BASHAR KHATIB - 2015710213101 - Midterm -CME 428_1

Link: https://drive.google.com/open?id=1HC7Xv5Ep3n65H1zDZUO1hknZ7JwDT-dx

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

public class Player : MonoBehaviour
{
    public Rigidbody2D rb;
    float movespeed = 20f;
    public Rigidbody2D bombprefab;
    public Transform bombp;
    public Text OldScore;



    void Update()
    {
        float Moveaxis = Input.GetAxis("Horizontal");
        rb.velocity = new Vector2(1, 0) * Moveaxis * movespeed;

        if (Input.GetKeyDown(KeyCode.Space))
        {
            shoot();

        }
    }

    private void shoot()
    {
        var bomb  = Instantiate(bombprefab, bombp.position,
Quaternion.identity);
        bomb.AddForce(bombp.up * 1000);
    }
}
```

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

public class ball : MonoBehaviour
{
    public Rigidbody2D rb2;
    public float movespeed;
    public Text Score;
    public Text oldScore;
    public Transform player;
    int score = 0;
    AudioSource audioSource;



    void Start()
    {
        Invoke("LaunchProjectile", 2.0f);
        audioSource=GetComponent<AudioSource>();



        if (SaveLoadManager.control==0)
        {


            int oldscore = SaveLoadManager.Load("mydata.kbu").score;
            float position = SaveLoadManager.Load("mydata.kbu").p;
            player.transform.position = new Vector2(0, position);
            oldScore.text = oldscore.ToString();
            score = oldscore;
        }
    }
    public void LaunchProjectile()
    {
        rb2.velocity = new Vector2(1, 0) * movespeed;
    }



        private void OnCollisionEnter2D(Collision2D collision)
        {
            audioSource.Play();
            if (collision.gameObject.tag == "ball")
            {
                 rb2.velocity = new Vector2(1, 0) * movespeed;
                 Destroy(collision.gameObject);
                 Makescoreandsave();
             }
         }

    private void Makescoreandsave()
    {

        score++;

        Score.text = score.ToString();
```

```
        if (score % 5 ==0)
        {
            player.position = new Vector2(player.position.x, player.position.y
+ 1);

            if (player.position.y>= 1.48f)
            {
                player.position = new Vector2(-0.11f, -4.54f);

            }
            SaveLoadManager.Save("mydata.kbu", new GameData(score,
player.position.y));
        }
        SaveLoadManager.Save("mydata.kbu", new GameData(score,
player.position.y));
    }
}
```

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

public class MenuManager : MonoBehaviour
{

    // Start is called before the first frame update
    public void Load(int index)
    {
        SaveLoadManager.control = 1;

        SceneManager.LoadScene(index);
    }
    public void LoadLastGame(int index)
    {
        SaveLoadManager.control = 0;
        SceneManager.LoadScene(index);
    }
}
```

```
using System;
using System.Collections;
using System.Collections.Generic;
using System.IO;
using System.Runtime.Serialization.Formatters.Binary;
using UnityEngine;

[Serializable]
public class GameData
{

    public int score;
    public float p;

    public GameData(int score, float p)
    {

        this.p = p;
        this.score = score;
    }
}
public class SaveLoadManager
{
    public static int control { get; set; }
    public static void Save(string path, GameData gameData)
    {
        using (var fs = new FileStream(path, FileMode.OpenOrCreate))
        {
            var formatter = new BinaryFormatter();
            formatter.Serialize(fs, gameData);
        }
    }
    public static GameData Load(string path)
    {
        using (var fs = new FileStream(path, FileMode.Open))
        {
            var formatter = new BinaryFormatter();
            return (GameData)formatter.Deserialize(fs);
        }
    }
}

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

public class destroybomb : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        Destroy(gameObject,2f);
    }

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

    }
}
```