

Intro to Scripting

Week 2 - Day 2

Let's keep making a game!

From idea to (virtual) reality



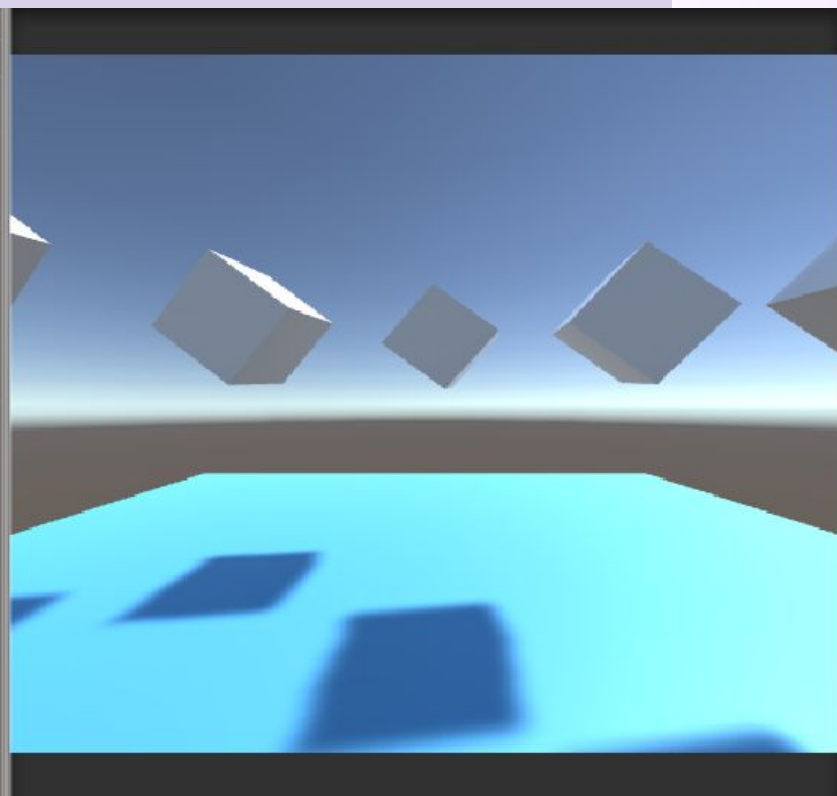
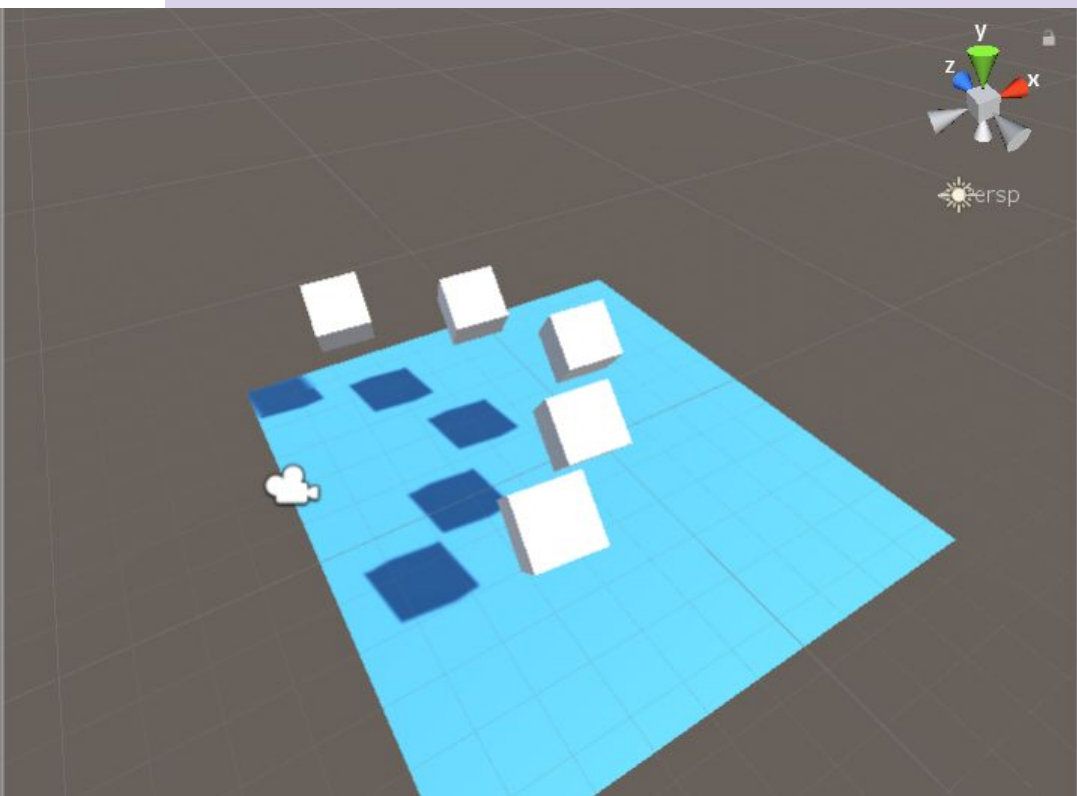
IDEAS

