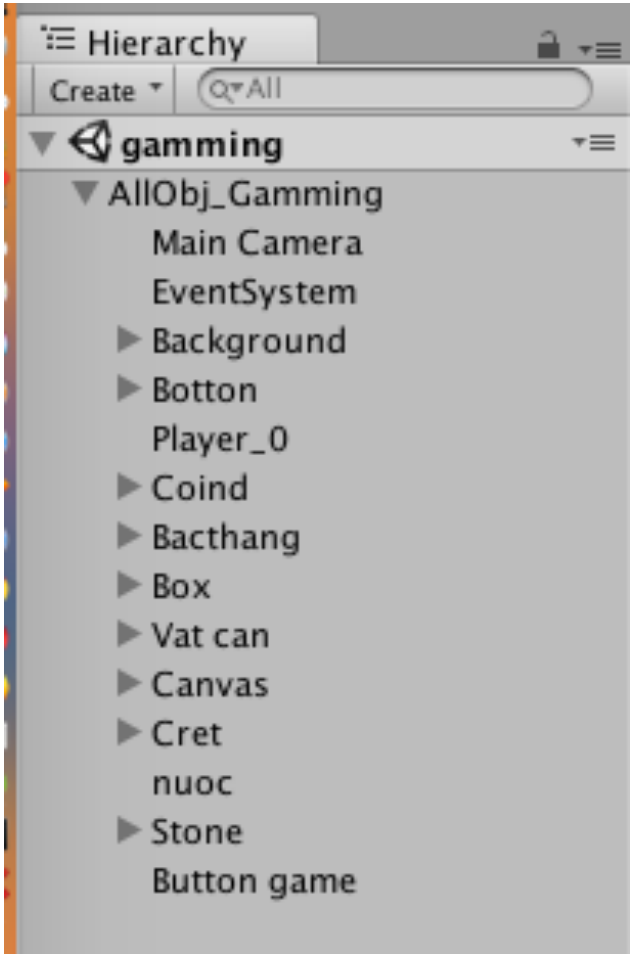
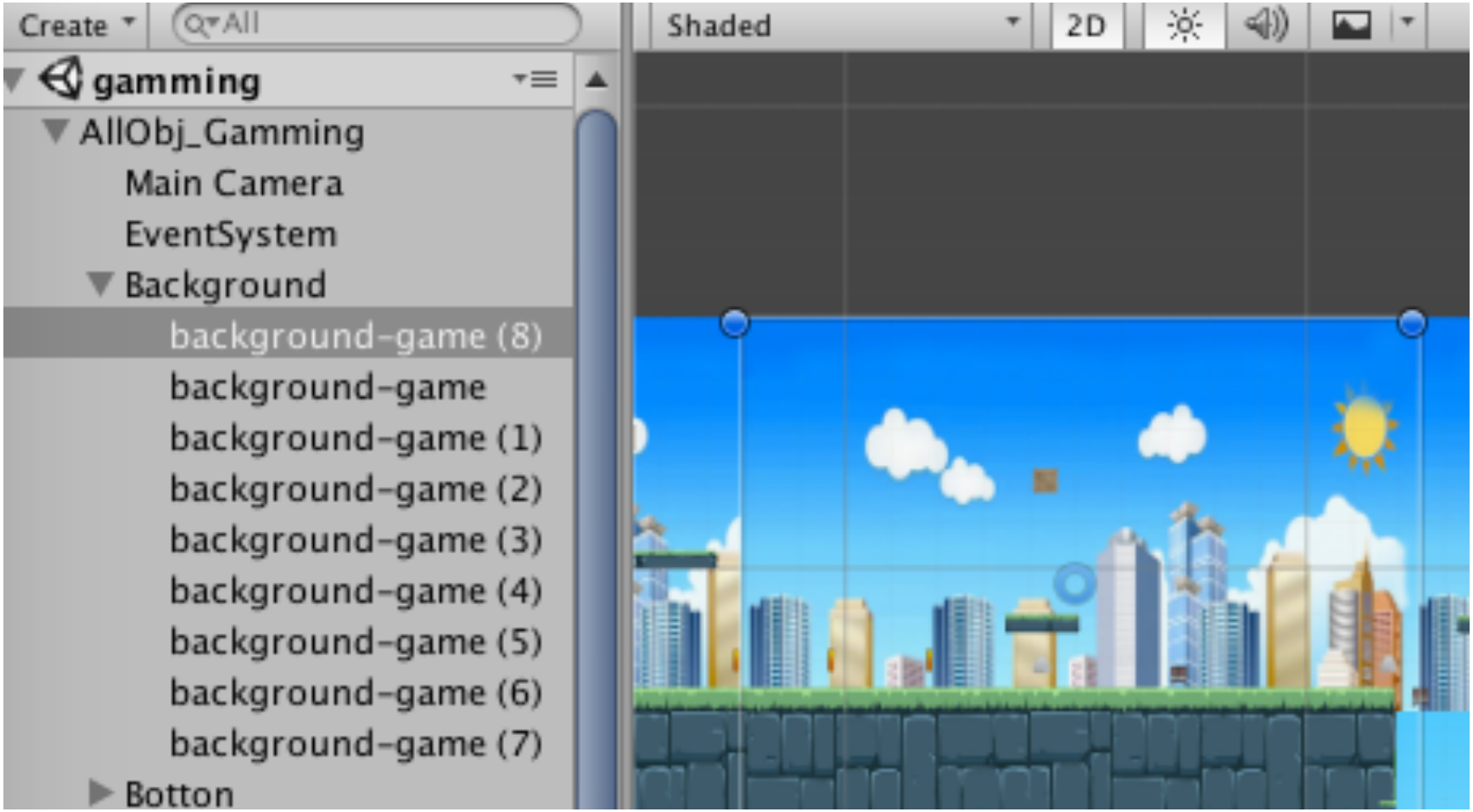
