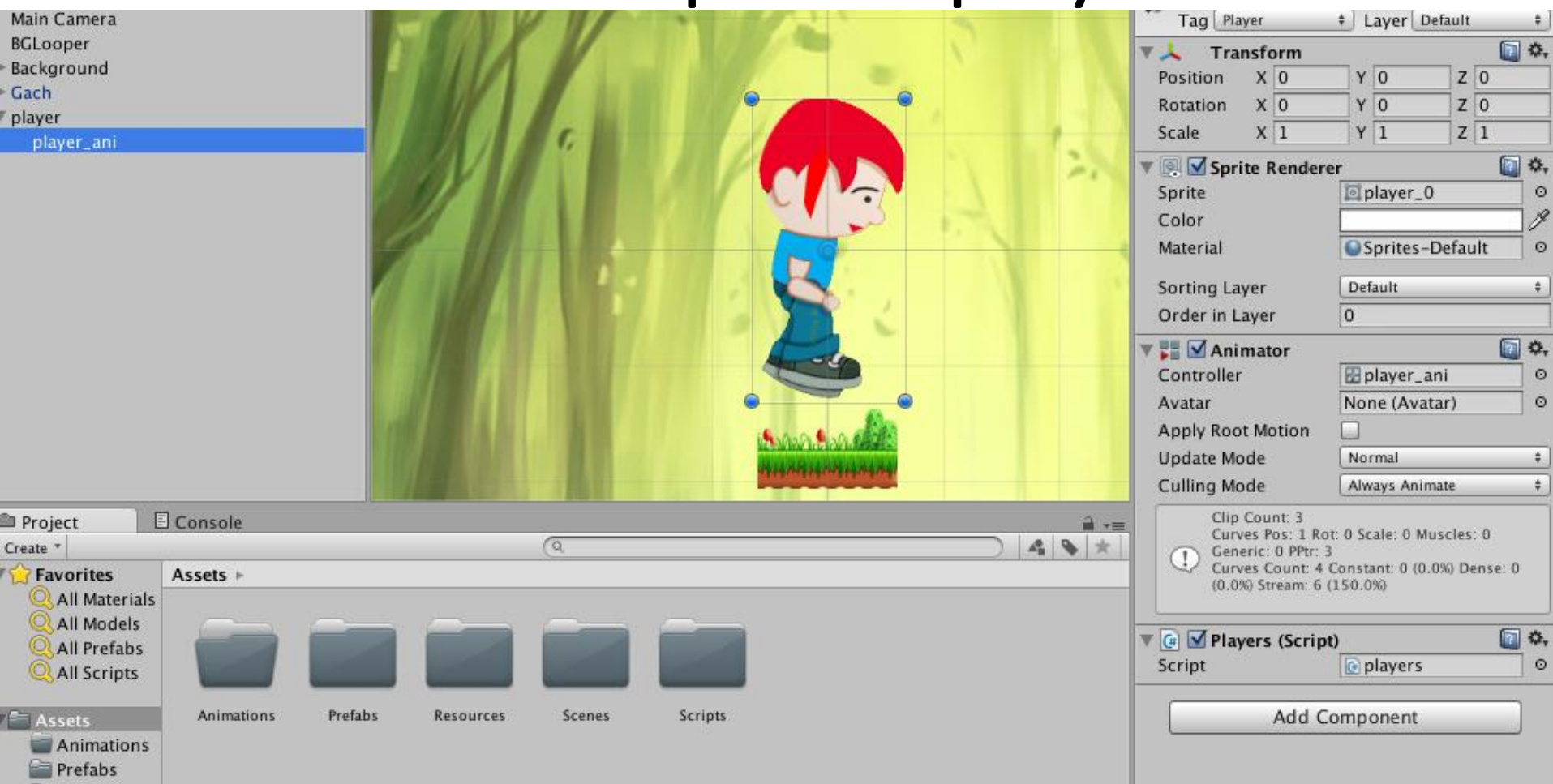# Lab4.1 - Điều khiển nhân vật bằng script
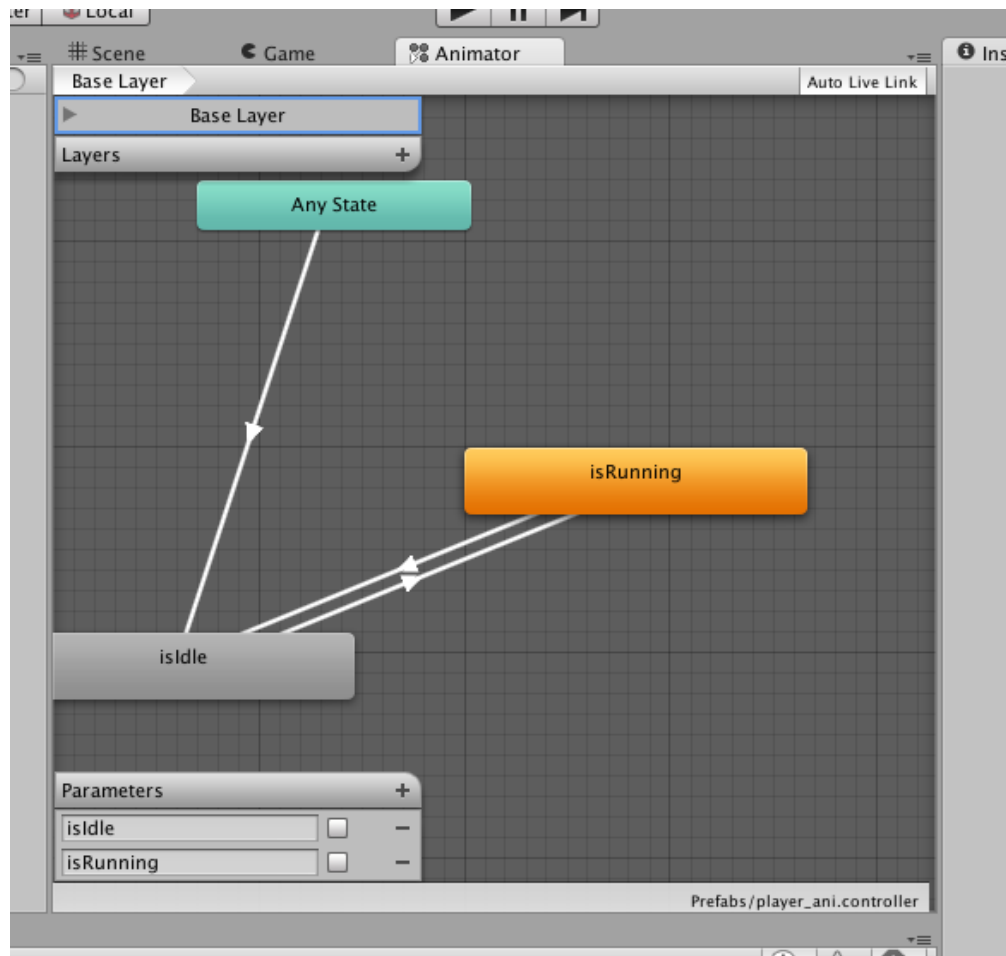