

DestroyOutOfBounds.cs X

E: > Unity > tugas game 2 > Assets > Scripts > DestroyOutOfBounds.cs

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class DestroyOutOfBounds : MonoBehaviour
6  {
7      private float topBound = 30;
8      private float lowerBound = -10;
9      // Start is called before the first frame update
10     void Start()
11     {
12
13     }
14
15     // Update is called once per frame
16     void Update()
17     {
18         if (transform.position.z > topBound)
19         {
20             Destroy(gameObject);
21         } else if (transform.position.z < lowerBound)
22         {
23             Destroy(gameObject);
24         }
25     }
26 }
27 |
```

DetectCollisions.cs X

E: > Unity > tugas game 2 > Assets > Scripts > DetectCollisions.cs

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class DetectCollisions : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11      }
12
13      // Update is called once per frame
14      void Update()
15      {
16
17      }
18
19      private void OnTriggerEnter(Collider other)
20      {
21          Destroy(gameObject);
22          Destroy(other.gameObject);
23      }
24  }
25
```

MoveForward.cs X

E: > Unity > tugas game 2 > Assets > Scripts > MoveForward.cs

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class MoveForward : MonoBehaviour
6  {
7      public float speed = 40.0f;
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.Translate(Vector3.forward * Time.deltaTime * speed);
18     }
19 }
20
```

PlayerController.cs X

E: > Unity > tugas game 2 > Assets > Scripts > PlayerController.cs

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerController : MonoBehaviour
6  {
7      public float horizontalInput;
8      public float speed = 10.0f;
9      public float xRange = 10.0f;
10
11     public GameObject projectilePrefab;
12     // Start is called before the first frame update
13     void Start()
14     {
15
16     }
17
18     // Update is called once per frame
19     void Update()
20     {
21         if (transform.position.x < -xRange)
22         {
23             transform.position = new Vector3(-xRange, transform.position.y, transform.position.z);
24         }
25
26         if (transform.position.x > xRange)
27         {
28             transform.position = new Vector3(xRange, transform.position.y, transform.position.z);
29         }
30         horizontalInput = Input.GetAxis("Horizontal");
31         transform.Translate(Vector3.right * horizontalInput * Time.deltaTime * speed);
32
33         if (Input.GetKeyDown(KeyCode.Space))
34         {
35             Instantiate(projectilePrefab, transform.position, projectilePrefab.transform.rotation);
36         }
37     }
```

Sandbox mode is intended for safe code browsing. Visit this window to enable all features. [Manage](#) [Learn More](#)

PlayerController.cs SpawnManager.cs X

E: > Unity > tugas game 2 > Assets > Scripts > SpawnManager.cs

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class SpawnManager : MonoBehaviour
6  {
7      public GameObject[] animalPrefabs;
8      private float spawnRangeX = 20;
9      private float spawnPosZ = 20;
10     private float startDelay = 2;
11     private float spawnInterval = 1.5f;
12
13     // Start is called before the first frame update
14     void Start()
15     {
16         InvokeRepeating("SpawnRandomAnimal", startDelay, spawnInterval);
17     }
18
19     // Update is called once per frame
20     void Update()
21     {
22     }
23
24
25     void SpawnRandomAnimal()
26     {
27         int animalIndex = Random.Range(0, animalPrefabs.Length);
28         Vector3 spawnPos = new Vector3(Random.Range(-spawnRangeX, spawnRangeX), 0, spawnPosZ);
29
30         Instantiate(animalPrefabs[animalIndex], spawnPos, animalPrefabs[animalIndex].transform.rotation);
31     }
32 }
```