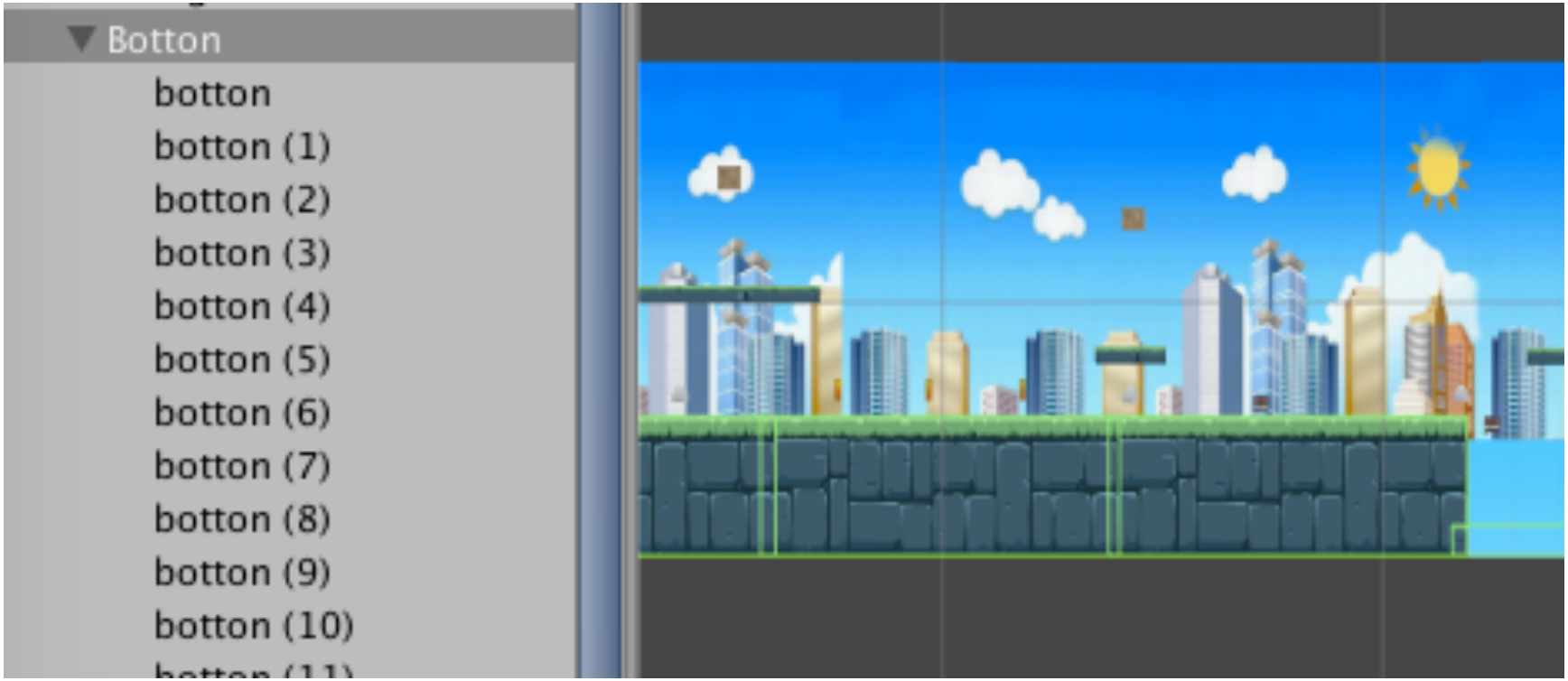
Game nang cao - Bai 2


