**EbbiController.cs //캐릭터를 동작하는 주요 스크립트**

using UnityEngine;

using System.Collections;

public class EbbiController : MonoBehaviour

{

Rigidbody2D rigidbody;

Animator animator;

AudioSource audioSource;

public float maxHeight;

public float flapVelocity;

public GameObject sprite;

public bool Grounded;

public bool isDead = false;

public AudioClip die;

void Awake()

{

rigidbody = GetComponent<Rigidbody2D>();

animator = sprite.GetComponent<Animator>();

audioSource = GetComponent<AudioSource>();

}

void Update()

{

if (Input.GetButtonDown("Fire1") && transform.position.y < maxHeight && Grounded) //마우스를 왼쪽클릭하고, 화면을 벗어나지 않았고, 땅에 접지해있을 경우

{

Flap(); //점프

}

}

public void Flap()

{

if (isDead) return; //죽음 상태일시 점프하지 않음

rigidbody.velocity = new Vector2(0.0f, flapVelocity);

}

void OnCollisionEnter2D(Collision2D collision)

{

Grounded = true;

if (sprite.gameObject.tag == "obstacle")

isDead = true;

}

void OnCollisionStay2D(Collision2D collision)

{

Grounded = true;

animator.SetBool("flap", true);

}

void OnCollisionExit2D(Collision2D collision)

{

Grounded = false;

animator.SetBool("flap", false); //캐릭터 애니메이션 인자의 상태를 변경, 날고있을때 애니메이션 재생

}

public void SetSteerActive(bool active)

{

rigidbody.isKinematic = !active;

}

public bool IsDead()

{

if (!audioSource.isPlaying)

{

audioSource.clip = die;

audioSource.Play(); //죽었을 시 효과음 재생

}

animator.SetBool("dead", true); //캐릭터 애니메이션 인자의 상태를 변경, 죽었을 때 애니메이션 재생

isDead = true;

return isDead;

}

}

**GameController.cs //게임을 진행하는 주요 스크립트**

using UnityEngine;

using UnityEngine.UI;

using System.Collections;

using UnityEngine.SceneManagement;

public class GameController : MonoBehaviour

{

enum State //현재 상태 셋팅

{

Ready,

Play,

GameOver,

Clear

}

State state;

int score;

public EbbiController ebbi;

public Text scoreLabel;

public Image GetReadyImage;

public Image GameOverImage;

public Button Next;

public Button BackStage;

public Button Retire;

public int scoreCheck;

void Start ()

{

Ready();

}

void LateUpdate ()

{

switch (state)

{

case State.Ready:

if (Input.GetButtonDown("Fire1")) GameStart(); //레디상태에서 왼쪽버튼클릭시 게임시작

break;

case State.Play: //플레이중

if (ebbi.isDead == true) GameOver(); //캐릭터가 죽으면 게임오버상태

else if (score == scoreCheck) Clear(); //스코어를 다 채웠으면 클리어상태

break;

case State.GameOver:

if (Input.GetButtonDown("Fire1")) Reload();

break;

}

}

void Ready ()

{

ScrollObject[] scrollObjects = GameObject.FindObjectsOfType<ScrollObject>();

foreach (ScrollObject so in scrollObjects) so.enabled = false; //스크롤 멈춤

state = State.Ready;

//ebbi.SetSteerActive(false);

GameOverImage.gameObject.SetActive(false);

Next.gameObject.SetActive(false);

Retire.gameObject.SetActive(false);

BackStage.gameObject.SetActive(false);

GetReadyImage.gameObject.SetActive(true);

}

void GameStart ()

{

ScrollObject[] scrollObjects = GameObject.FindObjectsOfType<ScrollObject>();

foreach (ScrollObject so in scrollObjects) so.enabled = true; //스크롤시작

//ebbi.SetSteerActive(true);

state = State.Play;

ebbi.Flap();

GetReadyImage.gameObject.SetActive(false);

}

void GameOver ()

{

ScrollObject[] scrollObjects = GameObject.FindObjectsOfType<ScrollObject>();

foreach (ScrollObject so in scrollObjects) so.enabled = false; //스크롤멈춤

state = State.GameOver; //상태를 변경

GameOverImage.gameObject.SetActive(true); //게임오버 이미지를 띄움

}

void Reload()

{

GameOverImage.gameObject.SetActive(false);

Retire.gameObject.SetActive(true); //재시작 버튼 띄움

BackStage.gameObject.SetActive(true); //메뉴화면 버튼 띄움

}

void Clear()

{

ScrollObject[] scrollObjects = GameObject.FindObjectsOfType<ScrollObject>();

foreach (ScrollObject so in scrollObjects) so.enabled = false;

GameOverImage.gameObject.SetActive(false);

Next.gameObject.SetActive(true);

BackStage.gameObject.SetActive(true);

}

public void IncreaseScore() //아이템 획득시 스코어증가 함수

{

score++;

scoreLabel.text = score + " / ";

}

}