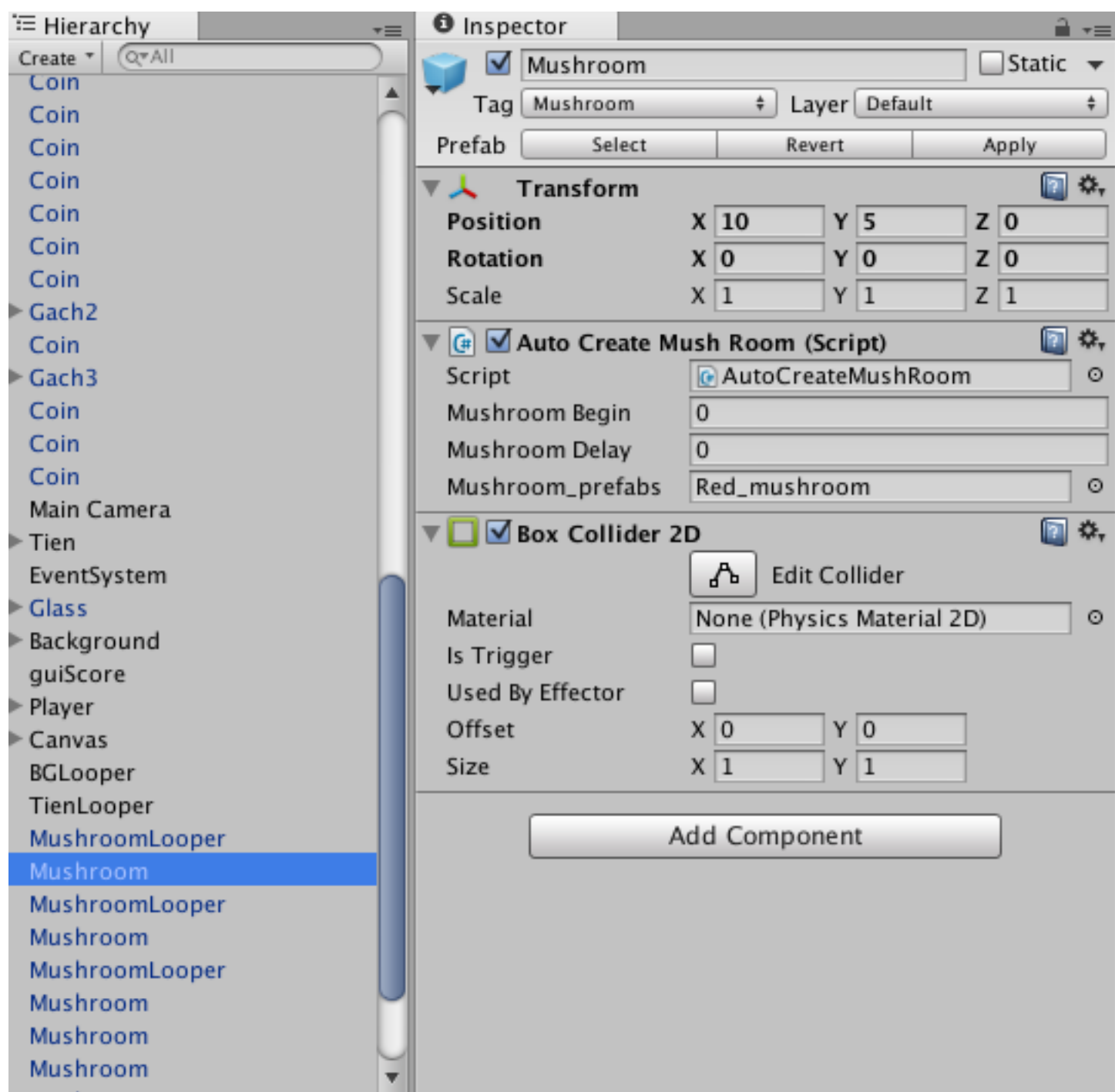


Mushroom

HungNQ



Create ▾ Q*All

Hierarchy

- Red_mushroom
- Coin
- Glass (4)
- Glass (1)
- Coin
- Coin
- GachStatic
- Coin
- Red_mushroom
- Red_mushroom
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Coin
- Main Camera
- Tien
- EventSystem
- Glass
- Background
- guiScore
- Player
- Canvas
- BGLooper
- TienLooper
- MushroomLooper
- Mushroom
- MushroomLooper
- Mushroom
- MushroomLooper
- Mushroom
- Mushroom
- Mushroom
- Mushroom
- Mushroom
- Mushroom