Hierarchy
Create
All
gamming
AllObj_Gamming
Main Camera
EventSystem
Background
Botton
Player_0
Coind
Bacthang
Box
Vat can
Canvas
Cret
nuoc
Stone
Button game

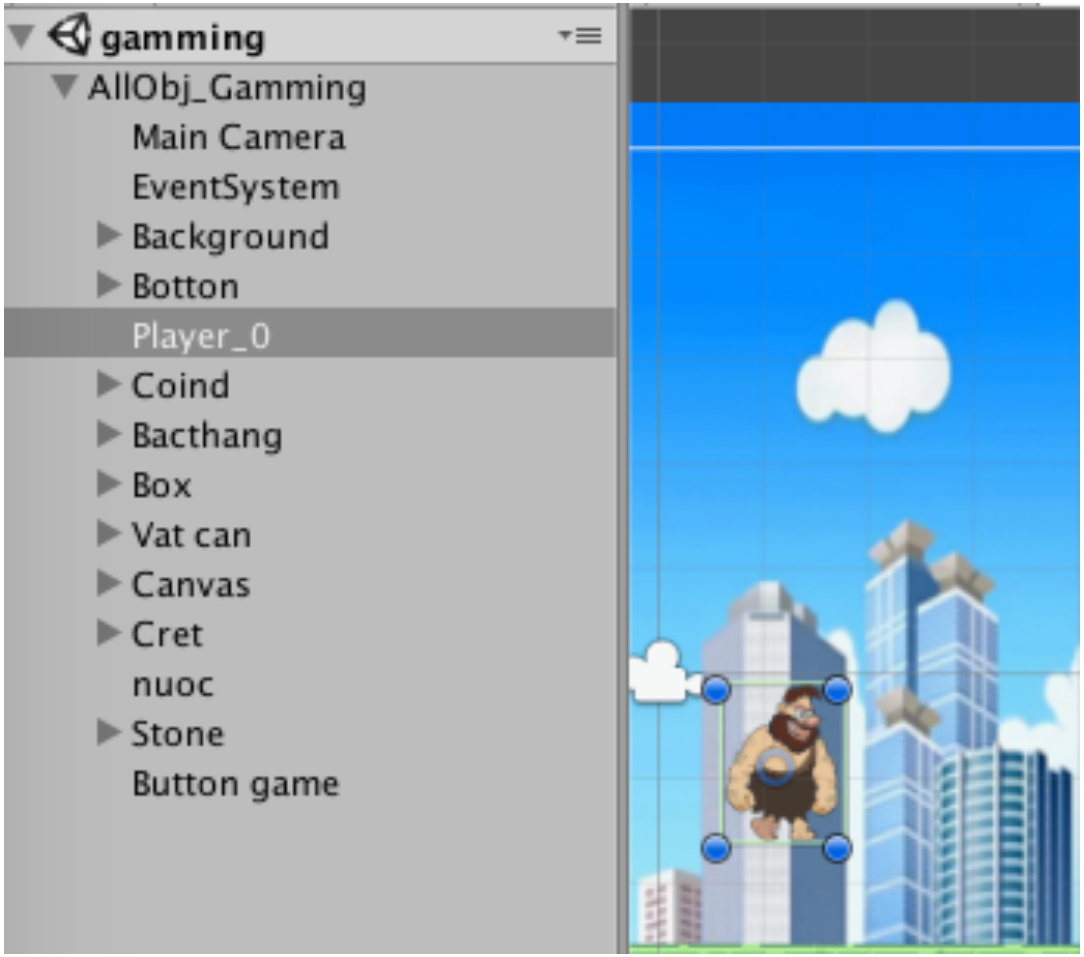
Background


Create
All
gamming
AllObj_Gamming
Main Camera
EventSystem
Background
background-game (8)
background-game
background-game (1)
background-game (2)
background-game (3)
background-game (4)
background-game (5)
background-game (6)
background-game (7)
Botton
Shaded
2D