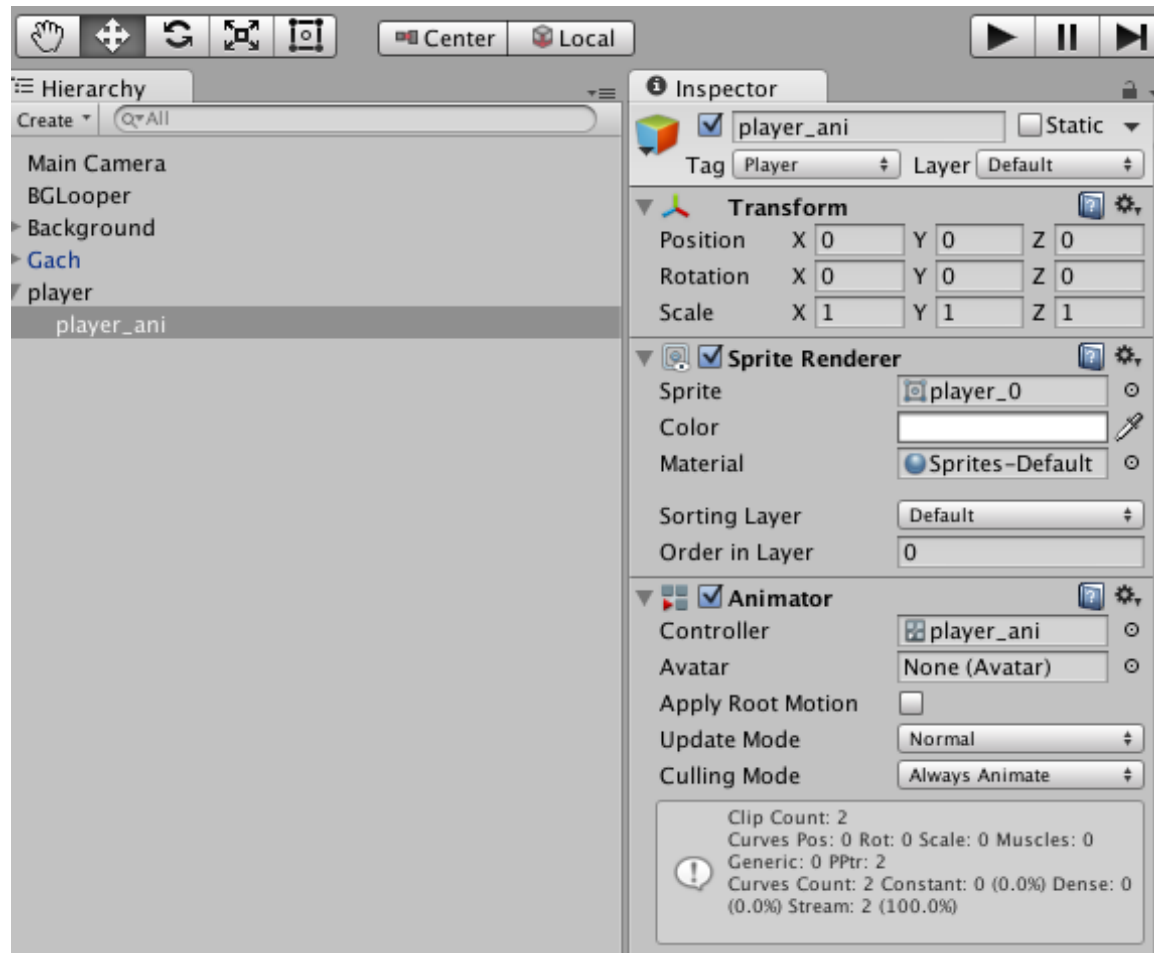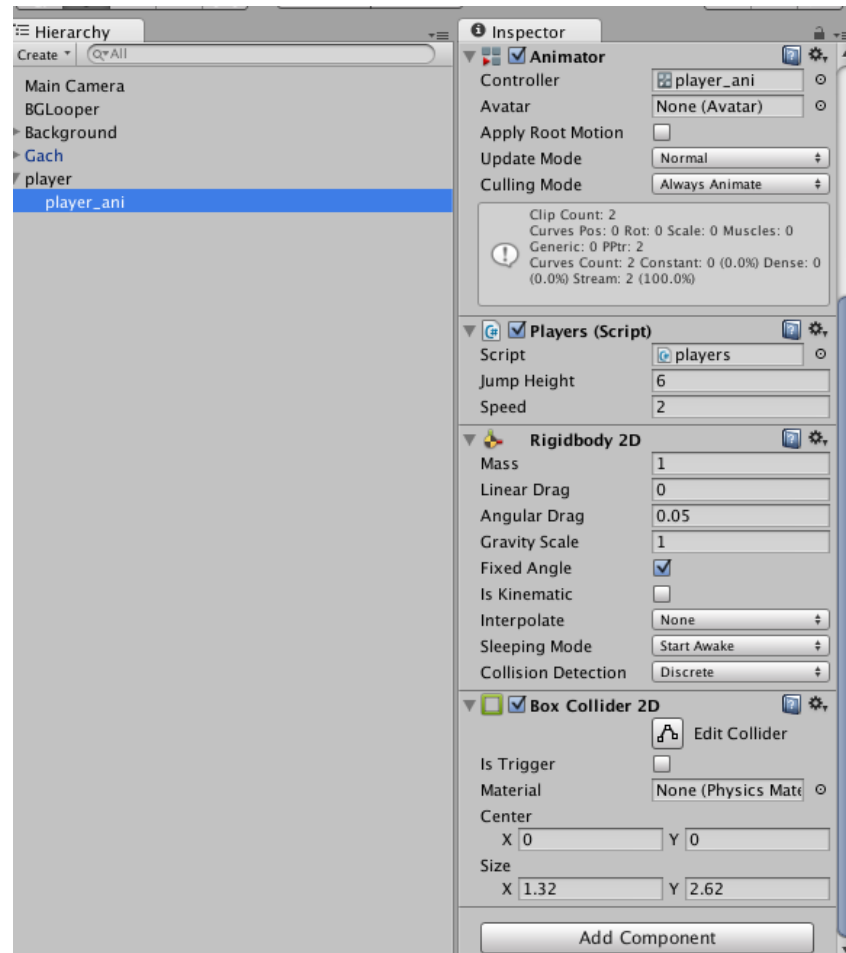
HưngNQ