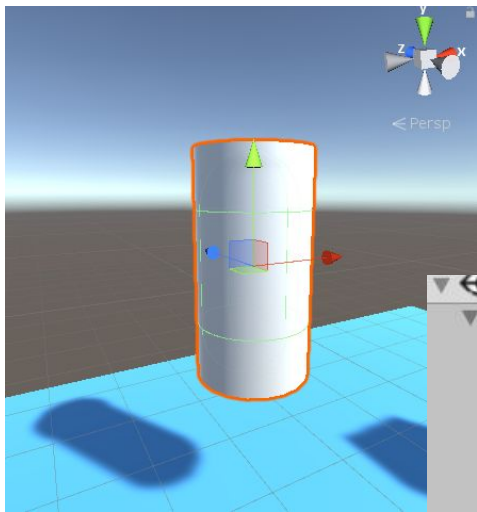


DOCUMENTATION

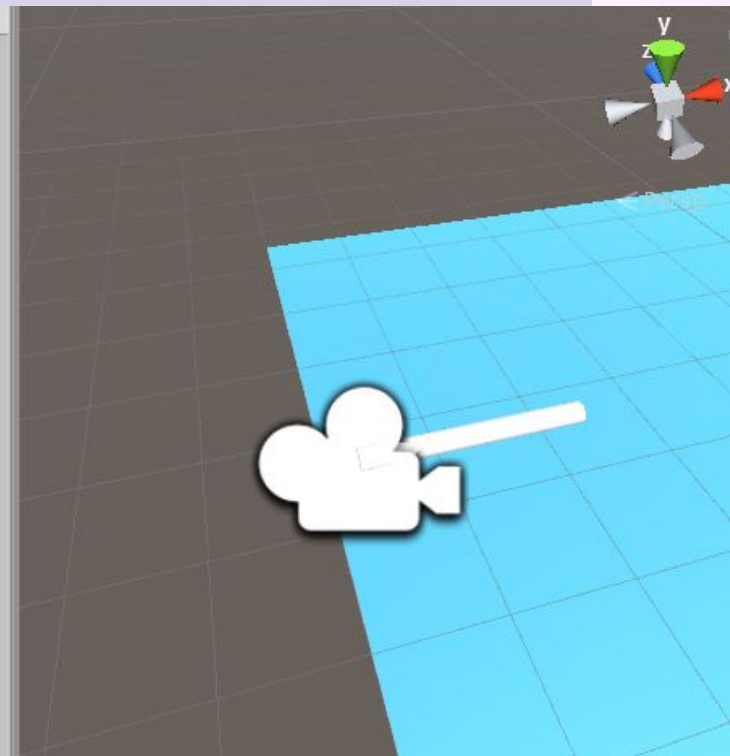
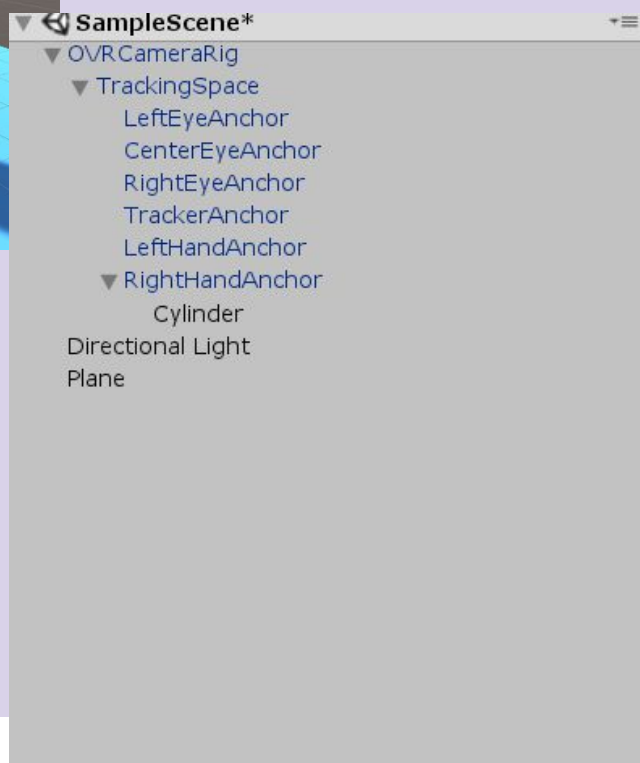