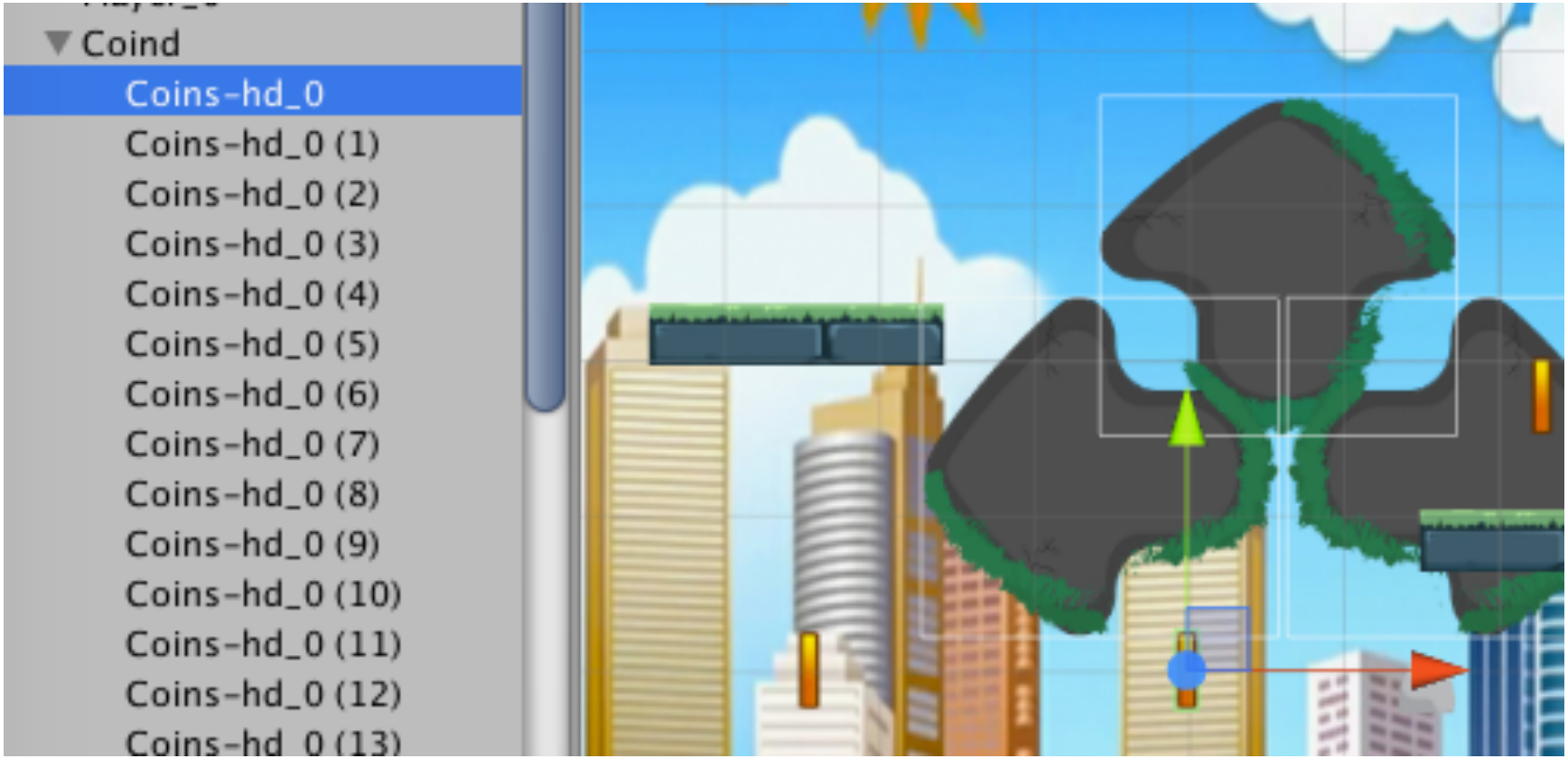
Botton


Botton
botton
botton (1)
botton (2)
botton (3)
botton (4)
botton (5)
botton (6)
botton (7)
botton (8)
botton (9)
botton (10)

