\_Pos = Random.Range(-1.7096f, -5.95f);

y\_Pos = Random.Range(10, 12);

Instantiate(asteroids3, new Vector3(x\_Pos, y\_Pos), Quaternion.identity);

yield return new WaitForSeconds(2f);

}

}

Dit script is voor het schieten van de kogels

[SerializeField] private Transform BulletSpawnpoint;

[SerializeField] private GameObject BulletSpawnpointPrefab;

[SerializeField] private float bulletSpeed = 15;

private void Update()

{

if (Input.GetKeyUp(KeyCode.Space))

{

var bullet = Instantiate(BulletSpawnpointPrefab, BulletSpawnpoint.position, BulletSpawnpoint.rotation);

bullet.GetComponent<Rigidbody2D>().velocity = BulletSpawnpoint.up \* bulletSpeed;

}

}