Inspector

☒ Red_mushroom ☐ Static ▾

Tag Mushroom ▾ Layer Default ▾

Prefab Select Revert Apply

▼ Transform

Position X 10 Y -1.5 Z -1

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

▼ ☒ Sprite Renderer

Sprite Mushroom1

Color

Material Sprites-Default

Sorting Layer Default ▾

Order in Layer 0

▼ ☒ Box Collider 2D

Edit Collider

Material None (Physics Material 2D)

Is Trigger ☐

Used By Effector ☐

Offset X 0 Y 0

Size X 0.5 Y 0.5

▼ Rigidbody 2D

Mass 1

Linear Drag 0

Angular Drag 0.05

Gravity Scale 1

Is Kinematic ☐

Interpolate None ▾

Sleeping Mode Start Awake ▾

Collision Detection Discrete ▾

► Constraints

▼ ☒ Mushroom (Script)

Script Mushroom

Vt 2 X 10 Y -1

▼ ☒ Mushroom Looper (Script)

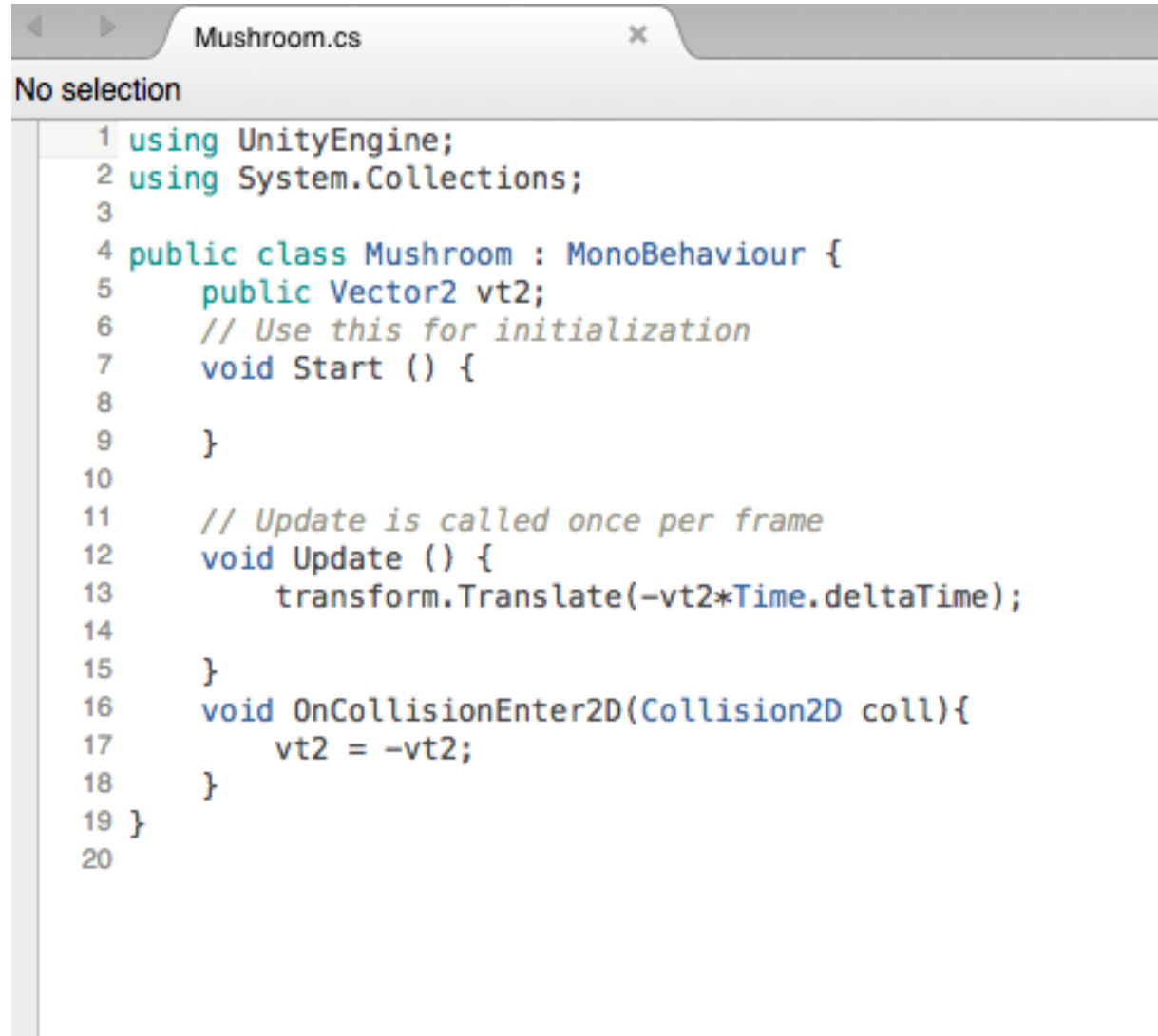
Script MushroomLooper

Speed 2

Num BG Panels 16

Add Component

Mushroom



```
1 using UnityEngine;
2 using System.Collections;
3
4 public class Mushroom : MonoBehaviour {
5     public Vector2 vt2;
6     // Use this for initialization
7     void Start () {
8
9     }
10
11     // Update is called once per frame
12     void Update () {
13         transform.Translate(-vt2*Time.deltaTime);
14
15     }
16     void OnCollisionEnter2D(Collision2D coll){
17         vt2 = -vt2;
18     }
19 }
20
```

MushroomLooper

```
MushroomLooper.cs x
selection
1 using UnityEngine;
2 using System.Collections;
3
4 public class MushroomLooper : MonoBehaviour {
5     public float speed;
6     public int numBGPanels = 16;
7
8     void Start(){
9     }
10
11    void Update(){
12        transform.Translate (Vector3.left * speed * Time.deltaTime);
13    }
14