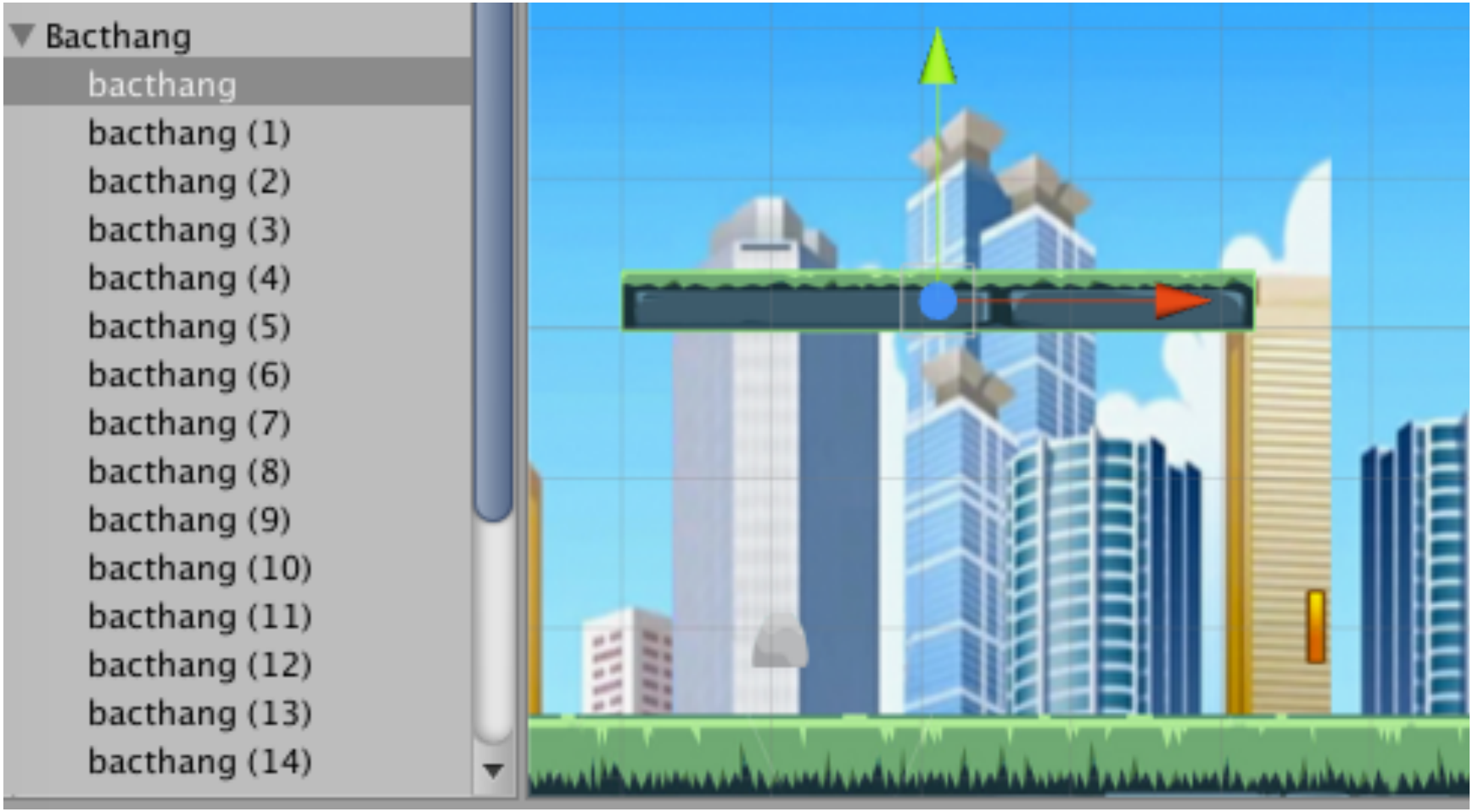
Player


gamming
AllObj_Gamming
Main Camera
EventSystem
Background
Botton
Player_0
Coind
Bacthang
Box
Vat can
Canvas
Cret
nuoc
Stone
Button game