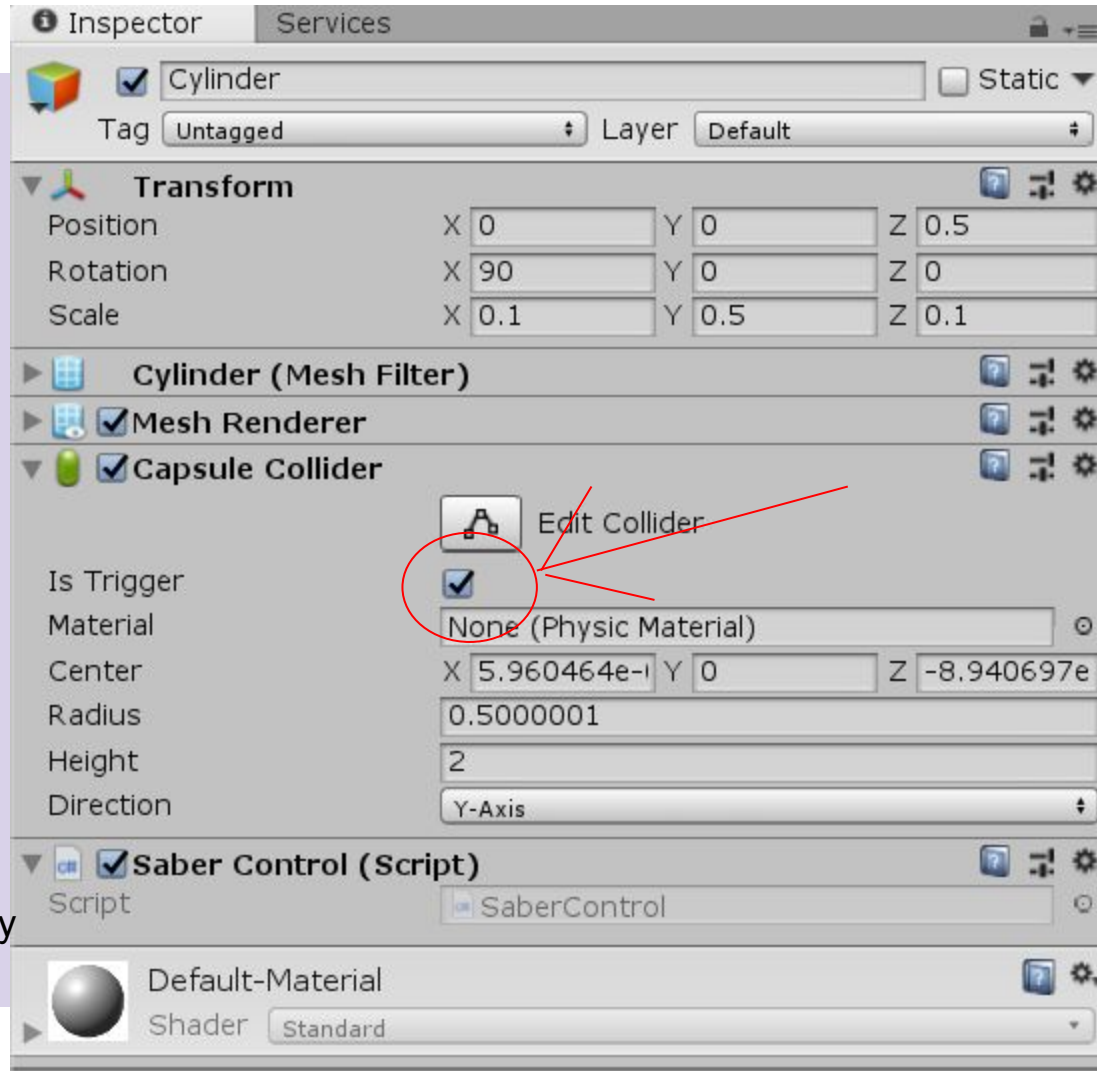
CREATION





Transform					
Position	X	0	Y	0	Z 0.5
Rotation	X	90	Y	0	Z 0
Scale	X	0.1	Y	0.5	Z 0.1



