

# 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");
            }
            else
            {
                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");
                    }
                    else
                    {
                        uiManager_sc.RemoveCoin();
                    }
                    AudioSource audio = GetComponent<AudioSource>();
                    if (audio == null)
                    {
                        Debug.LogError("Audio Source is NULL");
                    }
                    else
                    {
                        audio.Play();
                    }
                }
            }
        }
        else
        {
            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]  
1 reference  
private GameObject _weapon;
```

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

# Shop System Cleanup

- Update the sharkshop script to enable weapon

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