**Scripts**

**PlayerController.cs**

* **Setting boundaries for the player**

if (transform.position.x > rightBorder){

transform.position = new Vector3(rightBorder, transform.position.y, transform.position.z);

}

else if (transform.position.x < leftBorder){

transform.position = new Vector3(leftBorder, transform.position.y, transform.position.z);

}

else{

//Vector3.right = Left / Right movement

transform.Translate(horizontalInput \* Time.deltaTime \* Vector3.right \* speed);

}

* **Shooting an obejct from the player**

if (Input.GetKeyDown(KeyCode.Space)){

//Instantiate will create a new object or a copy of a new object

//Player will throw the pizza

Instantiate(throwItem, transform.position, throwItem.transform.rotation);

}

**SpawnAnimals.cs**

* **Repeatedly call a method after certain time interval**

void Start(){

InvokeRepeating("SpawnRandomAnimal", startTime, spawnInterval);

}

* **Spawn objects automatically**

public GameObject[] animals;

void SpawnRandomAnimal(){

int animalIndex = Random.Range(0, animals.Length);

Vector3 spawnPosition = new Vector3(Random.Range(xRangeLeft, xRangeRight), yRange, zRange);

Instantiate(animals[animalIndex], spawnPosition, animals[animalIndex].transform.rotation);

}

* **Move forward automatically**

transform.Translate(Time.deltaTime \* speed \* Vector3.forward);

**DestroyOutOfBounds.cs**

* **Destroy object automatically if it crosses the boundaries**

if(transform.position.z > pizzaBound){

//It will remove the current Game Object from the scene

Destroy(gameObject);

}

else if(transform.position.z < animalBound){

Destroy(gameObject);

}

**DestroyObject.cs**

* **Destroy object and other object if they touch each other**

private void OnTriggerEnter(Collider other){

//When Animal's collider enters the Pizza's collider, the Animal GameObject will get destroyed, along with Pizza.

//Pizza's rigidbody will make the pizza be physically present.

//Need to add RigidBody to either Pizza or the Animal.

Destroy(gameObject);

Destroy(other.gameObject);

}