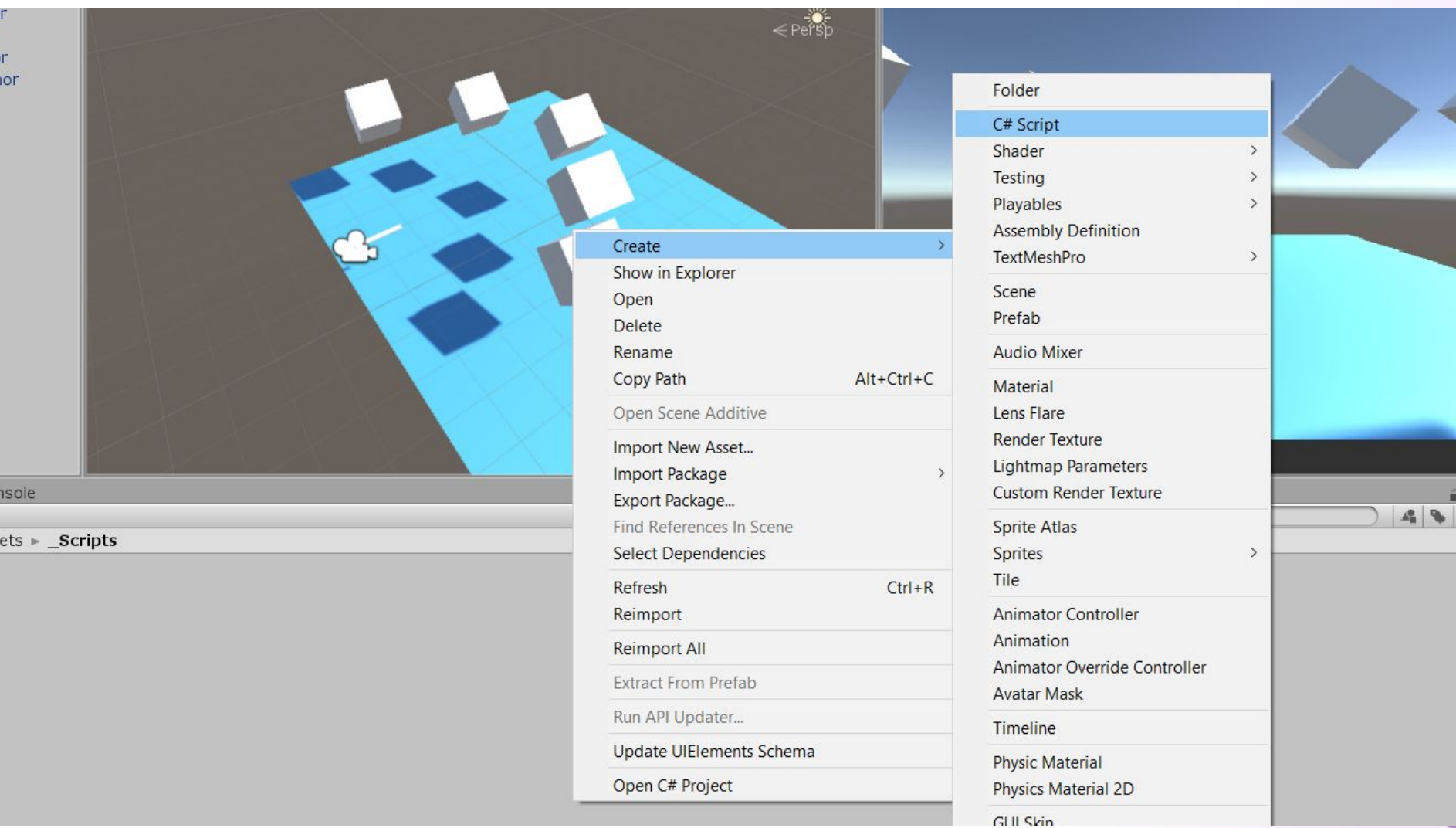


Also add a
rigidbody to it
and turn gravity
off



What is a GameObject's
“Trigger”?





