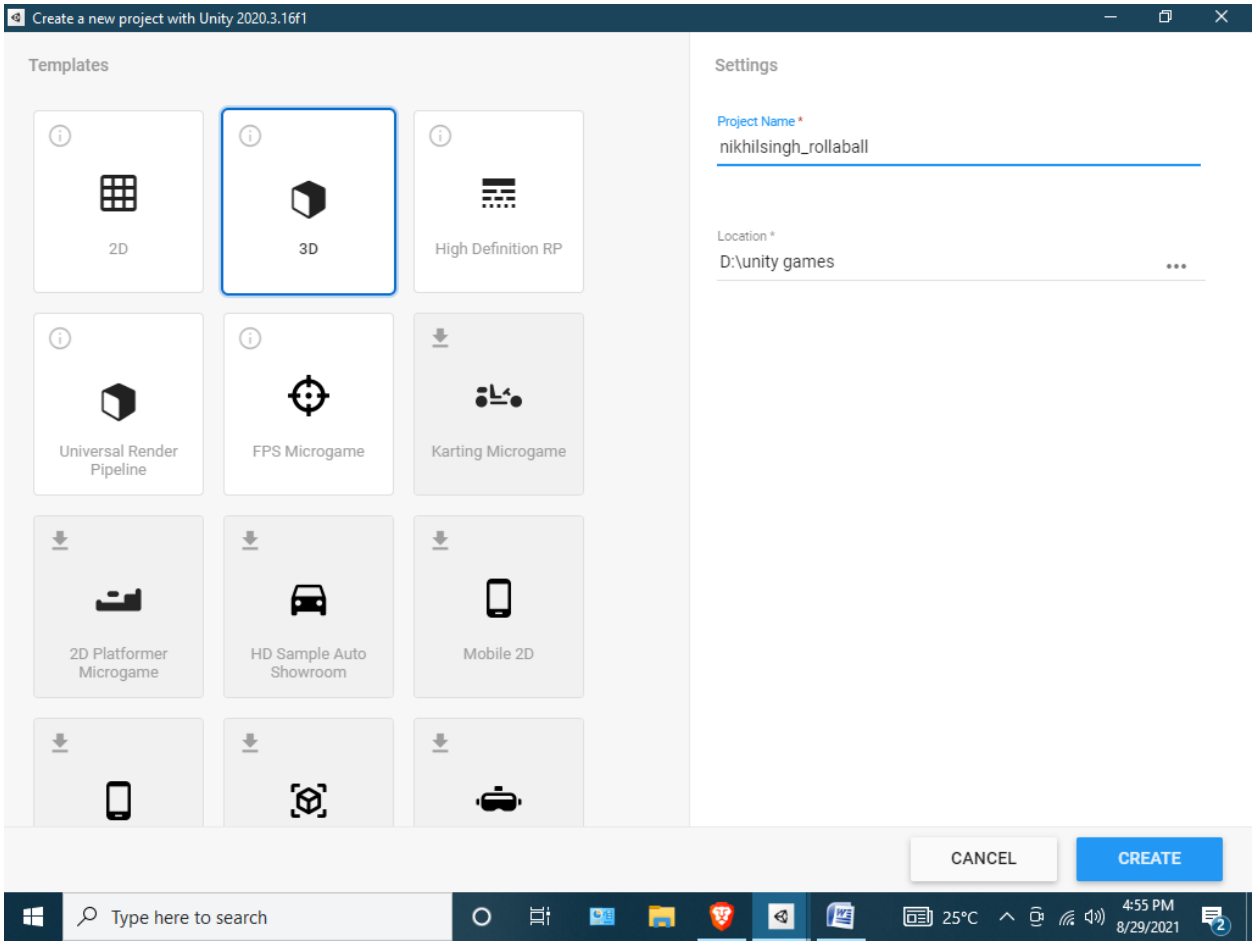
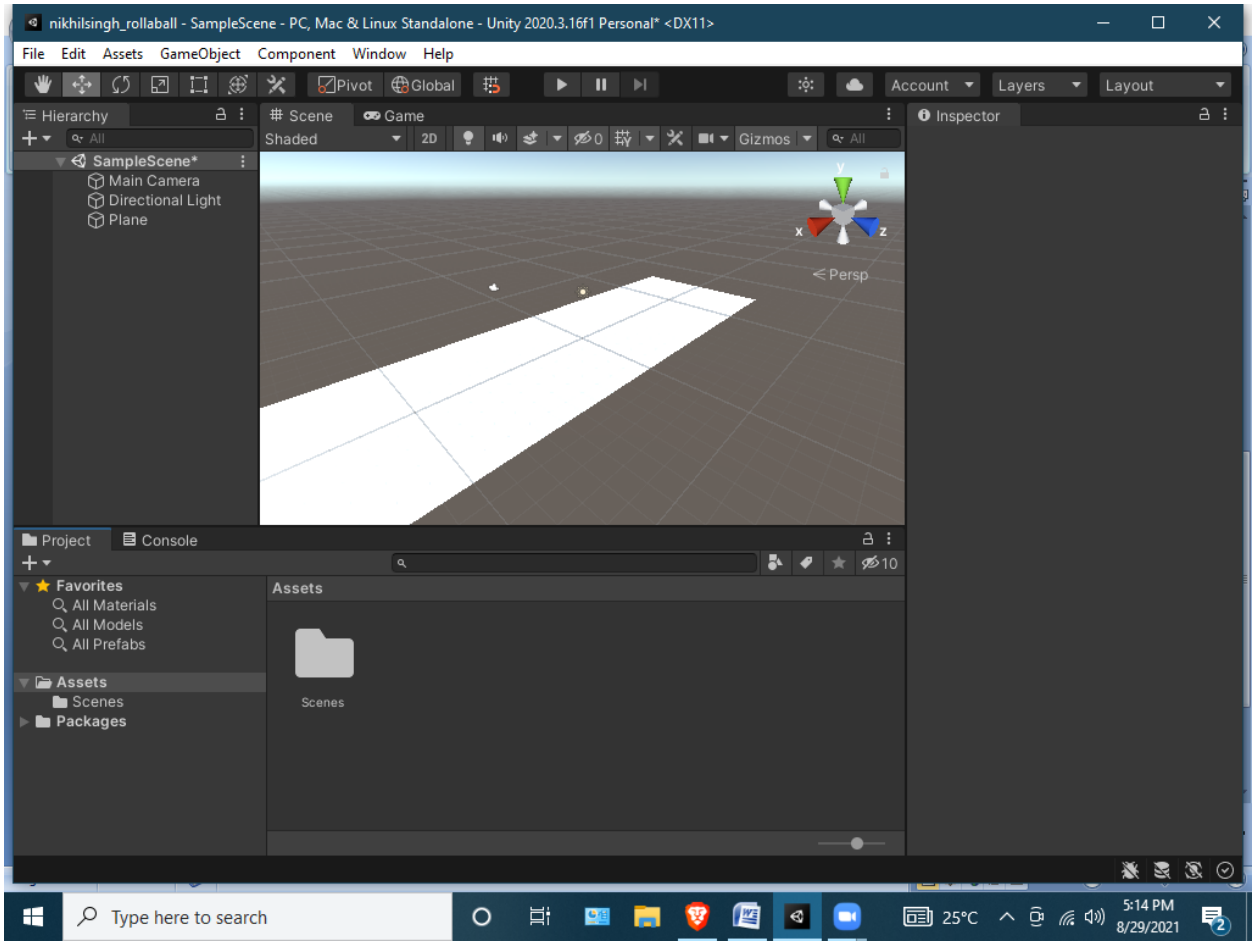
Step 1:

Create a project in 3D

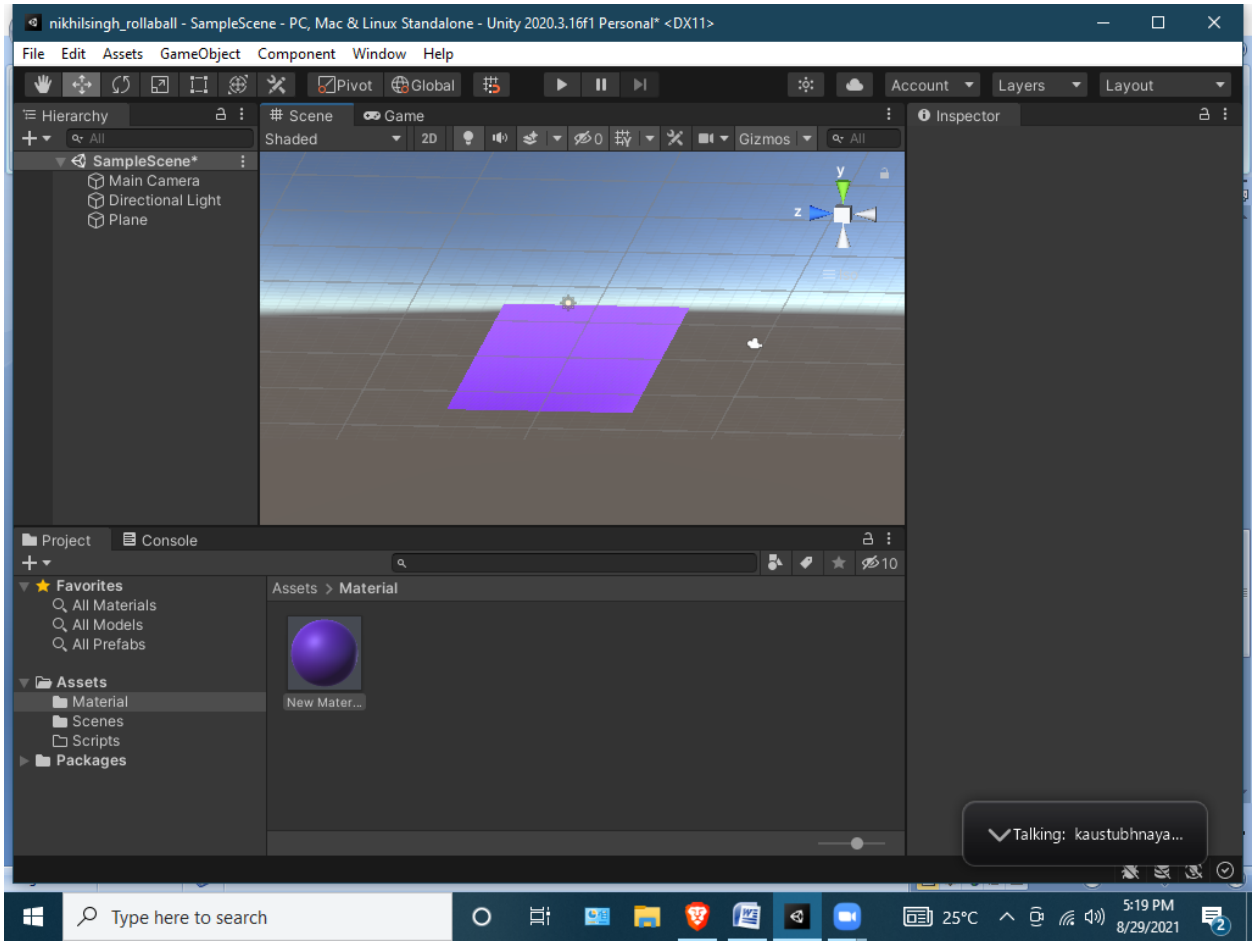


Step 2:

Create a plane

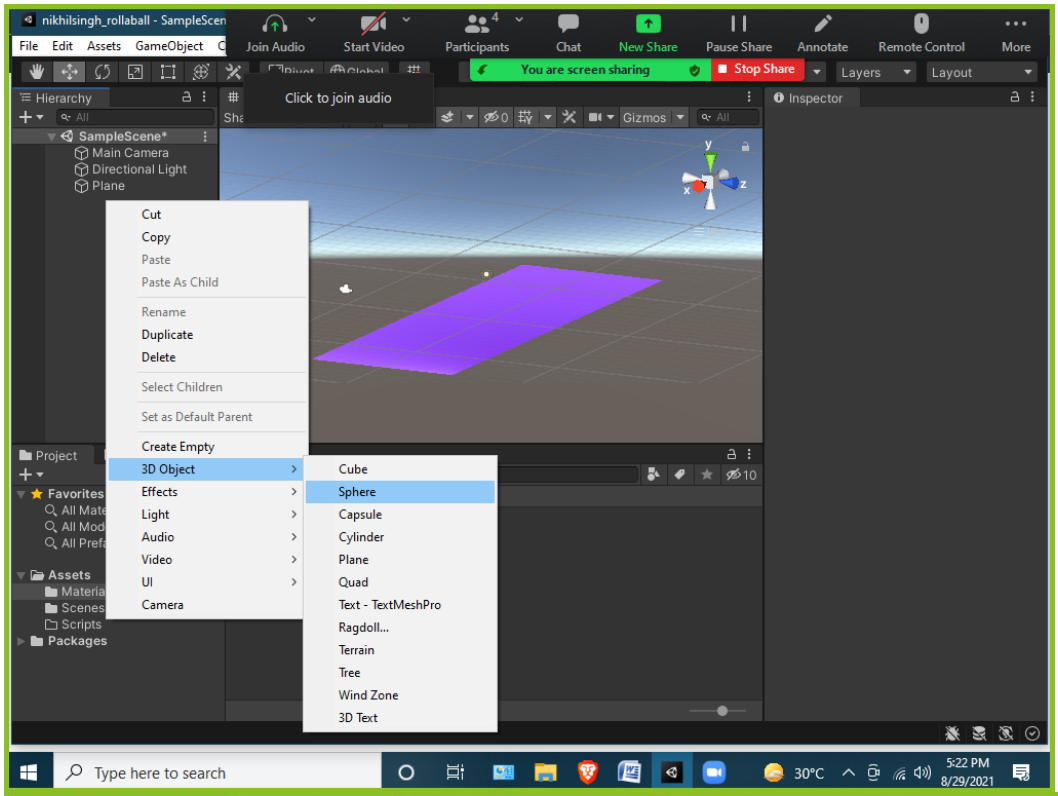


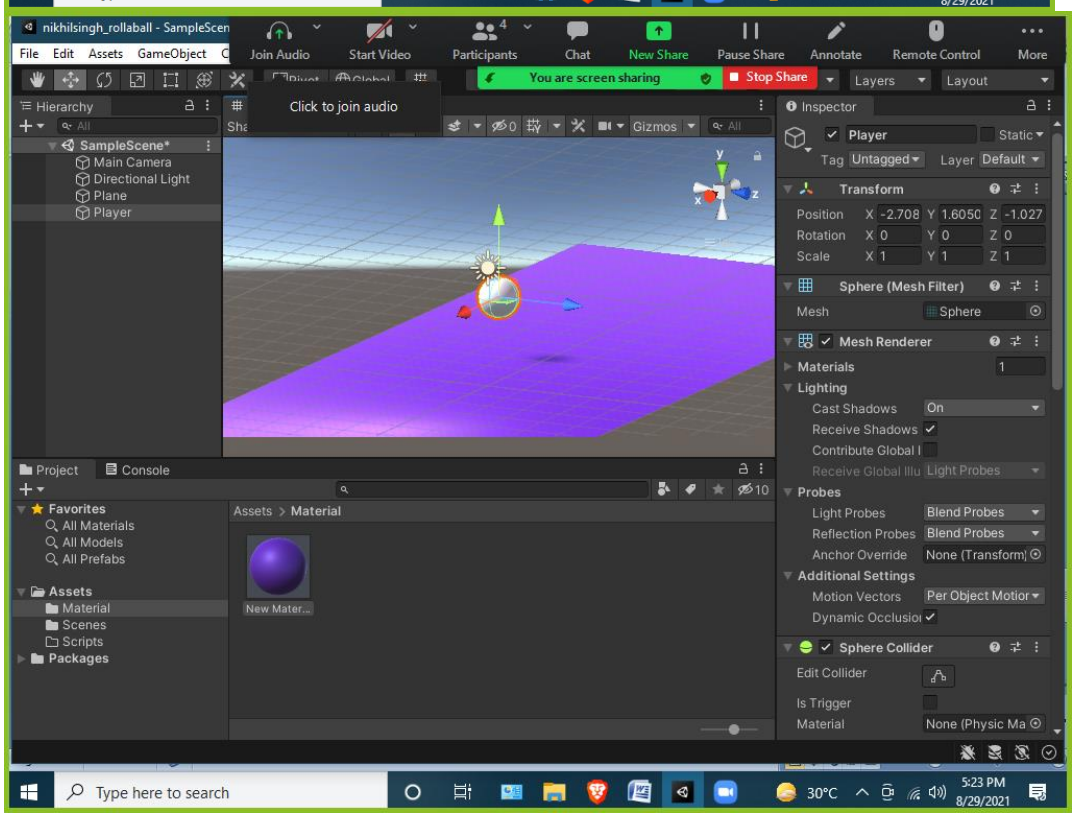
Step 3: add material to plane



Step 4:

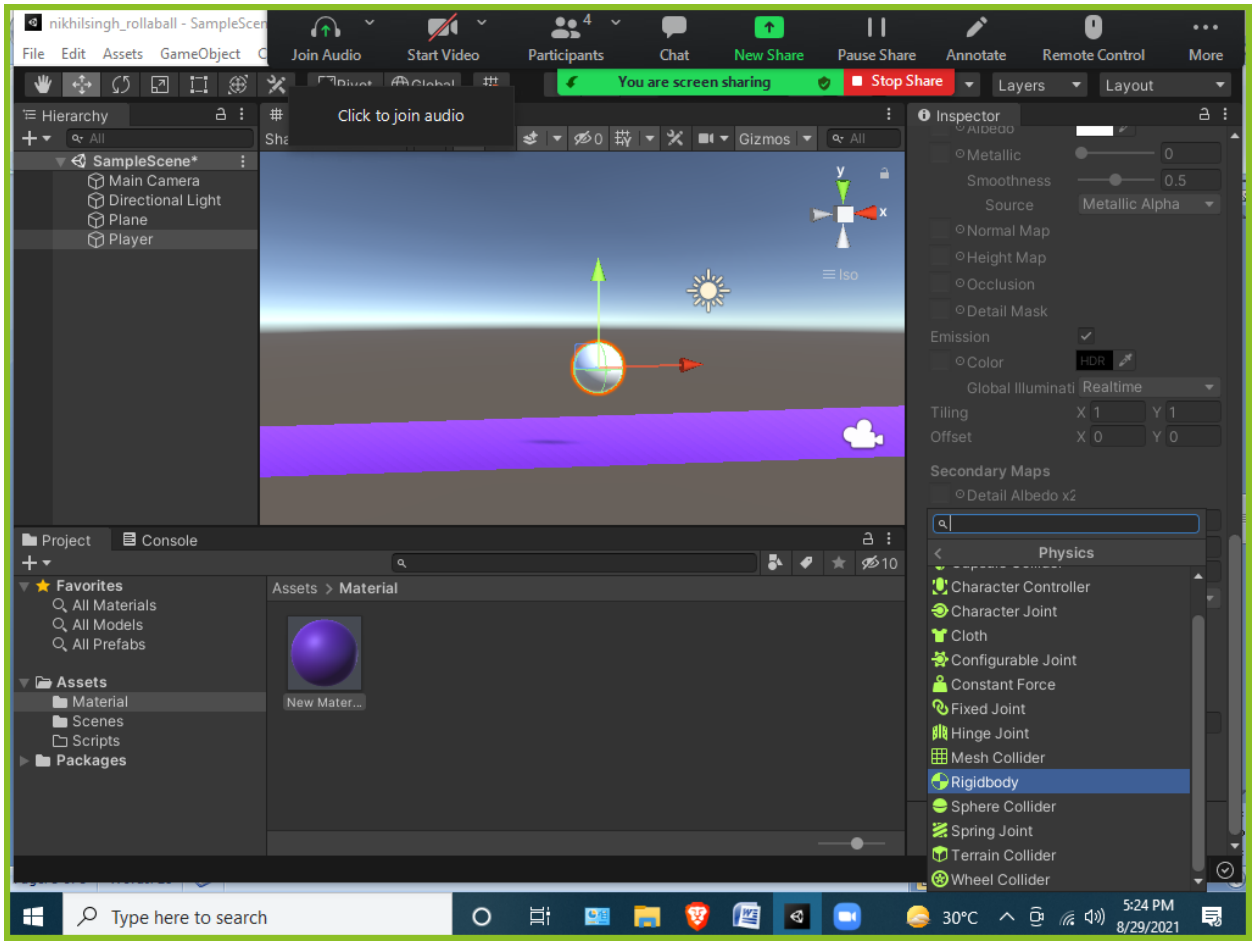
Create game object sphere and rename it as player





Step 5:

Add rigidbody component to sphere

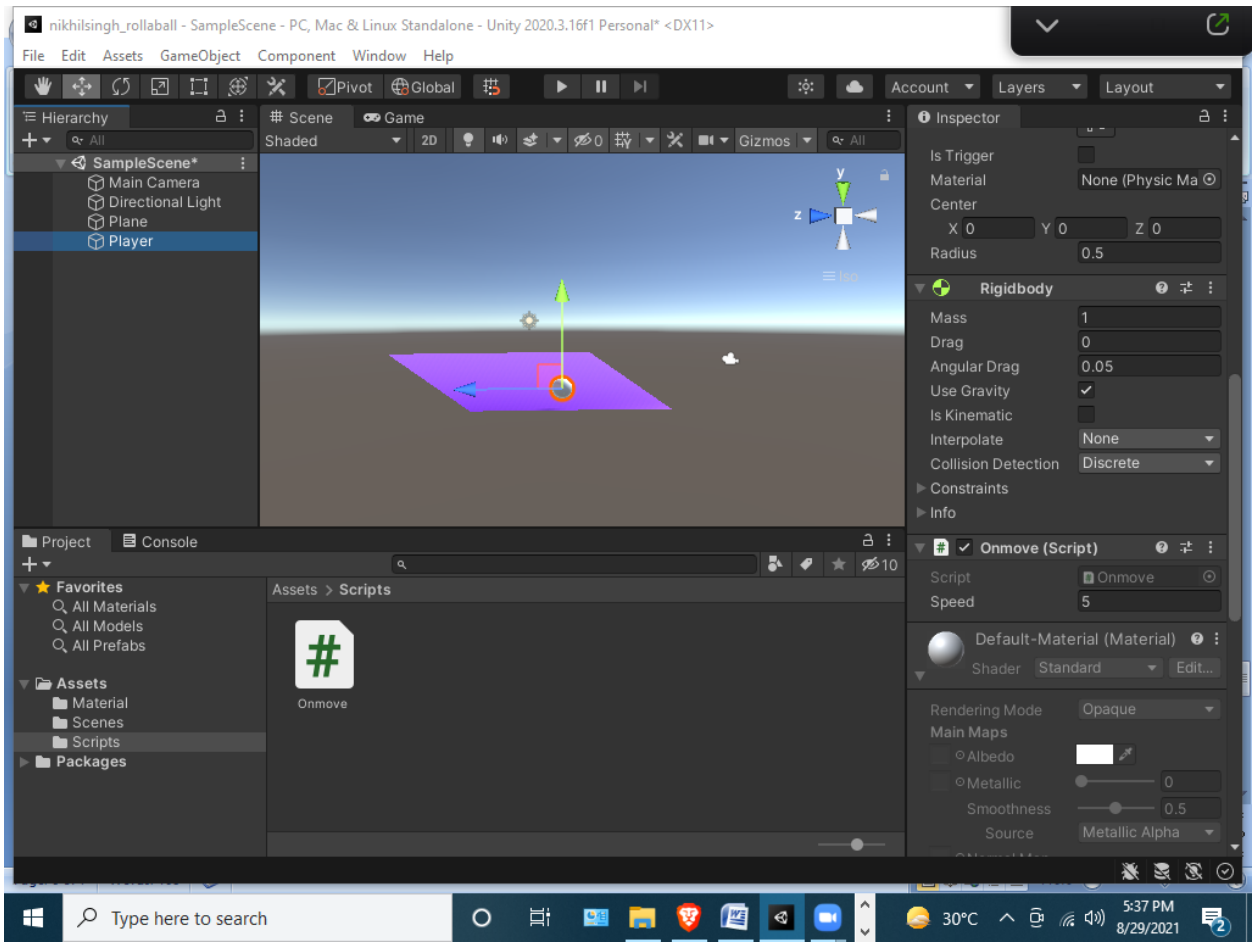


Step 6:

add on move script to the player

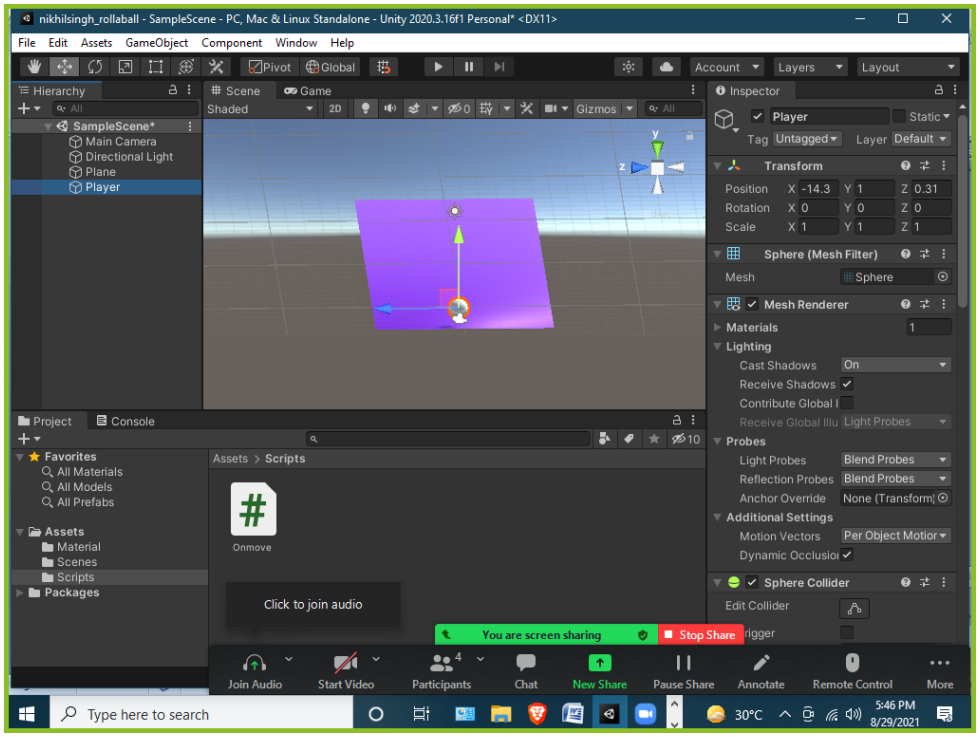
```
using System.Collections;

using System.Collections.Generic;

using UnityEngine;


public class Onmove : MonoBehaviour

{

  private Rigidbody rb;

  private float horizontalInput;

  private float verticalInput;

  public float speed = 5.0f;

  // Start is called before the first frame update

  void Start()

  {

  rb = GetComponent<Rigidbody>();

  }


    // Update is called once per frame

    void Update()

    {

        horizontalInput = Input.GetAxis("Horizontal");

        verticalInput = Input.GetAxis("Vertical");

    }
```

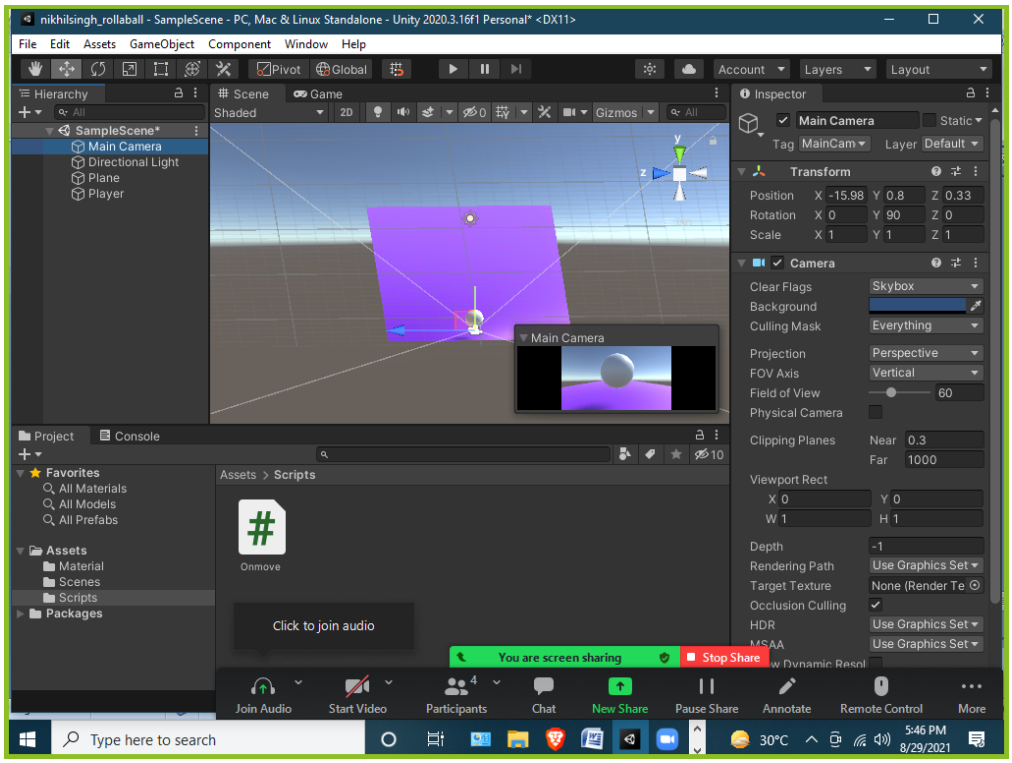
```
private void FixedUpdate()
{
  rb.AddForce(new Vector3(horizontalInput,0.0f,verticalInput)*speed);
}
```



Step 7:

Arrange the camera behind the player

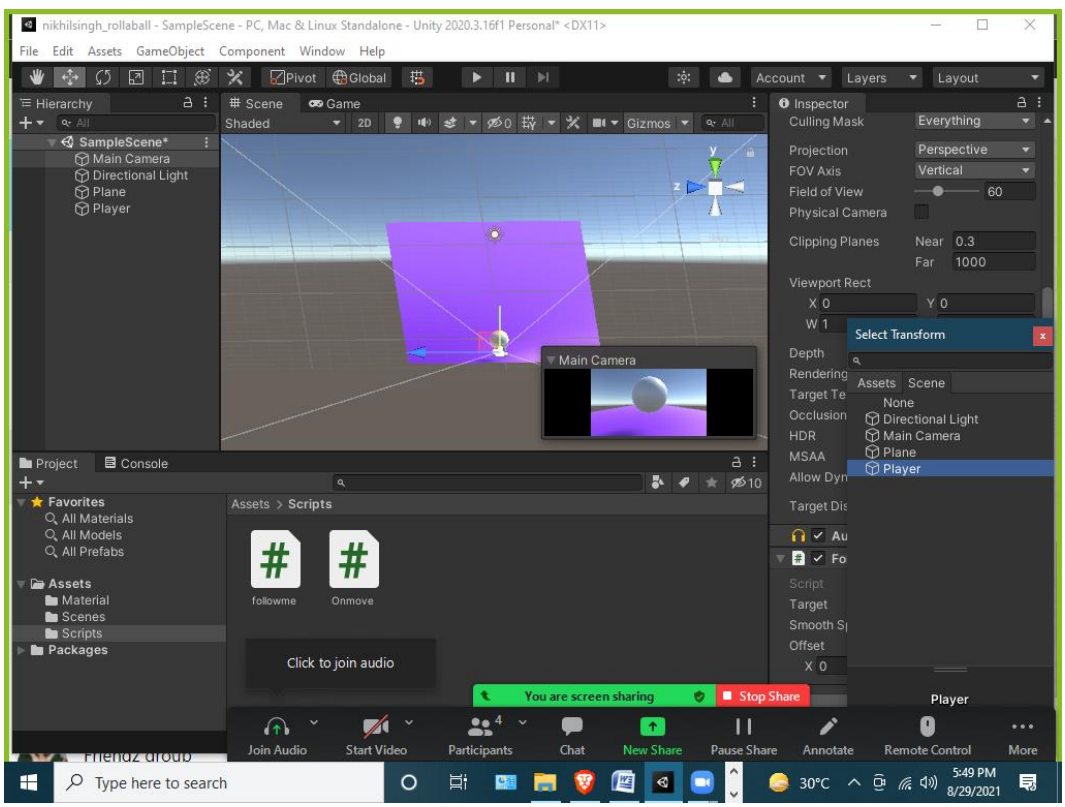




Step 8:

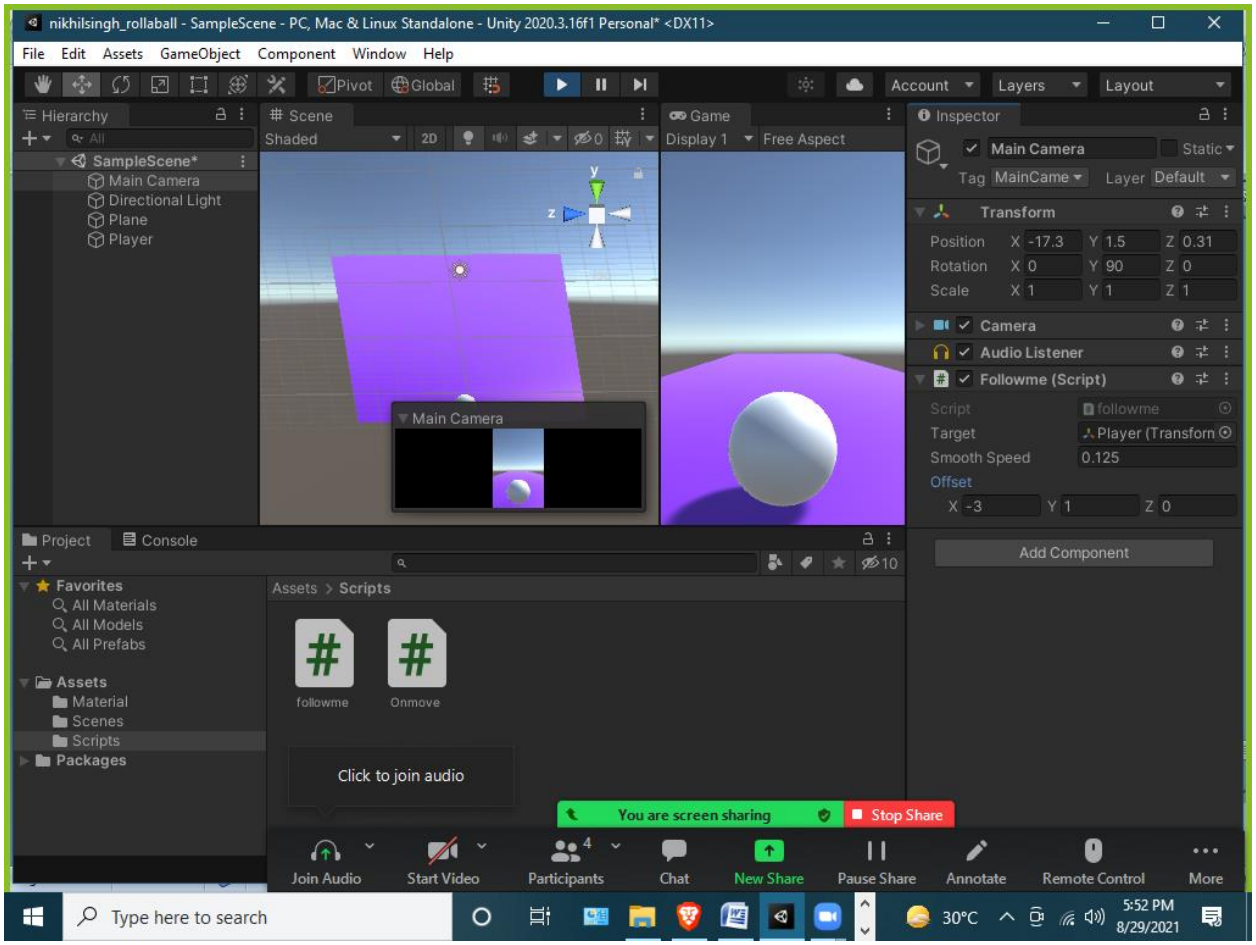
Add followme script to maincamera and set target as player

```
using UnityEngine;

public class followme : MonoBehaviour

{

public Transform target;

public float smoothSpeed = 0.125f;

public Vector3 offset;

void LateUpdate ()

{

transform.position = target.position + offset;

}

}
```



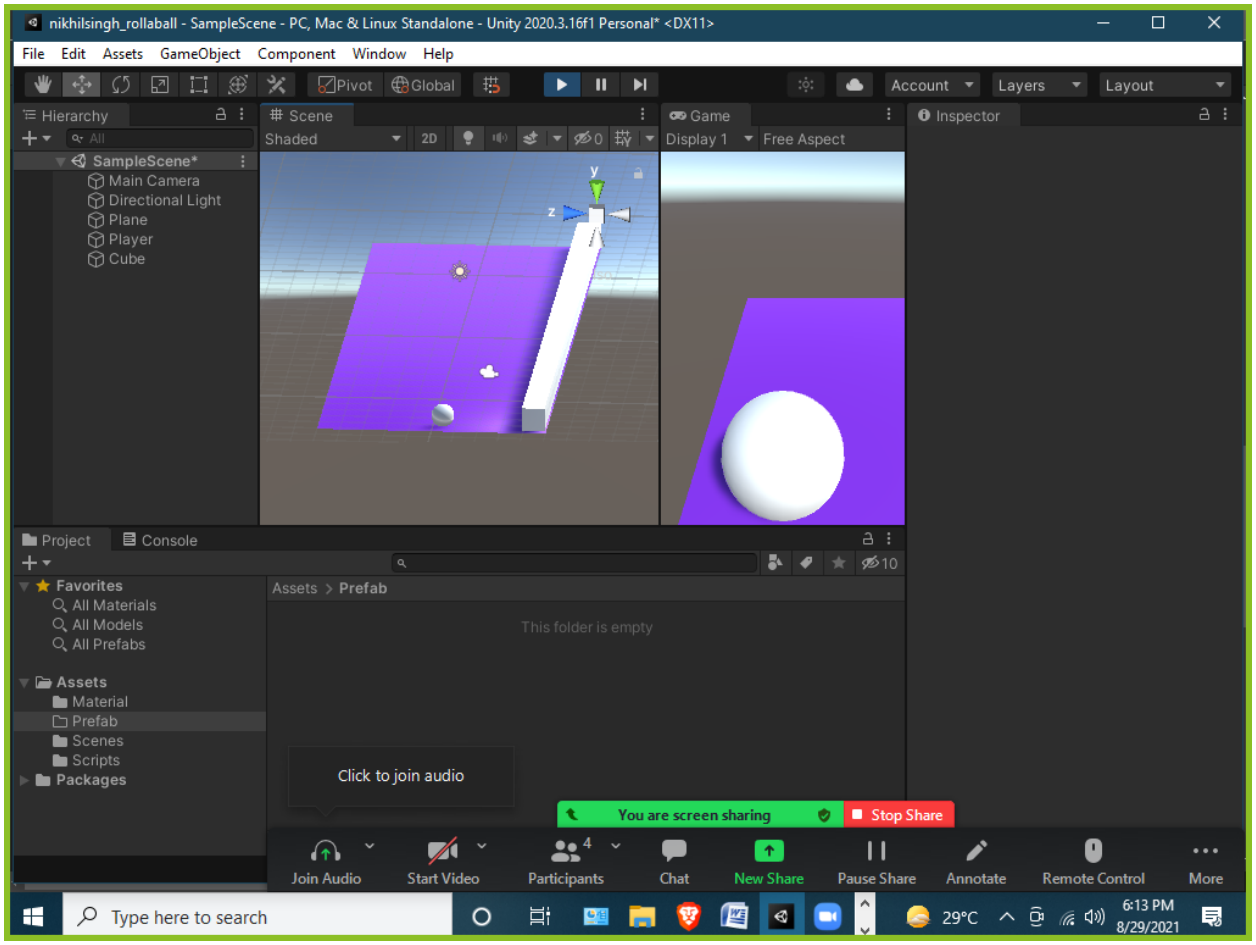
Step 9:

Set the offset



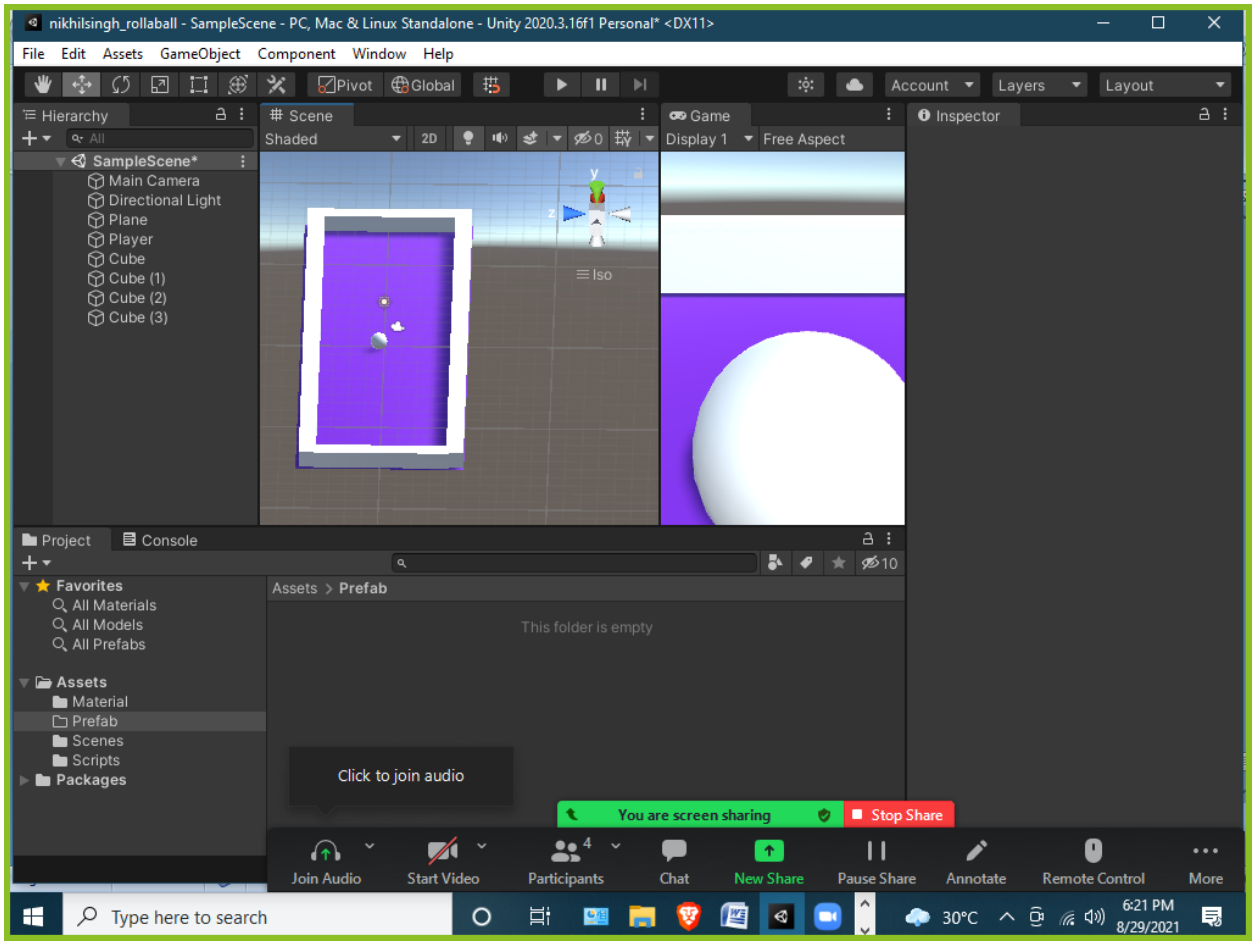
Step 10:

Add a cube object as a box collider and scale it



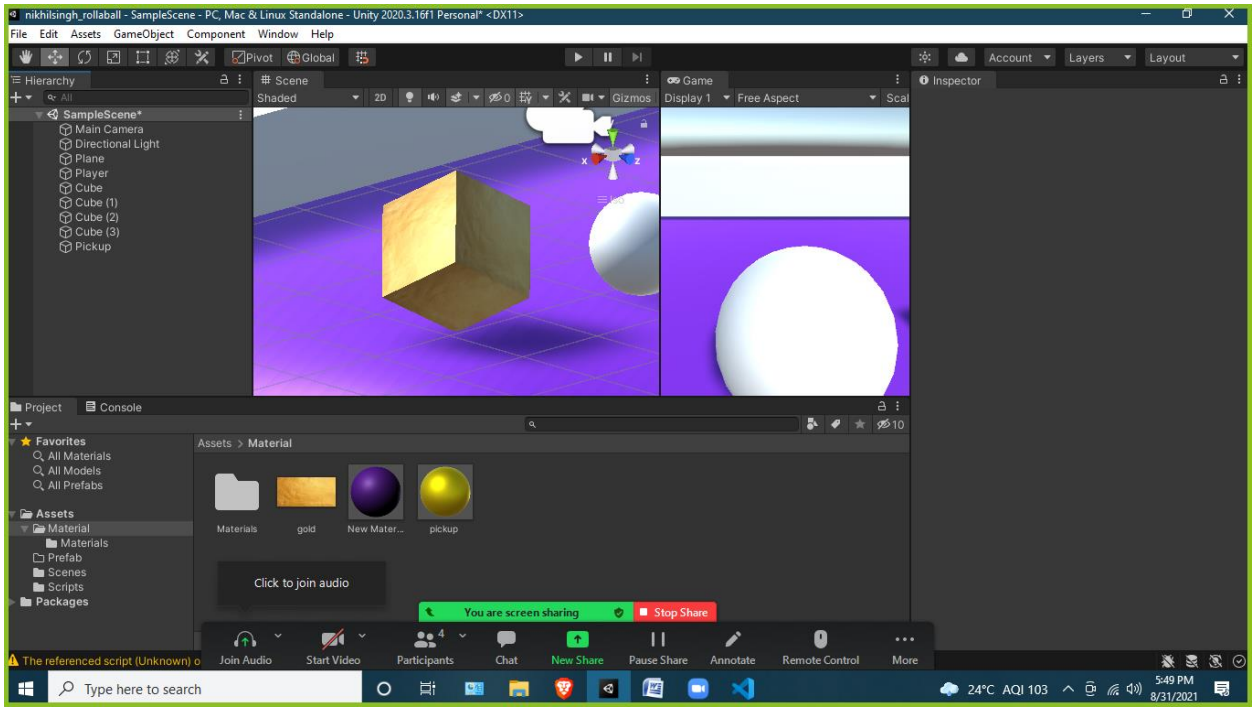
Step 11:

Duplicate the cube and cover the boundaries



Step 12

: make a pickup, add material and add rotator script to it

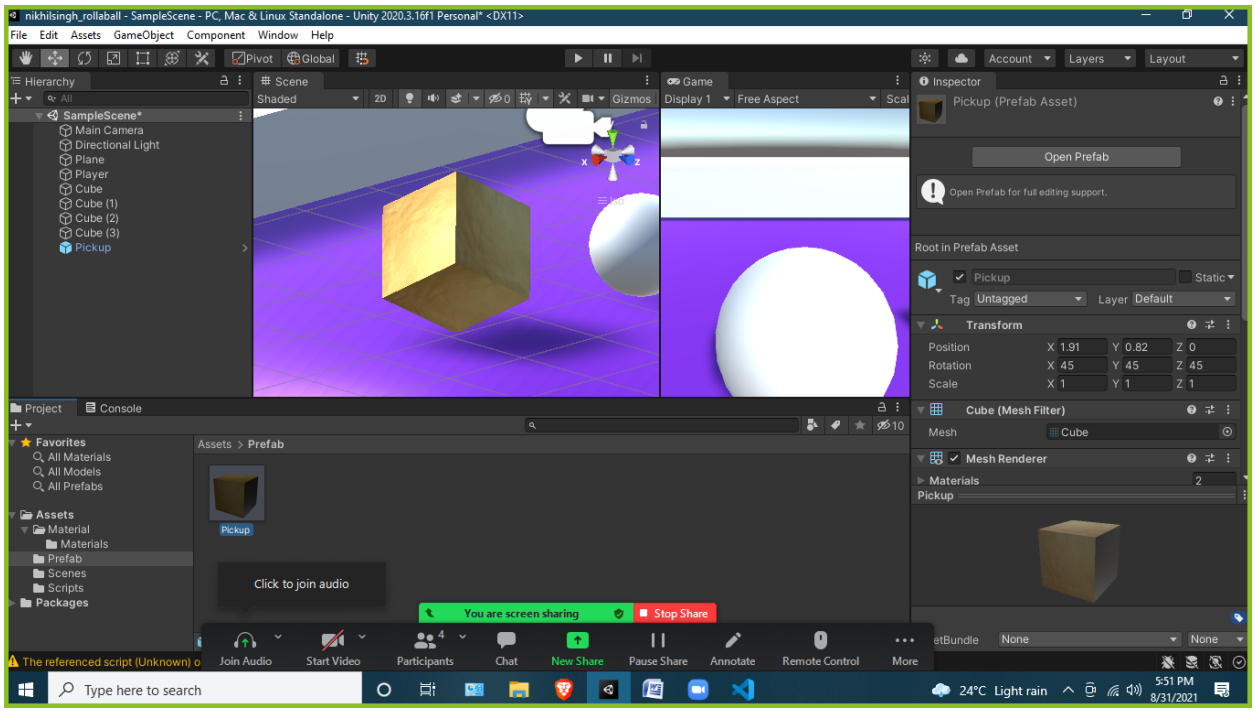


Rotator.cs

```
using System.Collections;

using UnityEngine;


public class Rotator : MonoBehaviour

{


        void Update ()

        {

                transform.Rotate (new Vector3 (25, 25,-25) * Time.deltaTime);

        }

}
```

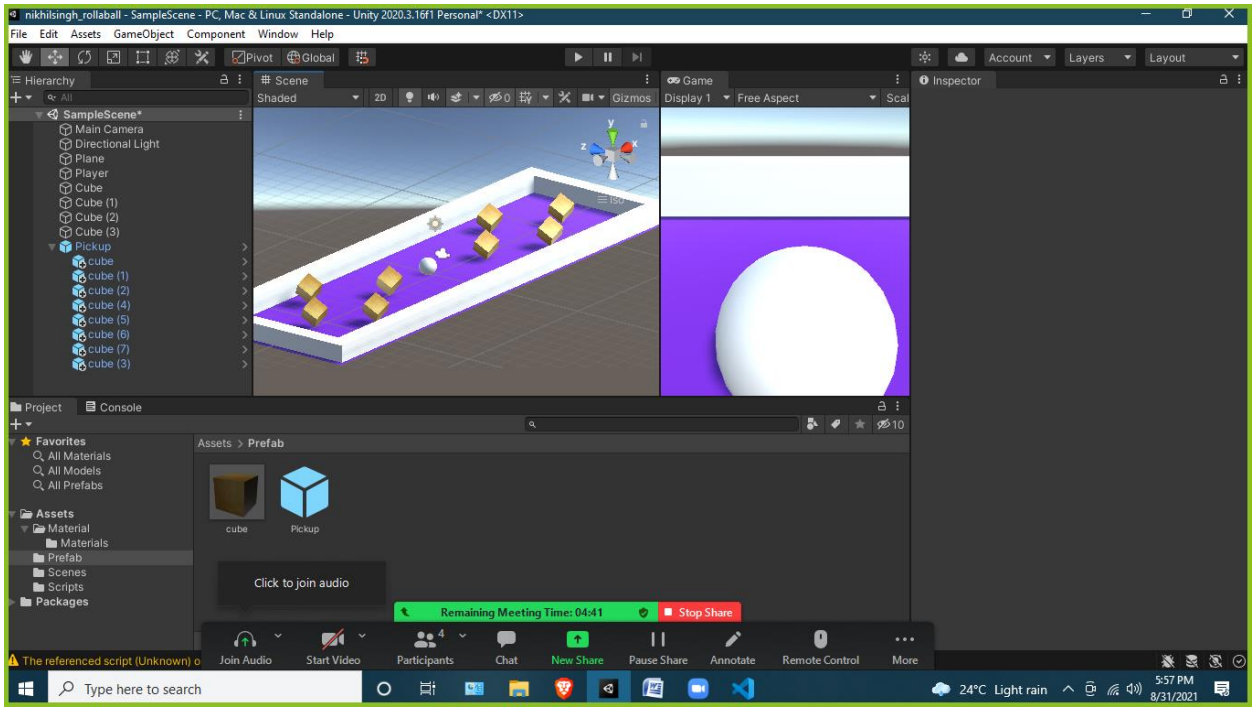
Step 13:

create a prefab of the pickup by drag and drop of empty obj in prefab folder add the cube as child