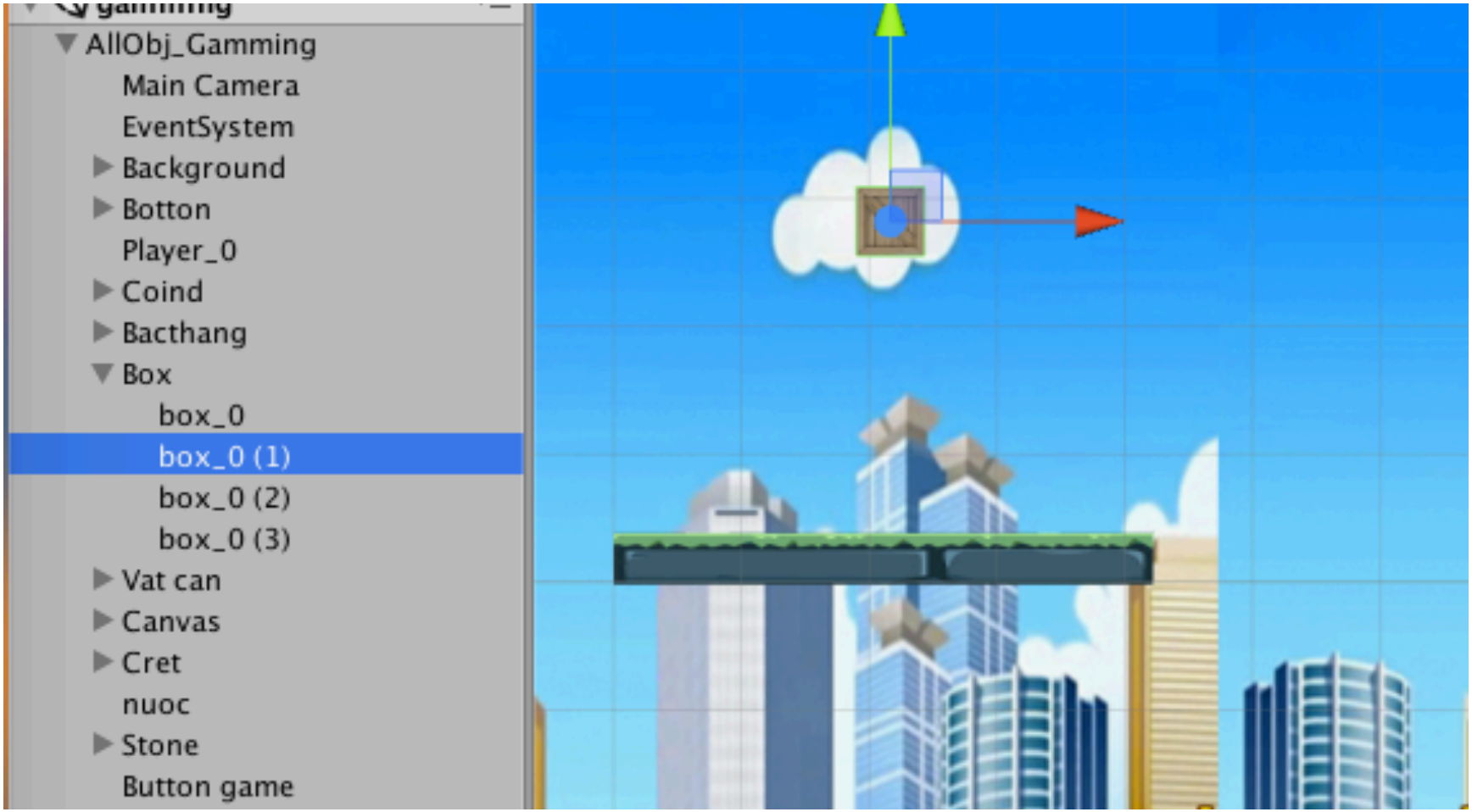
Coin


Coind
Coins-hd_0
Coins-hd_0 (1)
Coins-hd_0 (2)
Coins-hd_0 (3)
Coins-hd_0 (4)
Coins-hd_0 (5)
Coins-hd_0 (6)
Coins-hd_0 (7)
Coins-hd_0 (8)
Coins-hd_0 (9)
Coins-hd_0 (10)
Coins-hd_0 (11)
Coins-hd_0 (12)
Coins-hd_0 (13)

BacThang


Bacthang
bacthang
bacthang (1)
bacthang (2)
bacthang (3)
bacthang (4)
bacthang (5)
bacthang (6)
bacthang (7)
bacthang (8)
bacthang (9)
bacthang (10)
bacthang (11)
bacthang (12)
bacthang (13)
bacthang (14)