What's going on?

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

public class CubeControl : MonoBehaviour {

    // Use this for initialization
    void Start () {

    }

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

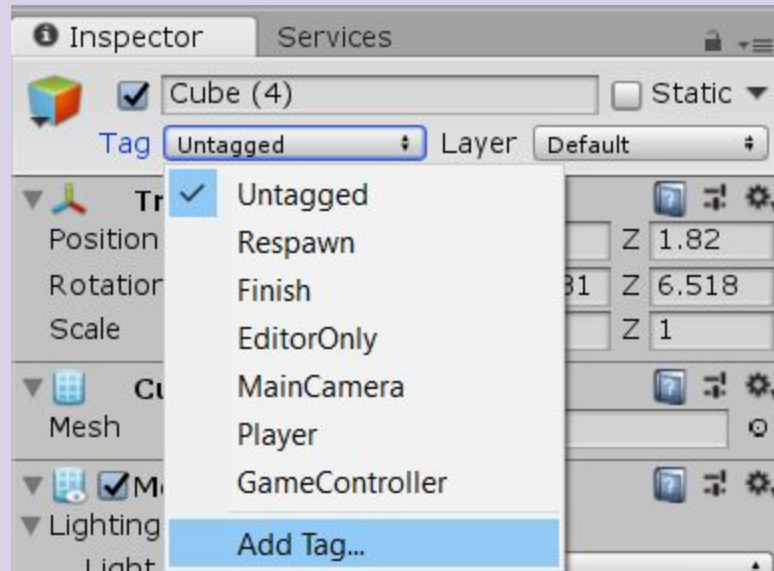
    }
}
```

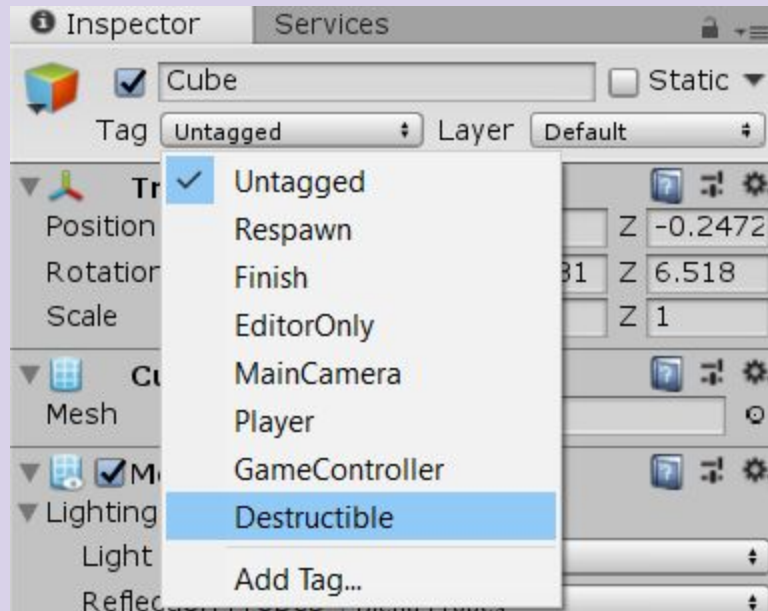
```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class SaberControl : MonoBehaviour {
6
7     // Use this for initialization
