

1. UIManagerSC Script'ini Oluşturma

Kullanıcı arayüzünü kontrol eden bir script yazın. Bu script, puan ve can göstergelerini güncellemek için kullanılacak.

```
7 public class UIManagerSC : MonoBehaviour
8 {
9     [SerializeField]
10     TextMeshProUGUI scoreText;
11     [SerializeField]
12     TextMeshProUGUI gameOverText;
13     [SerializeField]
14     TextMeshProUGUI restartText;
15     [SerializeField]
16     Sprite[] livesSprite;
17     [SerializeField]
18     Image livesImage;
19     GameManagerSC gameManager;
20     void Start()
21     {
22         scoreText.text = "Score: " + 0;
23         gameOverText.gameObject.SetActive(false);
24         restartText.gameObject.SetActive(false);
25         gameManager = GameObject.Find("Game_Manager").GetComponent<GameManagerSC>();
26     }
27     void Update()
28     {
29     }
30 }
31 public void UpdateScore()
32 {
33     scoreText.text = "Score: " + FindObjectOfType<PlayerSC>().score;
34 }
35 public void UpdateLivesImg(int currentLives)
36 {
37     livesImage.sprite = livesSprite[currentLives];
38     if (currentLives == 0)
39     {
40         GameOverSequence();
41         StartCoroutine(GameOverFlicker());
42     }
43 }
44 IEnumerator GameOverFlicker()
45 {
46     while (true)
47     {
48         gameOverText.gameObject.SetActive(true);
49         yield return new WaitForSeconds(0.5f);
50         gameOverText.gameObject.SetActive(false);
51         yield return new WaitForSeconds(0.5f);
52     }
53 }
54 void GameOverSequence()
55 {
56     gameManager.GameOver();
57     gameOverText.gameObject.SetActive(true);
58     restartText.gameObject.SetActive(true);
59 }
60 }
```

2. Düşman Gemisi ve Lazer Çarpışmasını Kontrol Etme

Düşman gemisinin lazer ile vurulup vurulmadığını kontrol edin ve puan kazandırma fonksiyonunu çağırın.

```
0 references
void OnTriggerEnter2D(Collider2D other){
    Debug.Log(other.transform.name+" Çarpıştı");
    if(other.tag == "Player"){
        PlayerSC player = other.transform.GetComponent<PlayerSC>();
        player.Damage();
        Debug.Log("Player Health"+ player.health);
        Destroy(this.gameObject);
    }
    if(other.tag == "Bullet"){
        Destroy(other.gameObject);
        if(playerScoreCont != null){
            playerScoreCont.ScoreUp(10);
        }
        Destroy(this.gameObject);
    }
}
```

```
1 reference
public void ScoreUp(int score1)
{
    score += score1;
    Debug.Log("Score Arttı");
    if (uiManager != null){
        uiManager.UpdateScore();
    }
}
```

```
1 reference
public void UpdateScore()
{
    scoreText.text = "Score: " + FindObjectOfType<PlayerSC>().score;
}
```

3. Can Sistemi

Canların düşmesi durumunda kullanıcı arayüzündeki sprite'ları güncelleyin.

```
1 reference
public void UpdateLivesImg(int currentLives)
{
    livesImage.sprite = livesSprite[currentLives];
    if (currentLives == 0)
    {
        GameOverSequence();
        StartCoroutine(GameOverFlicker());
    }
}
1 reference
```

4. Oyun Yeniden Başlatma

"Game Over" durumunda oyunu yeniden başlatmak için R tuşunu kullanın.

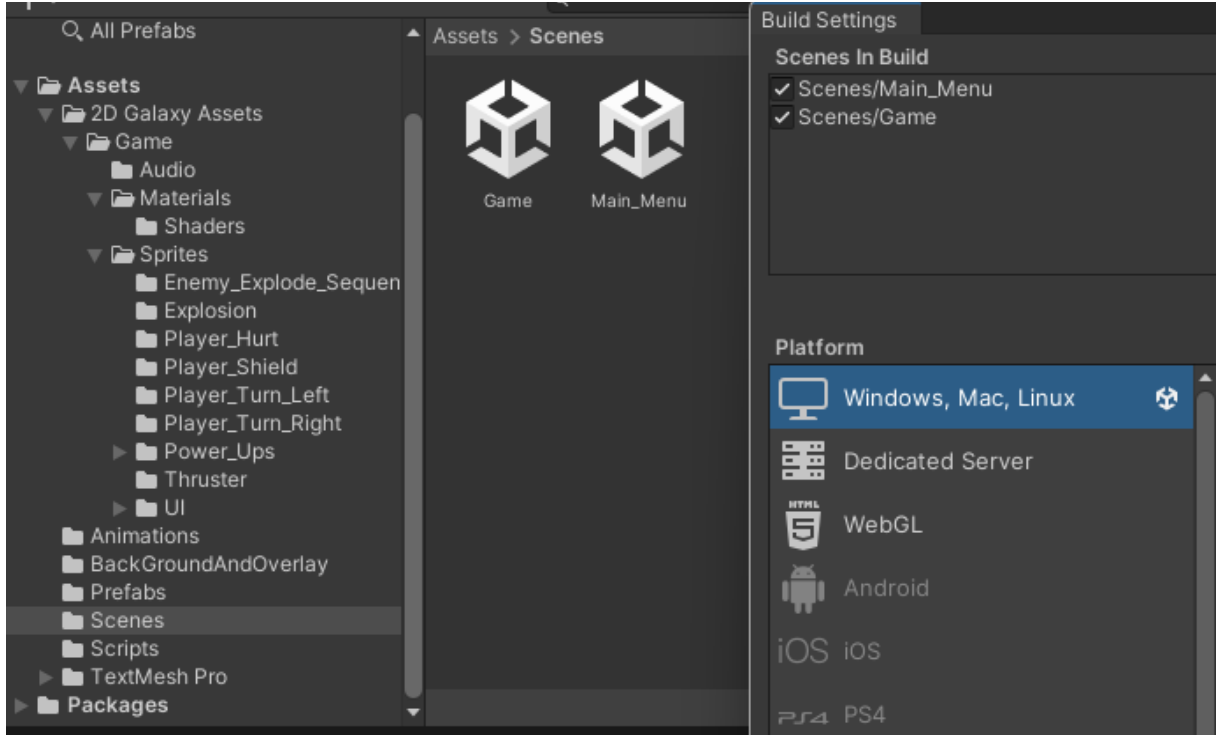
```
1 reference
void GameOverSequence()
{
    gameManager.GameOver();
    gameOverText.gameObject.SetActive(true);
    restartText.gameObject.SetActive(true);
}
```

```
Assets > Scripts > GameManagerSC.cs > GameManagerSC > Update
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 2 references
6 public class GameManagerSC : MonoBehaviour
7 {
8     3 references
9     bool isGameOver;
10    // Start is called before the first frame update
11    0 references
12    void Start()
13    {
14        isGameOver = false;
15    }
16
17    // Update is called once per frame
18    0 references
19    void Update()
20    {
21        if(Input.GetKeyDown(KeyCode.R) && isGameOver)
22        {
23            UnityEngine.SceneManagement.SceneManager.LoadScene(0); // Current Game Scene
24        }
25    }
26
27    1 reference
28    public void GameOver()
29    {
30        isGameOver = true;
31    }
32 }
```

