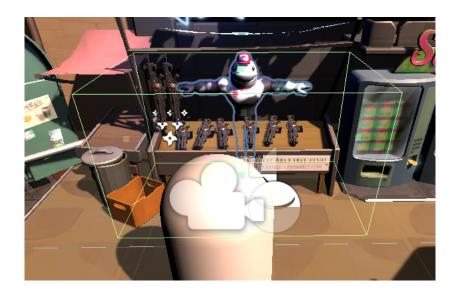
Game Programming

Sci-Fi Demo: Lecture IV Weapon Sale

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Weapon Sale Setup

- Select the shark man in the market
 - Add a box collider and set isTrigger true
 - Drag the collider to the forward out of the booth
 - Add a RigidBody and set Use Gravity false
- When the Player triggers the collider and hits the action key trade the weapon with the coin



Shop System

- Create a new C# script: SharkShop
 - Add the new script to the Sharkman as a new component
- Check for a collision
 - Check if it collides with the Player
 - Check for if the action key is pressed
 - Check if the player has coin
 - Remove coin from the Player
 - Update the inventory display
 - Play the sound clip
- Select the Sharkman
 - Add a new component: AudioSource
 - Set AudioClip: You_Win from Audio folder
 - Set Play on Awake: false

Shop System

```
void OnTriggerStay(Collider other)
   if (other.tag == "Player")
       if (Input.GetKeyDown(KeyCode.E))
          Player_sc player_sc = other.GetComponent<Player_sc>();
          if (player_sc == null)
               Debug.LogError("Player is NULL");
               if (player_sc.hasCoin == true)
                   player_sc.hasCoin = false;
                   UIManager_sc uiManager_sc = GameObject.Find("Canvas"). GetComponent<UIManager_sc>();
                   if (uiManager_sc == null)
                       Debug.LogError("UI Manager is NULL");
                       uiManager_sc.RemoveCoin();
                   AudioSource audio = GetComponent<AudioSource>();
                   if (audio == null)
                       Debug.LogError("Audio Source is NULL");
                       audio.Play();
                   Debug.Log("Get out of here!");
```

Shop System Cleanup

- Start without the weapon
 - Select the weapon and turn it off
- Player should have a public method to enable the weapon
- Define a private handler variable for the weapon and serialize it. Then assign it at the Inspector window

```
[SerializeField]
1reference
private GameObject _weapon;
```

```
public void EnableWeapon()
{
    _weapon.SetActive(true);
}
```

Shop System Cleanup

• Update the sharkshop script to enable weapon

```
AudioSource audio = GetComponent<AudioSource>();
if (audio == null)
{
    Debug.LogError("Audio Source is NULL");
}
else
    player_sc.EnableWeapon();
    audio.Play();
}
```