8     void Start () {
9
10    }
11
12    // Update is called once per frame
13    void Update () {
14
15    }
16
17    void OnTriggerEnter(Collider other) {
18        Destroy(other.gameObject);
19    }
20 }
21
```

Run the project
Move the saber around
Try it out!



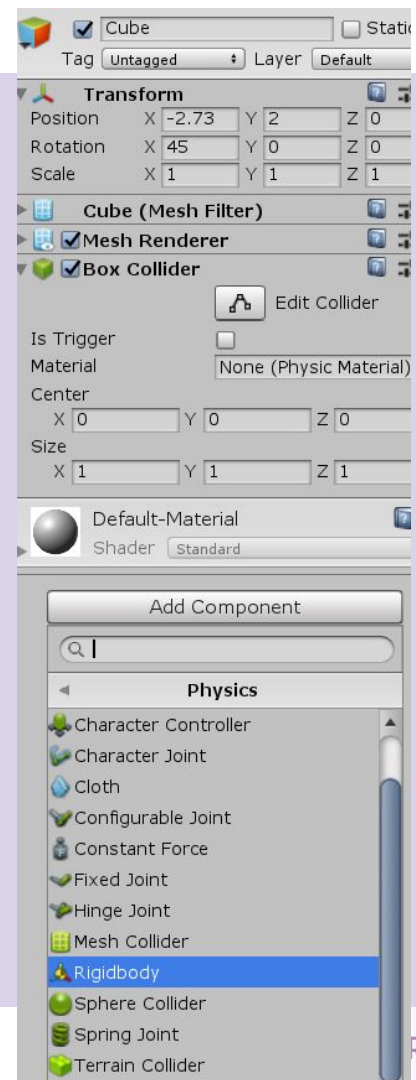
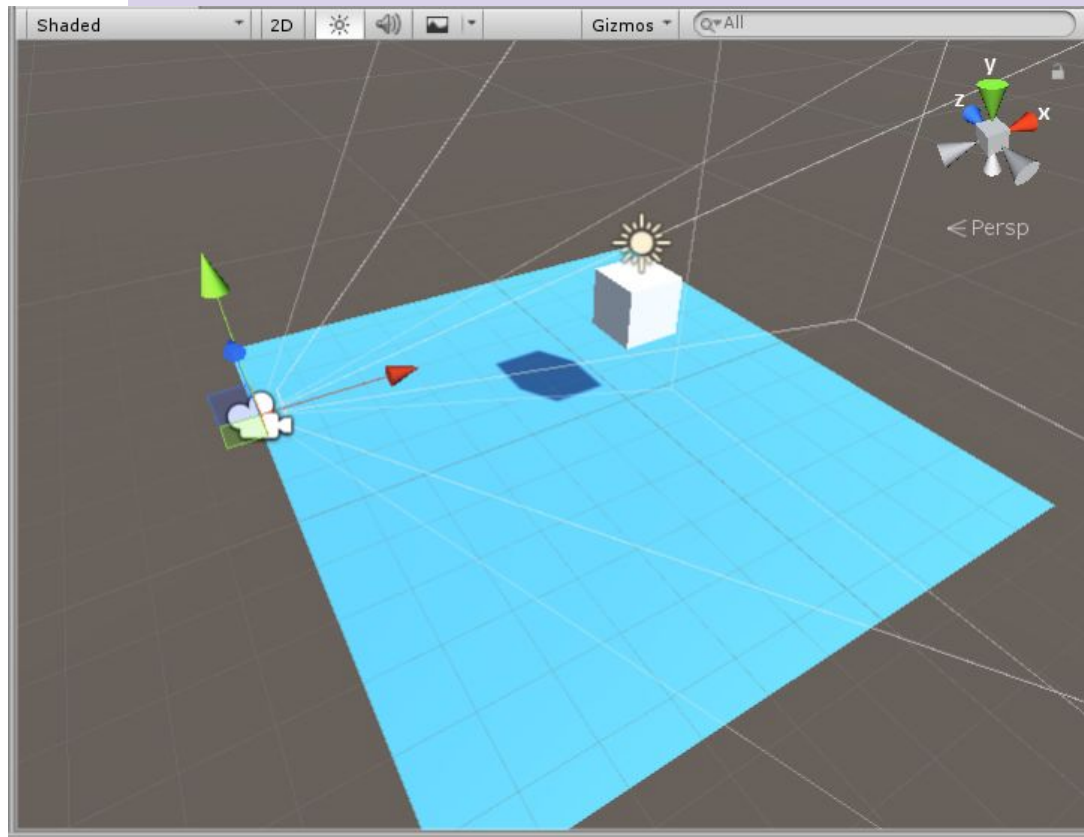
Are there any problems with this
currently?

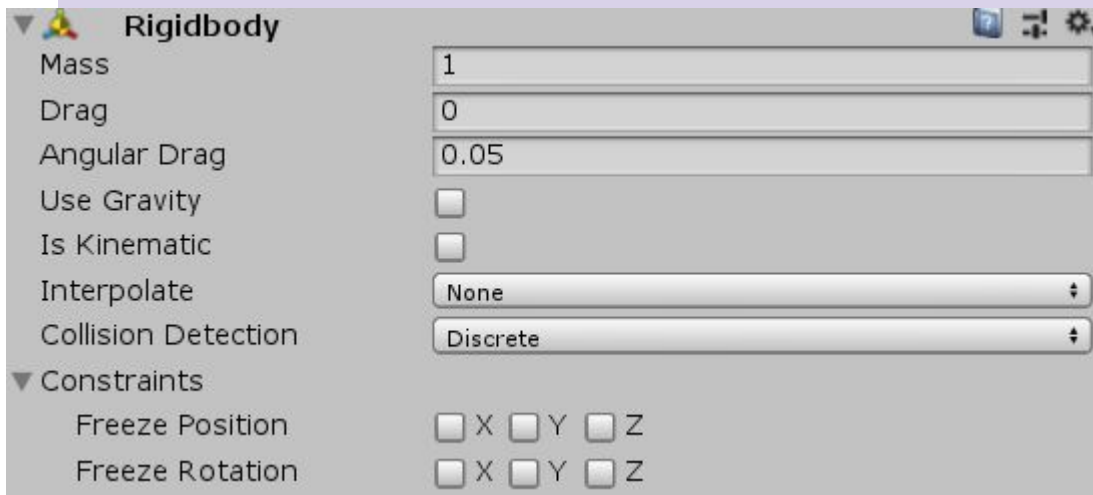




