**Moveup.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class moveup : MonoBehaviour

{

Vector3 force;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

if(transform.position.y>=16){

Destroy(this.gameObject);

}

}

void FixedUpdate(){

transform.Translate(0.0f,0.05f,0.0f);

}

void OnTriggerStay(Collider other)

{

}

}

**gameControler.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.UIElements;

public class GameController : MonoBehaviour

{

public GameObject cube;

public GameObject Gem;

public GameObject Grenade;

public Vector3 spawnValues;

public int cubeCount;

public float spawnWait;

public float startWait;

public float waveWait;

public int gemCount;

public float spawnWaitgem;

public float startWaitgem;

public float waveWaitgem;

public Text scoreText;

public Text gameOverText;

private bool gameOver;

private bool restart;

private int score=0;

// Start is called before the first frame update

void Start()

{

StartCoroutine(SpawnWaves());

StartCoroutine(SpawnGem());

StartCoroutine(Spawnnade());

gameOverText.text="";

}

IEnumerator SpawnWaves()

{

yield return new WaitForSeconds(startWait);

while(true){

for (int i = 0; i < cubeCount; i++)

{

Vector3 spawnPosition=new Vector3(Random.Range(spawnValues.x,-spawnValues.x),spawnValues.y,spawnValues.z);

Quaternion spawnRotation= Quaternion.identity;

Instantiate(cube, spawnPosition, spawnRotation);

yield return new WaitForSeconds(spawnWait);

}

}

}

IEnumerator SpawnGem()

{

yield return new WaitForSeconds(startWaitgem);

while(true){

for (int i = 0; i < gemCount; i++)

{

Vector3 spawnPosition=new Vector3(Random.Range(spawnValues.x,-spawnValues.x),spawnValues.y+1,spawnValues.z);

Quaternion spawnRotation= Quaternion.identity;

Instantiate(Gem, spawnPosition, spawnRotation);

yield return new WaitForSeconds(spawnWaitgem);

}

}

}

IEnumerator Spawnnade()

{

yield return new WaitForSeconds(startWaitgem);

while(true){

for (int i = 0; i < gemCount; i++)

{

Vector3 spawnPosition=new Vector3(Random.Range(spawnValues.x,-spawnValues.x),spawnValues.y,spawnValues.z);

Quaternion spawnRotation= Quaternion.identity;

Instantiate(Grenade, spawnPosition, spawnRotation);

yield return new WaitForSeconds(spawnWaitgem);

}

}

}

// Update is called once per frame

void Update()

{

}

public void AddScore(int newScoreValue){

score=score+newScoreValue;

UpdateScore();

}

void UpdateScore()

{

if(score>=5){

YouWin();

}

if(score<0){

GameOver();

}

scoreText.text="Score is :"+score.ToString();

}

public void GameOver(){

gameOverText.text="Game Over";

gameOver=true;

Time.timeScale = 0f;

}

public void YouWin(){

gameOverText.text="You Win";

gameOver=true;

Time.timeScale = 0f;

}

}

**DestroyOnContact.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class DestroyOnContact : MonoBehaviour

{

private GameController gameController;

// Start is called before the first frame update

void Start()

{

GameObject gameControllerObject=GameObject.FindGameObjectWithTag("GameController");

if(gameControllerObject!=null){

gameController=gameControllerObject.GetComponent<GameController>();

}

if(gameControllerObject==null){

Debug.Log("Cannot fint gamecontroller script");

}

}

// Update is called once per frame

void Update()

{

}

}

**Player.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class player : MonoBehaviour

{

private Rigidbody rb;

private float horizontalInput;

public float speed = 15.0f;

private GameController gameController;

// Start is called before the first frame update

void Start()

{

rb = GetComponent<Rigidbody>();

GameObject gameControllerObject=GameObject.FindGameObjectWithTag("GameController");

if(gameControllerObject!=null){

gameController=gameControllerObject.GetComponent<GameController>();

}

if(gameControllerObject==null){

Debug.Log("Cannot fint gamecontroller script");

}

}

// Update is called once per frame

void Update()

{

horizontalInput = Input.GetAxis("Horizontal");

if(transform.position.y>=16 || transform.position.y<=-16){

Destroy(this.gameObject);

gameController.GameOver();

}

}

void FixedUpdate(){

rb.AddForce(new Vector3(horizontalInput\*5,0.0f,0.0f)\*speed);

}

private void OnTriggerEnter(Collider other)

{

if (other.gameObject.CompareTag("PickUp"))

{

other.gameObject.SetActive(false);

gameController.AddScore(1);

}

if (other.gameObject.CompareTag("Enemy"))

{

other.gameObject.SetActive(false);

gameController.AddScore(-1);

}

}

}

**Rotator.cs**

using System.Collections;

using UnityEngine;

public class Rotator : MonoBehaviour

{

void Update ()

{

transform.Rotate (new Vector3 (0, 90,0) \* Time.deltaTime);

}

}