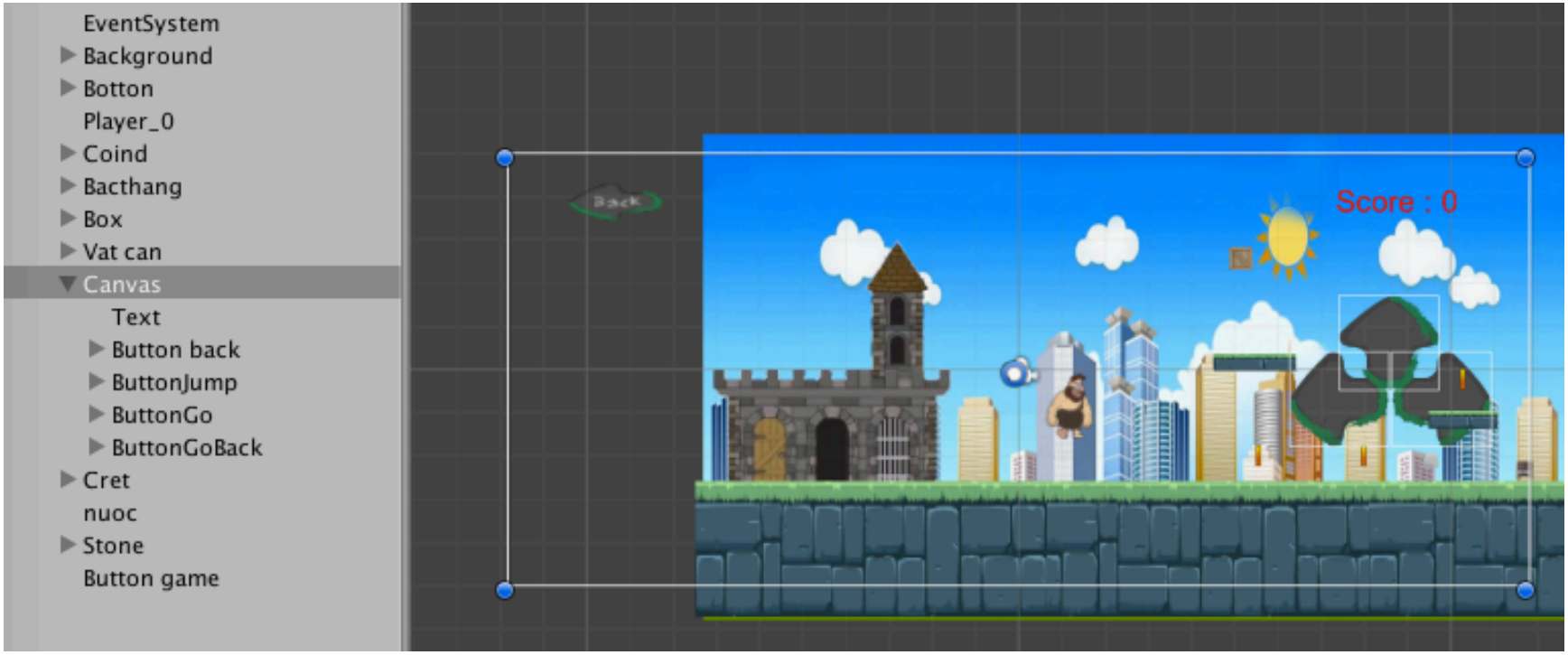
Box


AllObj_Gamming
Main Camera
EventSystem
Background
Botton
Player_0
Coind
Bacthang
Box
box_0
box_0 (1)
box_0 (2)
box_0 (3)
Vat can
Canvas
Cret
nuoc
Stone
Button game

VatCan

Player_0
Coind
Bacthang
Box
Vat can
home
home (1)
Canvas
Cret
nuoc
Stone
Button game

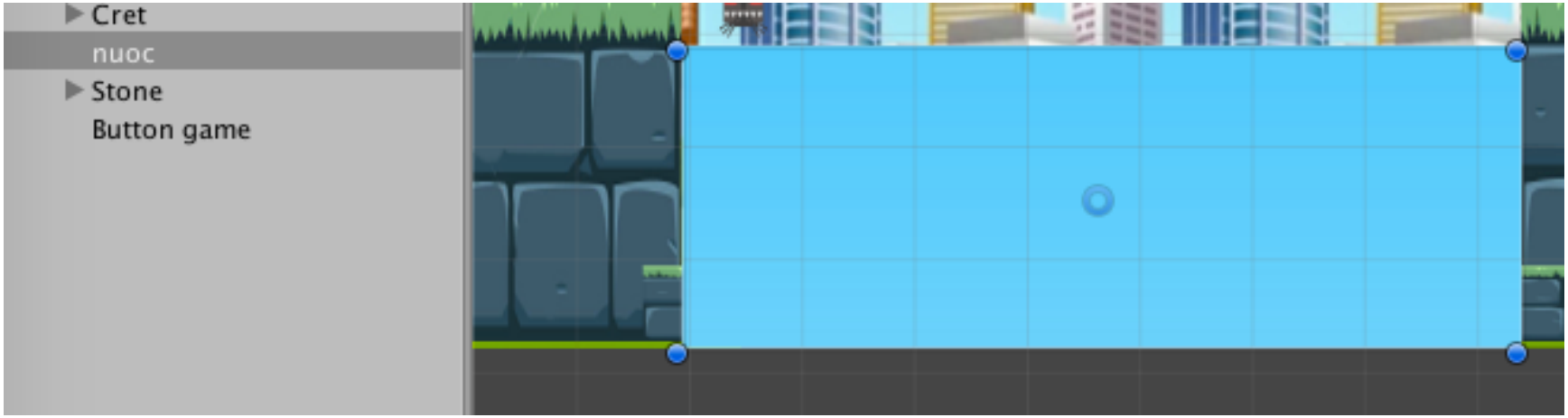
Canvas


EventSystem
Background
Botton
Player_0
Coind
Bacthang
Box
Vat can
Canvas
Text
Button back
ButtonJump
ButtonGo
ButtonGoBack
Cret
nuoc
Stone
Button game
Back
Score : 0