```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class SaberControl : MonoBehaviour {
6
7     // Use this for initialization
8     void Start () {
9
10    }
11
12    // Update is called once per frame
13    void Update () {
14
15    }
16
17    void OnTriggerEnter(Collider other) {
18        if (other.gameObject.tag == "Destructible") {
19            Destroy(other.gameObject);
20        }
21    }
22 }
```







We can
disable
gravity!



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

public class CubeControl : MonoBehaviour {

    // Use this for initialization
    void Start () {
        gameObject.GetComponent<Rigidbody>().AddForce(1, 0, 0);
    }

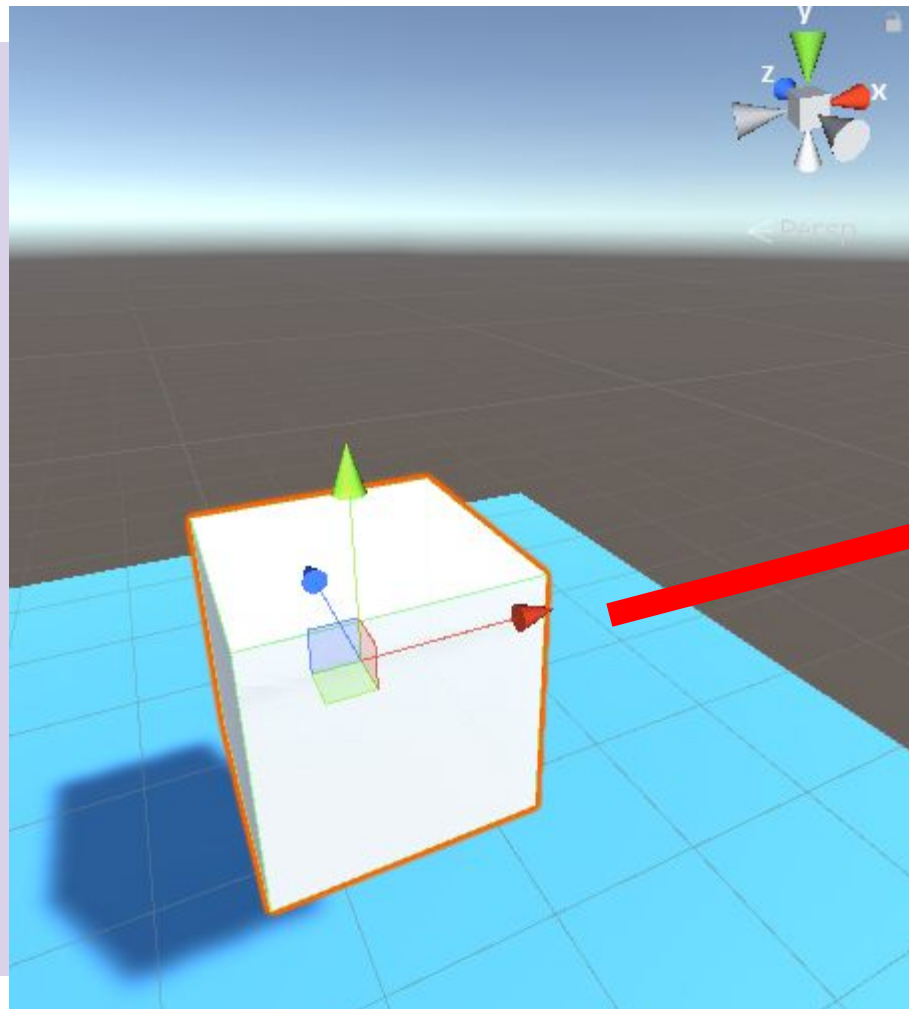
    // Update is called once per frame
    void Update () {

    }

}
```



What issues might arise in this situation?