15    void OnTriggerEnter2D(Collider2D collider) {
16        if (collider.name == "MushroomLooper") {
17            float widthOfBGObject = GetComponent<BoxCollider2D>().size.x - 0.01f;
18            Vector3 pos = this.transform.position;
19            pos.x += widthOfBGObject* numBGPanels;
20            this.transform.position = pos;
21        }
22    }
23 }
24
```

Auto

```
AutoCreateMushRoom.cs
AutoCreateMushRoom ▶ Update ()

1 using UnityEngine;
2 using System.Collections;
3
4 public class AutoCreateMushRoom : MonoBehaviour {
5
6     public static float isLocationMushroom=10;
7
8
9     public float mushroomBegin;
10    public float mushroomDelay;
11    public GameObject mushroom_prefabs;
12    // Use this for initialization
13    void Start()
14    {
15        isLocationMushroom += transform.position.x;
16        transform.position.Set (isLocationMushroom, transform.position.y, transform.position.z);
17        mushroomBegin = Random.Range(1f, 2f);
18        mushroomDelay = Random.Range(3f, 5f);
19        InvokeRepeating("MushRoom_AutoCreate", mushroomBegin, mushroomDelay);
20    }
21
22    // Update is called once per frame
23    void Update()
24    {
25        isLocationMushroom += transform.position.x;
26        transform.position.Set (isLocationMushroom, transform.position.y, transform.position.z);
27    }
28
29
30    void MushRoom_AutoCreate()
31    {
32        isLocationMushroom += transform.position.x;
33        transform.position.Set (isLocationMushroom, transform.position.y, transform.position.z);
34
35        Instantiate(mushroom_prefabs, transform.position, transform.rotation);
36
37    }
38 }
39
40
```