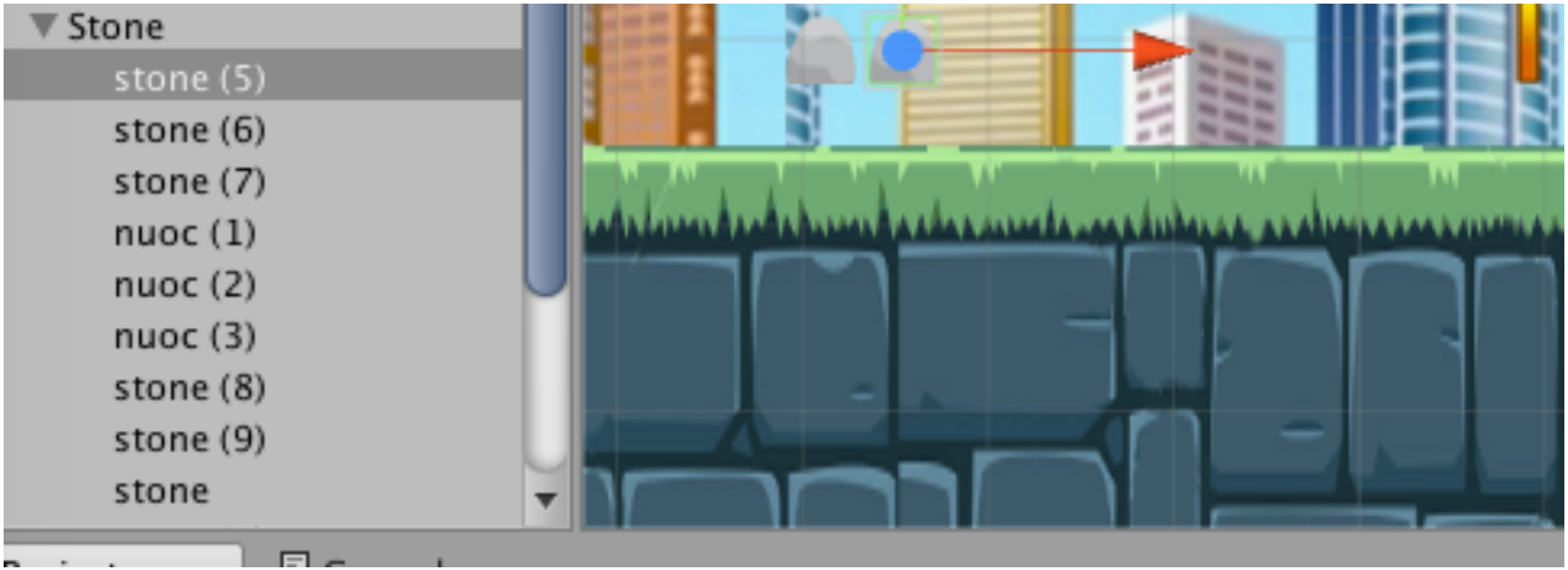
Cret

Cret
Spider_0 (1)
Spider_0
Spider_0 (2)
Spider_0 (3)
Spider_0 (4)
Spider_0 (5)
Spider_0 (6)
Spider_0 (7)
Spider_0 (8)

Nuoc



Stone


Stone
stone (5)
stone (6)
stone (7)
nuoc (1)
nuoc (2)
nuoc (3)
stone (8)
stone (9)
stone

Lay van toc, lay key mui ten

```
37      public void Control()
38      {
39          //khai bao gia tri ban dau
40          float forceX = 0f;
41          float forceY = 0f;
42          //khai bao gia tri nhan van toc hien tai cua character
43          float velo=Mathf.Abs(mybody.velocity.x);
44          //nhan hanh dong tu ban phim
45          float key=Input.GetAxisRaw("Horizontal");
```

Nguoi dung an mui ten phai

```
//kiem tra xem nguoi dung nhan vao phim mui ten trai hay phai (run)
if (key > 0) {
    //kiem tra van toc
    if (velo < 4f) {

        forceX = 15f;
    }

    //thuc hien hanh dong di chuyen
    anim.SetBool ("walked", true);
    //hanh dong xoay mat
    Vector2 scale = transform.localScale;
    scale.x = 1.5f;
    transform.localScale = scale;
```

Nguoi dung an mui ten trai

```
61          } else if (key < 0) {
62
63              //kiem tra van toc
64              if (velo < 4) {
65                  forceX = -15f;
66              }
67              //gan trang thai
68              anim.SetBool ("walked", true);
69              //xoay mat
70              Vector2 scale = transform.localScale;
71              scale.x = -1.5f;
72              transform.localScale = scale;
73          } else {
74              anim.SetBool ("walked", false);
75          }
76          //------------
```

Nguoi dung an spacebar

```
77          //jump----------------------------------------------------------------
78          if (Input.GetKey (KeyCode.Space)) {
79              //chi nhay khi cham tren dat
80              if (grounded) {
81                  forceY = 300f;
82                  grounded = false;
83                  anim.SetBool ("jump", true);
84              } else {
85                  anim.SetBool ("jump", false);
86              }
87
88          }
```

Kiem tra trang thai va update vi tri

```
90          //check die
91          if (checkdie) {
92              anim.SetBool ("playdie", true);
93          }
94          //cap nhat thong tin vi tri
95          mybody.AddForce(new Vector2(forceX,forceY));
96      }
```