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

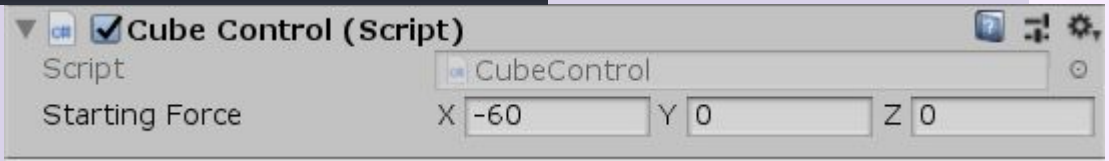
public class CubeControl : MonoBehaviour {

    [SerializeField]
    private Vector3 startingForce;
    // Use this for initialization
    void Start () {
        gameObject.GetComponent<Rigidbody>().AddForce(startingForce);
    }

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

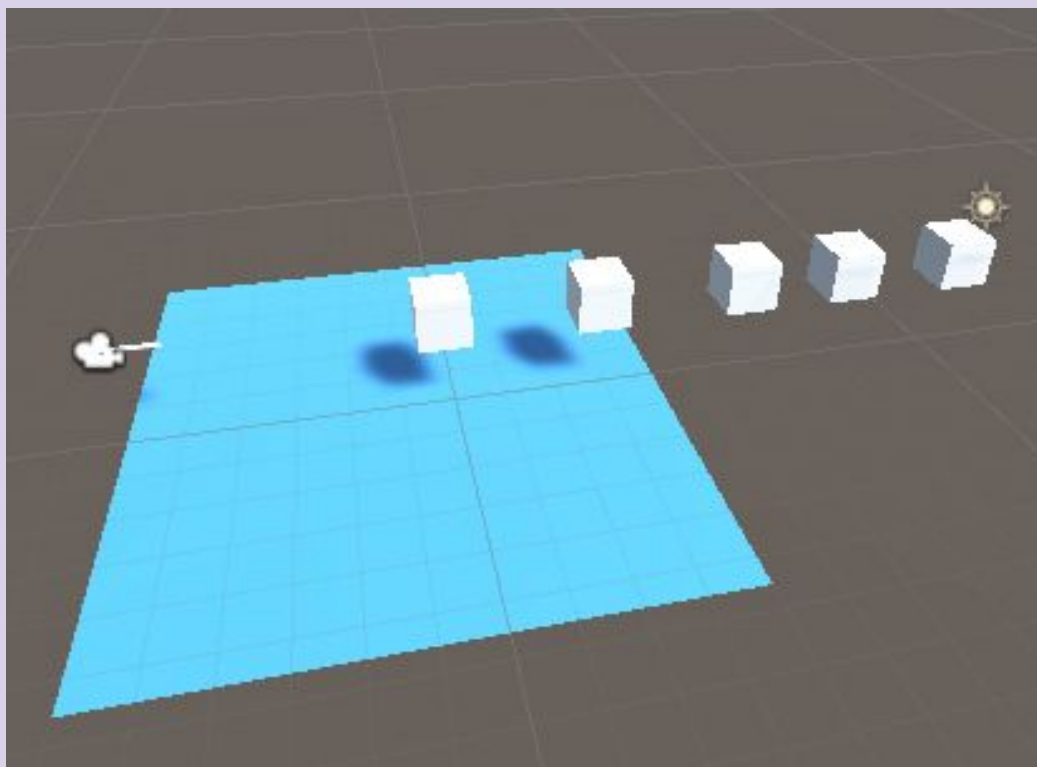
    }
}
```

Full control
over starting
direction



Now let's make it a prefab.

We can always edit it later



Is there any way to stop the cubes if
you miss one?

Is there any way to check the slash
direction?

What ideas do you have to make
this game more interesting/fun?

Feel free to explore and try things
out!