5. Ana Menü Oluřturma

Yeni Sahne Ekleyin

1. **Yeni Sahne:** Bir ana menü sahnesi oluřturun.



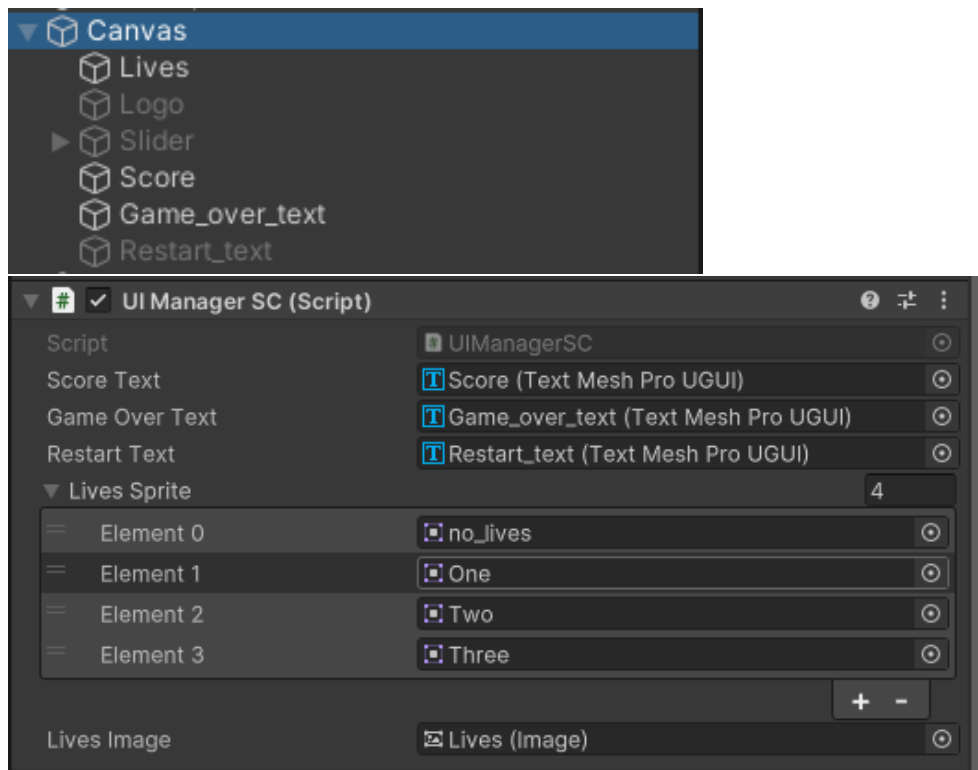
Restart İşlevselliği: Aşağıdaki fonksiyonu çağırın:

```
Assets > Scripts > MainMenu_sc.cs > MainMenu_sc > Update
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  0 references
6  public class MainMenu_sc : MonoBehaviour
7  {
8      0 references
9      public void LoadGame()
10     {
11         UnityEngine.SceneManagement.SceneManager.LoadScene(1);
12     }
13     0 references
14     void Start()
15     {
16
17     }
18
19     // Update is called once per frame
20     0 references
21     void Update()
22     {
23     }
24 }
```

6. Arka Plan ve Görseller

- **Lives Sprite:** 3 farklı sprite'ı Canvas üzerinde yerleştirin ve UIManager'daki livesSprites dizisine ekleyin.
- **Game Over Yazısı:** "Game Over" metnini UI Text olarak oluşturun ve başta enabled = false yapın.

```
1 reference
IEnumerator GameOverFlicker()
{
    while (true)
    {
        gameOverText.gameObject.SetActive(true);
        yield return new WaitForSeconds(0.5f);
        gameOverText.gameObject.SetActive(false);
        yield return new WaitForSeconds(0.5f);
    }
}
1 reference
```



Github: <https://github.com/emirrdvn/OyunProgramlama>