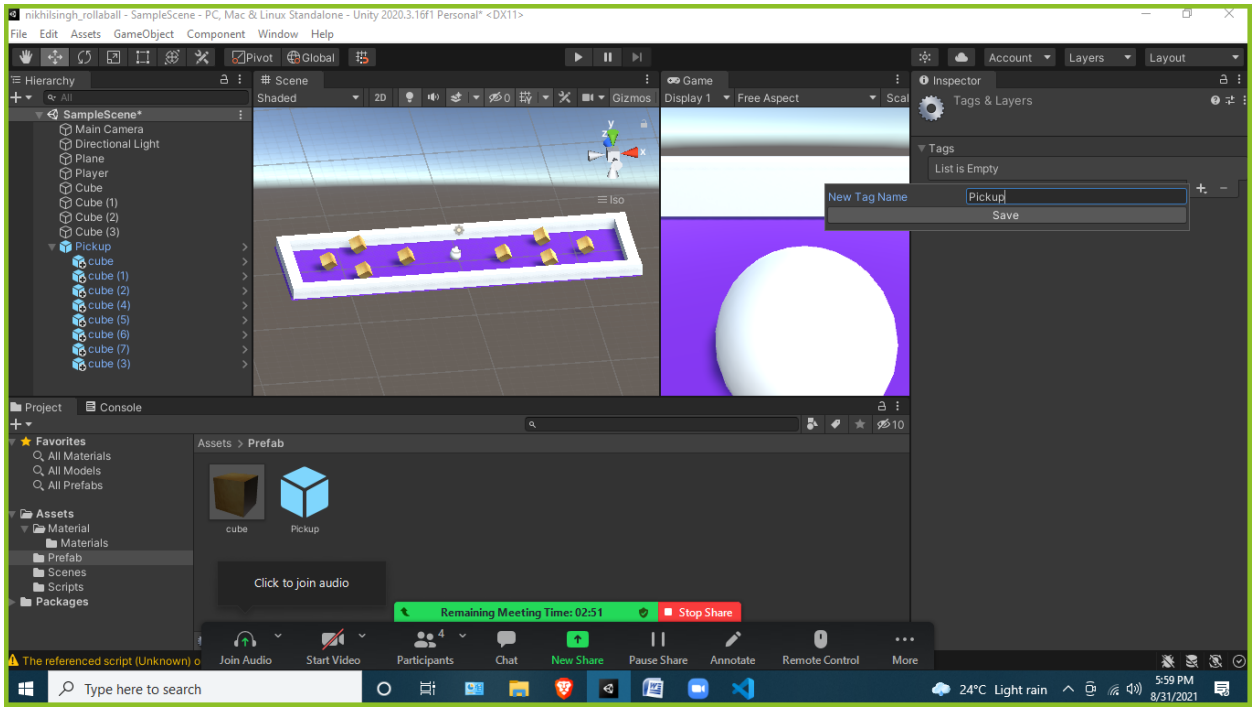
Step 14:

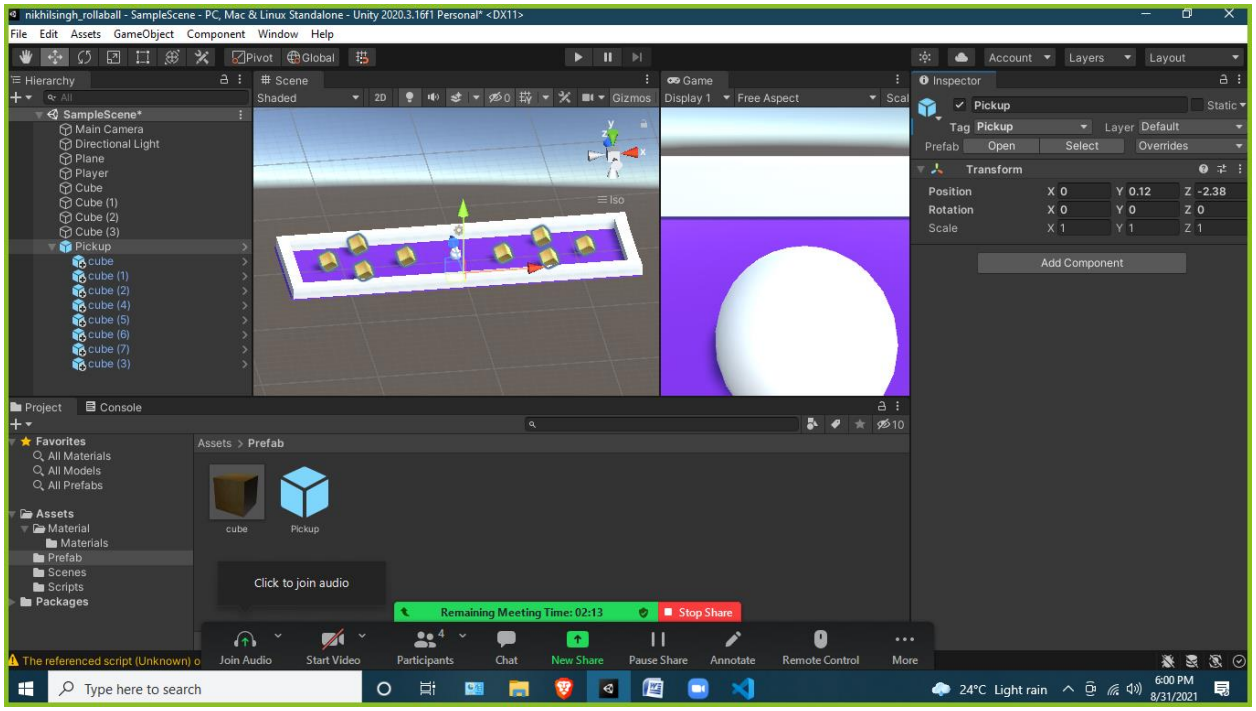
duplicate the cubes in the prefab and position them



Step 15:

add pickup tag to the pickup





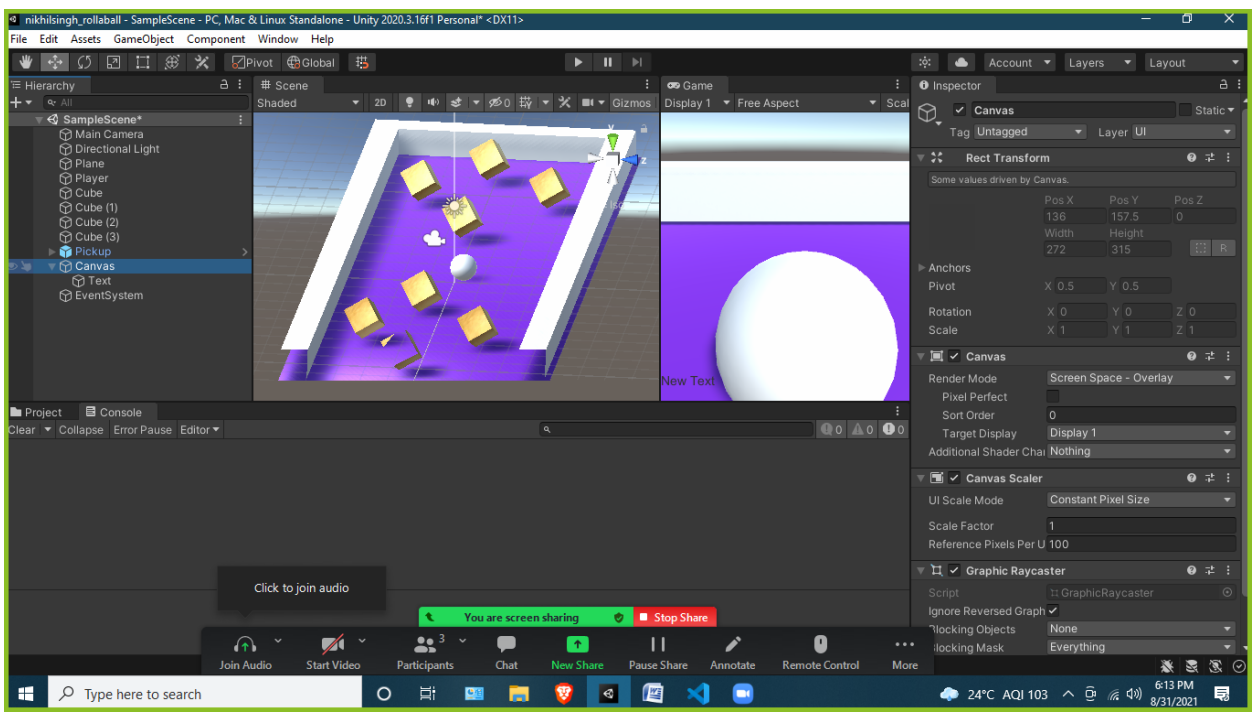
Step 16:

add ontrigger function to player component

```
private void OnTriggerEnter(Collider other)
 {
   if (other.gameObject.CompareTag("Pickup"))
            {
                other.gameObject.SetActive(false);


            }
 }
```

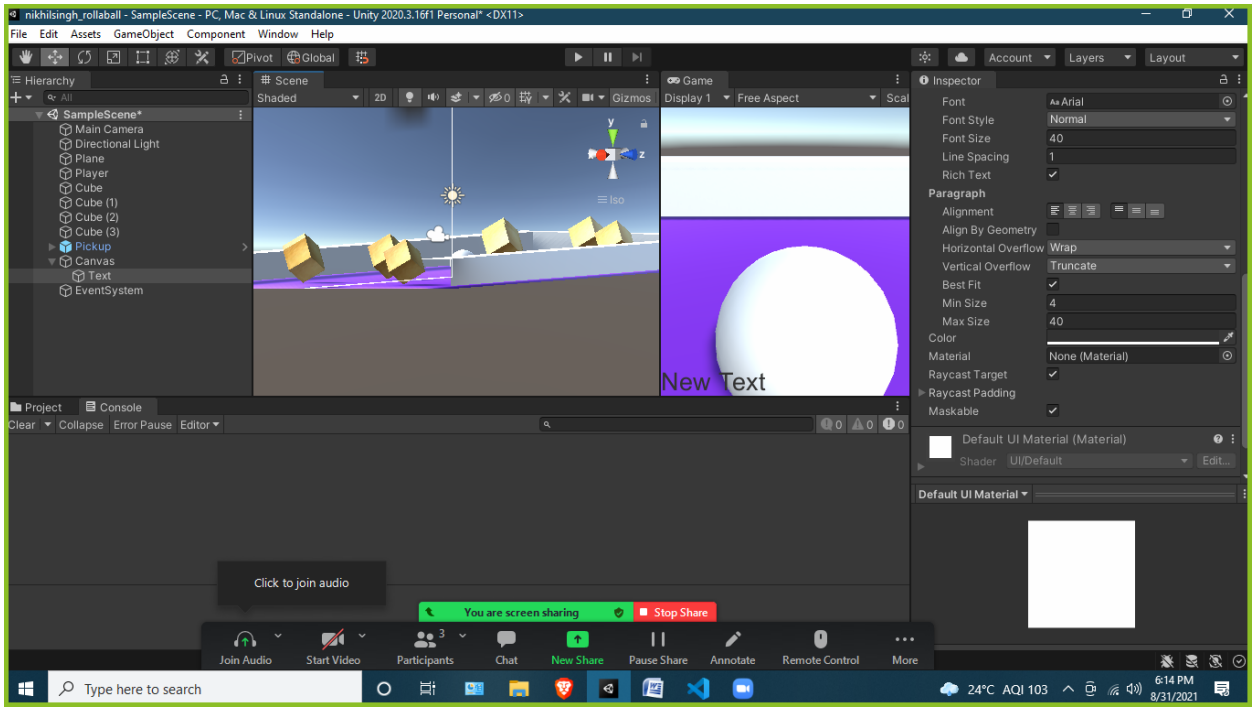
Step 17:

Add a new canvas and add a text component as a child in it



Step 18:

Increase text font size



Step 19:

Add setcountext function to player

Final script will look like this

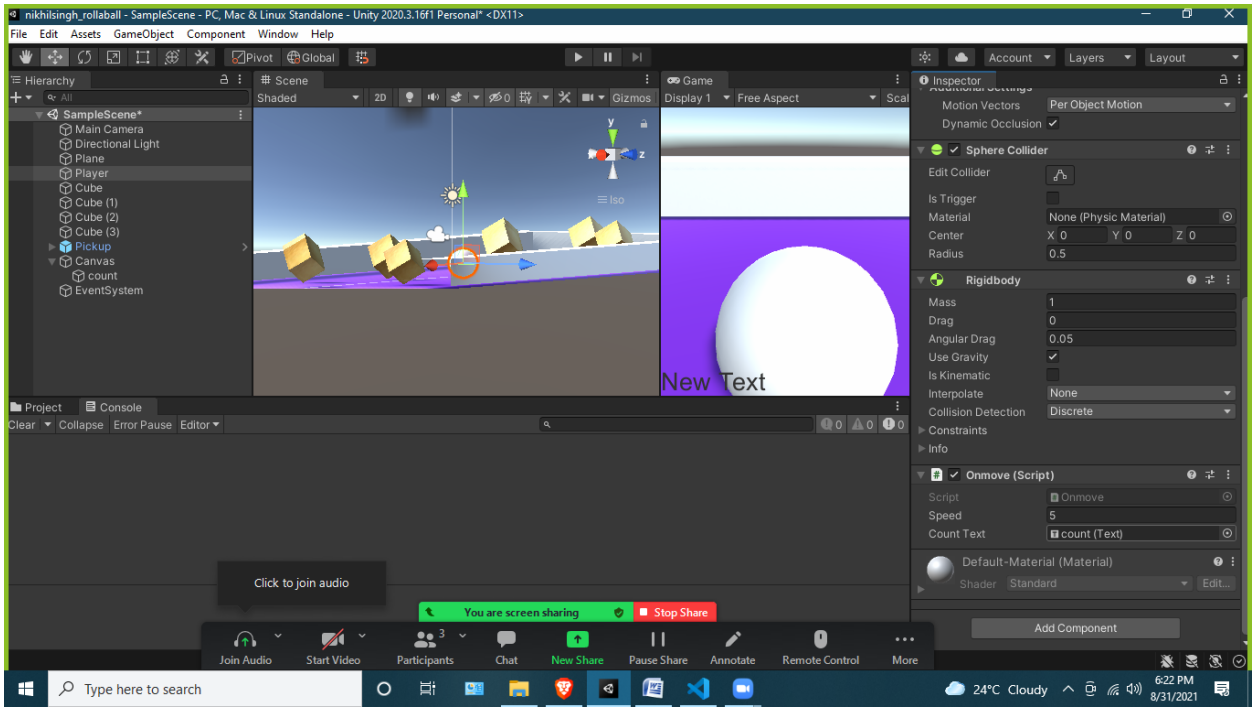
```
using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Onmove : MonoBehaviour

{

  private Rigidbody rb;

  private float horizontalInput;

  private float verticalInput;
```

```
  public float speed = 5.0f;
  private float count =0.0f;
  public Text countText;
  // Start is called before the first frame update
  void Start()
  {
  rb = GetComponent<Rigidbody>();
  }
void setCountText()
  {
   countText.text = "Collection : " + count.ToString();
  }
   // Update is called once per frame
   void Update()
   {
       horizontalInput = Input.GetAxis("Horizontal");
       verticalInput = Input.GetAxis("Vertical");
   }


   private void FixedUpdate()
   {
     rb.AddForce(new Vector3(horizontalInput,0.0f,verticalInput)*speed);
   }
   private void OnTriggerEnter(Collider other)
   {
```

```
    if (other.gameObject.CompareTag("Pickup"))
            {
                other.gameObject.SetActive(false);
        count++;
        setCountText();
            }
   }



}
```

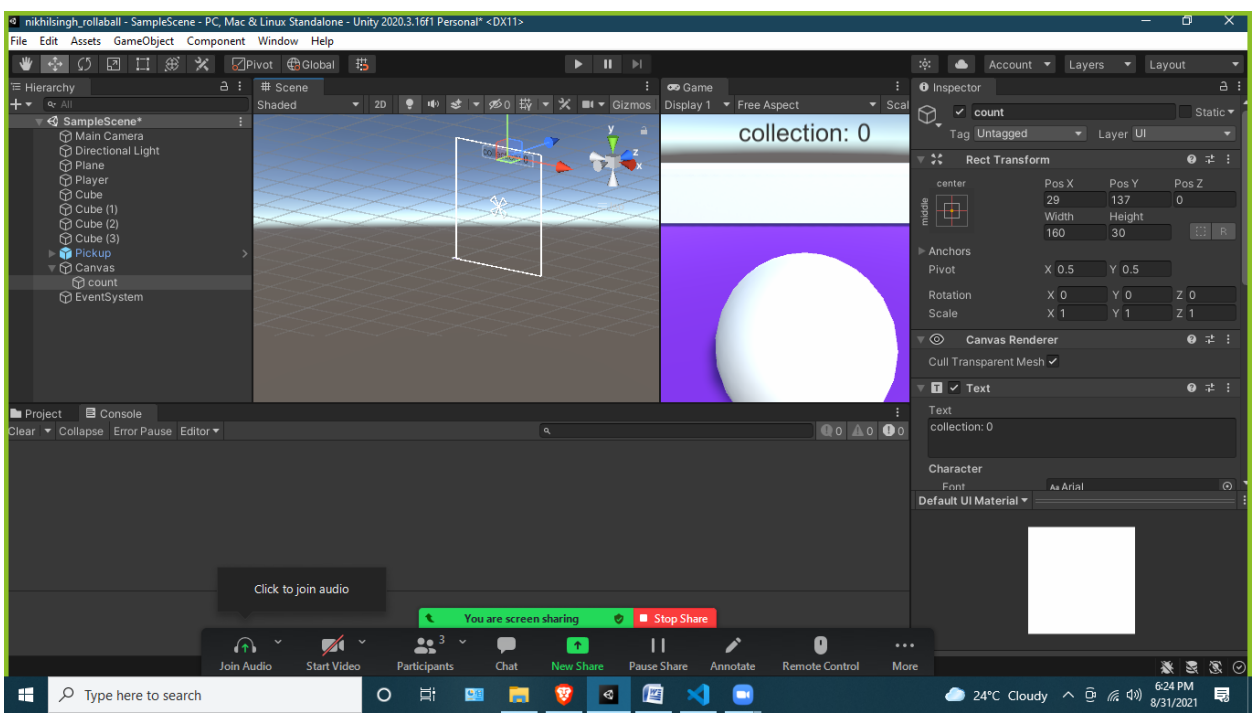
Step 20:

Drag and drop count to text of player in script



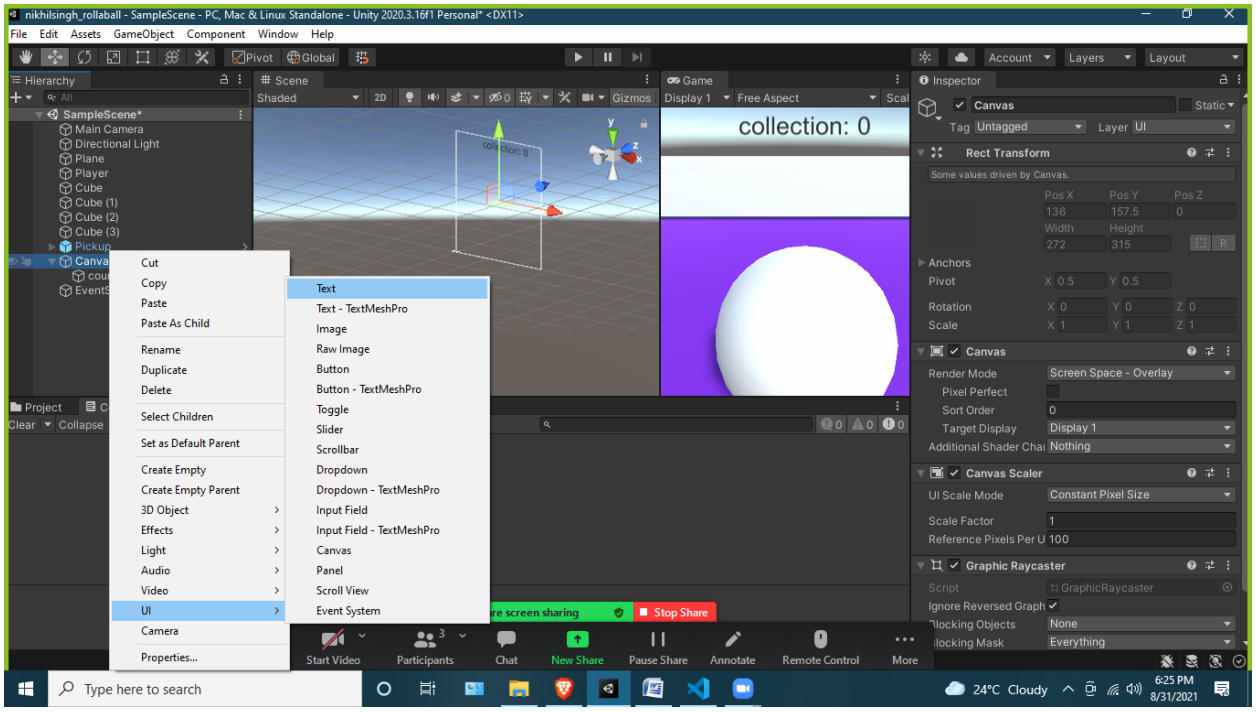
Step 21:

change the position of the text and edit the text



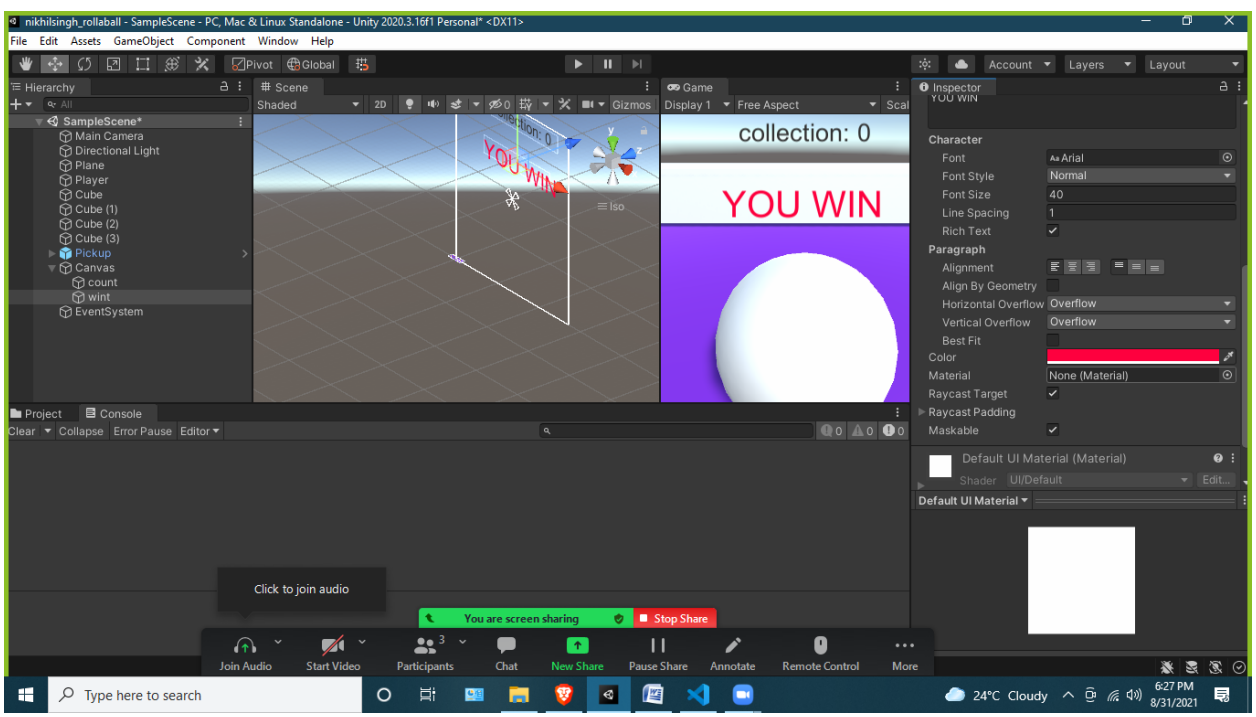
Step 22:

Create a new component as a child in canvas and name it wintext



Step 23:

EDIT THE TXT



Step 24:

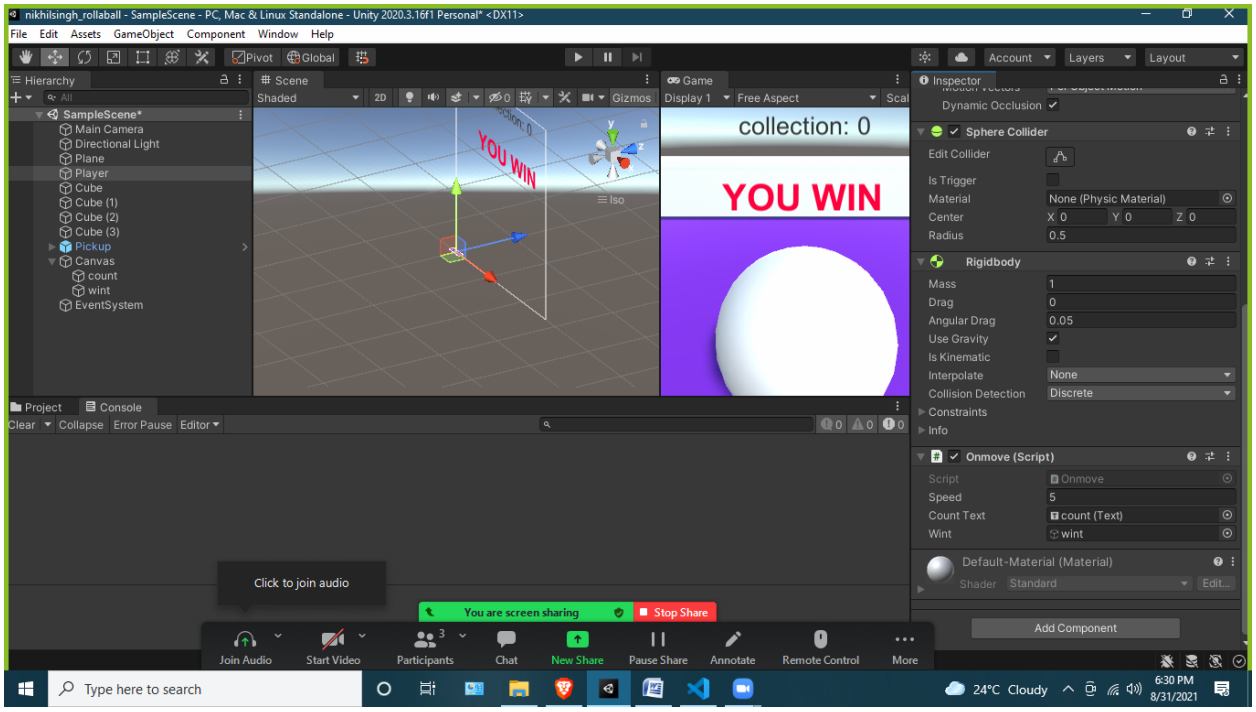
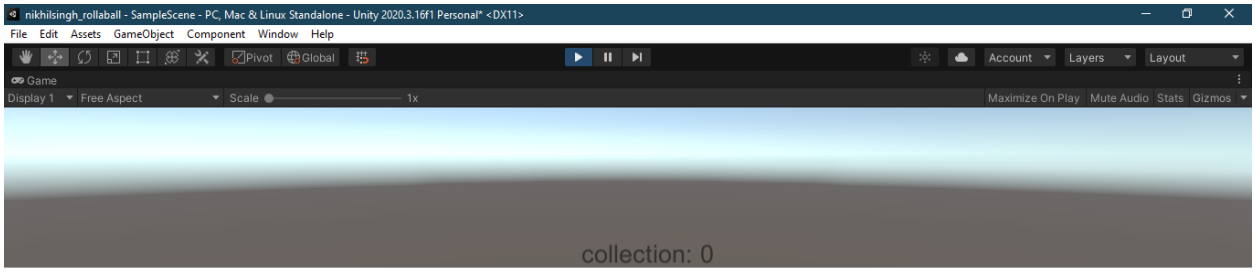
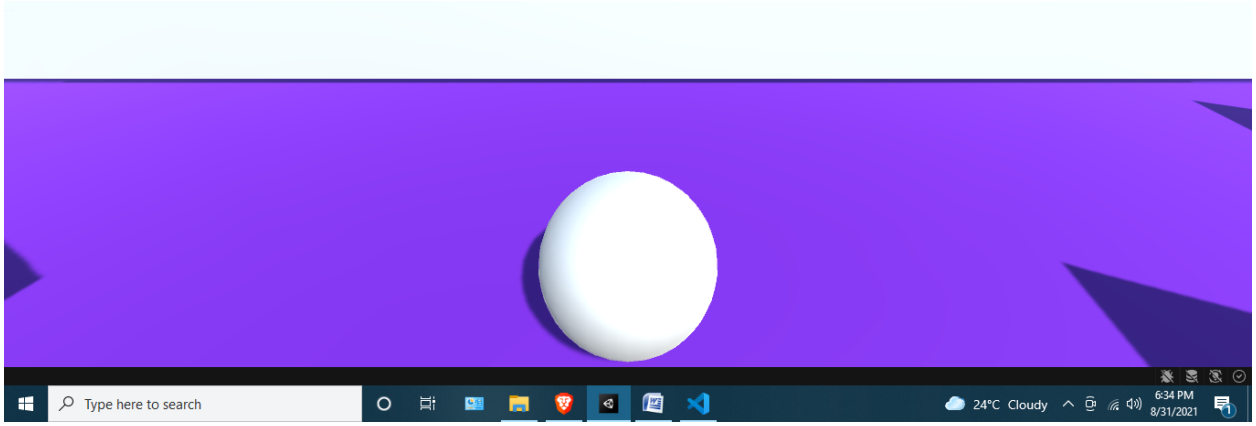
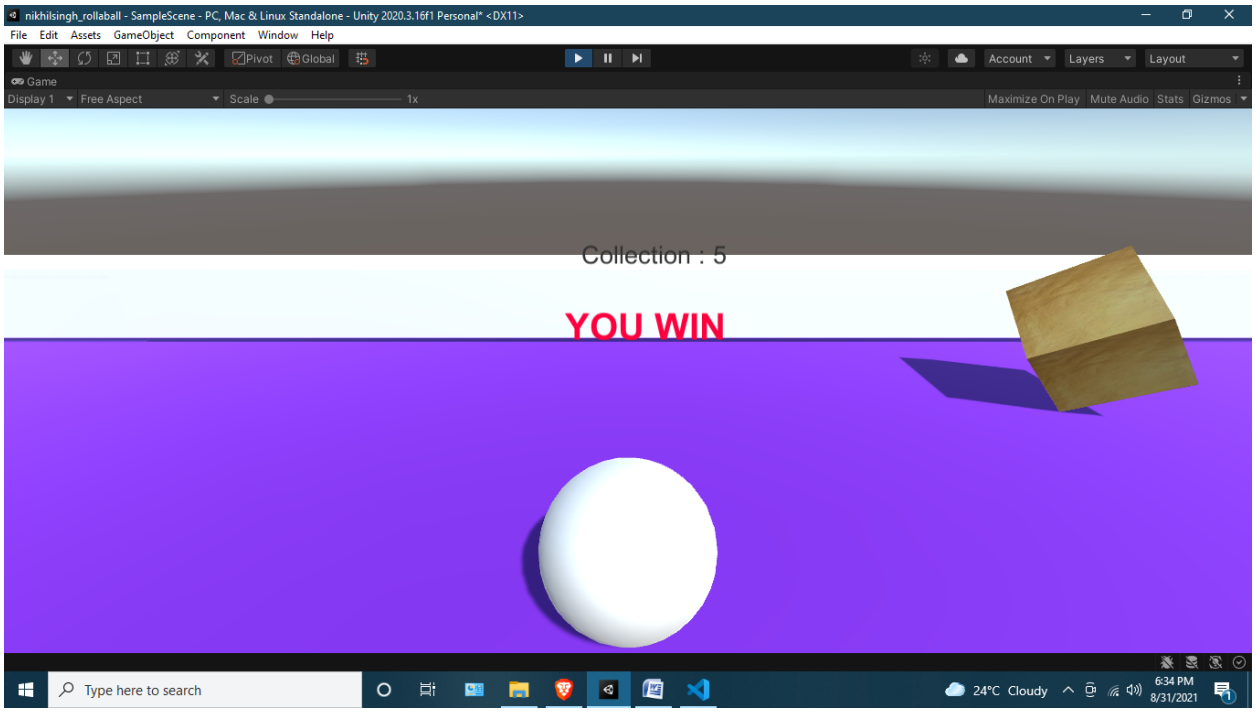
Create wint object And update the onmove script

```
using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Onmove : MonoBehaviour

{

  private Rigidbody rb;

  private float horizontalInput;

  private float verticalInput;

  public float speed = 5.0f;

  private float count =0.0f;

  public Text countText;

  public GameObject wint;

  // Start is called before the first frame update

  void Start()

  {

  rb = GetComponent<Rigidbody>();

  wint.gameObject.SetActive(false);

  }

void setCountText()

  {

    countText.text = "Collection : " + count.ToString();

    if(count>=5)
```

```
    {
      wint.gameObject.SetActive(true);
      Time.timeScale = 0f;
    }
  }
    // Update is called once per frame
    void Update()
    {
        horizontalInput = Input.GetAxis("Horizontal");
        verticalInput = Input.GetAxis("Vertical");
    }
    private void FixedUpdate()
    {
      rb.AddForce(new Vector3(horizontalInput,0.0f,verticalInput)*speed);
    }
    private void OnTriggerEnter(Collider other)
    {
      if (other.gameObject.CompareTag("Pickup"))
                {
                    other.gameObject.SetActive(false);
            count++;
            setCountText();
                }
    }
}
```

Step 25:

Drag and drop wint to wintxt



Now play the game