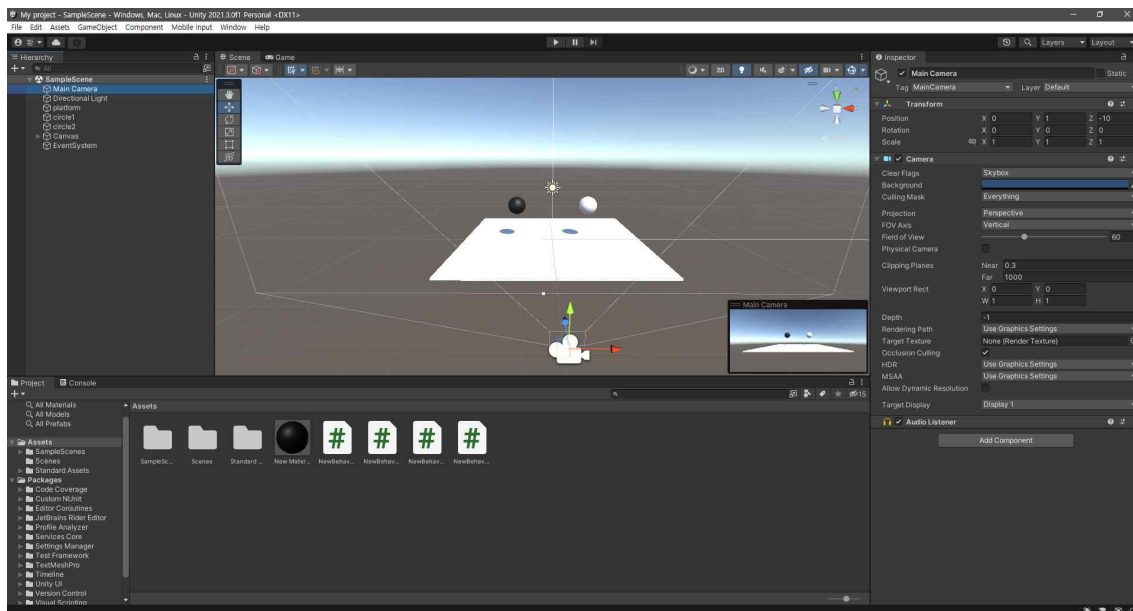


게임프로그래밍 과제3

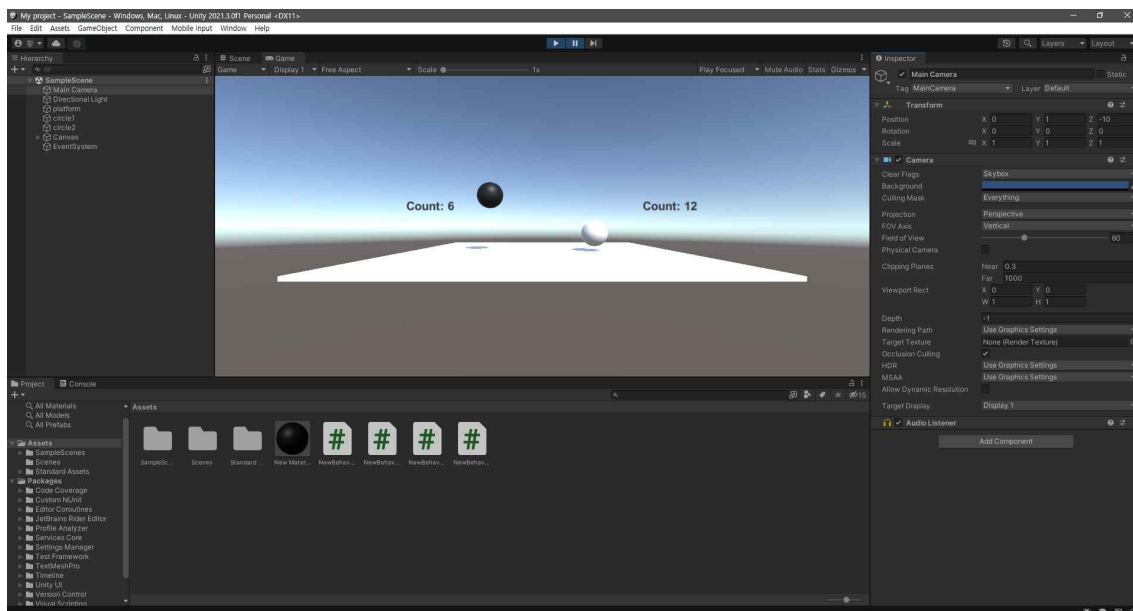
201903868 황가은

바닥 역할을 해줄 platform과 공 2개를 생성했습니다. 검은색 공과 하얀색 공의 차이 점을 두기 위해서 하얀색 공은 저항값(Drag)을 0.6으로 설정해주었습니다. 검은색 공은 저항값이 0입니다.

<처음 화면>



<실행 화면>



<C# 소스코드 - Circle 1>

```
using System.Collections ;
```

```

using System.Collections.Generic ;
using UnityEngine ;
using UnityEngine.UI ;
public class NewBehaviourScript : MonoBehaviour
{
    public GameObject text;
    // Start is called before the first frame update
    void Start ()
    {
        text =GameObject .Find ("text");
    }
    // Update is called once per frame
    void Update ()
    {

    }

    private void OnCollisionEnter (Collision col)
    {
        text .SendMessage ("Count1Up");
    }
}

```

<C# 소스코드 - Circle 2>

```

using System.Collections ;
using System.Collections.Generic ;
using UnityEngine ;
using UnityEngine.UI ;
public class NewBehaviourScript2 : MonoBehaviour
{
    public GameObject text2;
    // Start is called before the first frame update
    void Start ()
    {
        text2 =GameObject .Find ("text2");
    }
    // Update is called once per frame
    void Update ()
    {

    }
    private void OnCollisionEnter (Collision col)
    {
        text2 .SendMessage ("Count2Up");
    }
}

```

<C# 소스코드 - Text>

```
using System.Collections ;
using System.Collections.Generic ;
using UnityEngine ;
using UnityEngine.UI ;
using System.Collections ;
public class NewBehaviourScript1 : MonoBehaviour
{
    public int count1 =0 ;
    Text text;

    // Start is called before the first frame update
    void Count1Up ()
    {
        count1 ++;
    }

    void Start ()
    {
        text =GetComponent <Text >();
    }
    // Update is called once per frame
    void Update ()
    {
        text .text ="Count: "+count1 ;
    }
}
```

<C# 소스코드 - Text 2>

```
using System.Collections ;
using System.Collections.Generic ;
using UnityEngine ;
using UnityEngine.UI ;
using System.Collections ;
public class NewBehaviourScript3 : MonoBehaviour
{
    public int count2 =0 ;
    Text text2;
    void Count2Up ()
    {
        count2 ++;
    }
    // Start is called before the first frame update
    void Start ()
    {
        text2 =GetComponent <Text >();
    }
    // Update is called once per frame
    void Update ()
    {
        text2 .text ="Count: "+count2 ;
    }
}
```