Ernest Viola

Game Title: Fireman Catch

Target Platform: Mac

Game Style: Single Screen Catching Game

Bibliography

<https://opengameart.org/content/a-blocky-dungeon>

<https://opengameart.org/content/a-platformer-in-the-forest>

<https://opengameart.org/content/small-red-brick-wall-256px>

<https://unity3d.com/learn/tutorials/topics/2d-game-creation/2d-catch-game-pt-1>

Initial Script

using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class firemanController : MonoBehaviour {  
  
    public Camera cam;  
    public Rigidbody2D rb2D;  
    public Renderer rend;  
    private float maxWidth;  
  
    *// Use this for initialization*  
    void Start () {  
        if (cam == null) {  
            cam = Camera.main;  
        }  
        rb2D = GetComponent<Rigidbody2D>();  
        rend = GetComponent<Renderer>();  
        Vector3 upperCorner = new Vector3 (Screen.width, Screen.height, 0.0f);  
        Vector3 targetWidth = cam.ScreenToWorldPoint (upperCorner);  
        float firemanWidth = rend.bounds.extents.x;  
        maxWidth = targetWidth.x - firemanWidth;  
    }  
  
    *// Update is called once per physics timestep*  
    void FixedUpdate () {  
        Vector3 rawPosition = cam.ScreenToWorldPoint (Input.mousePosition);  
        Vector3 targetPosition = new Vector3 (rawPosition.x, 0.0f, 0.0f);  
        float targetWidth = Mathf.Clamp (targetPosition.x, -maxWidth, maxWidth);  
        targetPosition = new Vector3 (targetWidth, targetPosition.y, targetPosition.z);  
        rb2D.position =  targetPosition;  
    }  
}

Rijeka URL

http://rijeka.sdsu.edu/ernestV/CS583\_2D\_Game\_Viola\_E\_FiremanCatch.git