Viết script cho player

Set lại animator

Tạo các thuộc tính cho đối tượng con player_ani

Tạo các thuộc tính cho đối tượng con player_ani

Khai báo biến

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class players : MonoBehaviour {
5
6     public static bool isGameOver=false;
7     public static bool isAds=false;
8     public float jumpHeight,speed;
9     private Animator player_ini;
10    private GUIText guiScore;
11    private int score;
12
13    // Use this for initialization
```

Hàm start

```
// Use this for initialization
void Start () {


    |
    player_ini = GetComponent<Animator> ();
//  guiScore = GameObject.Find ("guiScore").GetComponent<GUIText> ();
    isGameOver = false;
    Time.timeScale = 1;
    score = 0;
    //player_ini.SetTrigger("isIdle");



}
```

Hàm update – sang trái

```
players.cs
▶  Update ()

}

// Update is called once per frame
void Update () {



    if (!isGameOver) {

        if(Input.GetKey(KeyCode.LeftArrow))
            //if(Input.GetKey(KeyCode.LeftArrow)||((Input.GetTouch(0).phase==TouchPhase.Moved)&&(Input.GetTouch(0).deltaPosition.x<gameObject
        {
            player_ini.SetBool("isRunning",true);
            player_ini.SetBool("isIdle",false);
            gameObject.transform.Translate(Vector3.left*speed*Time.deltaTime);

            if(gameObject.transform.localScale.x>0)
            {
                player_ini.SetBool("isRunning",true);
                player_ini.SetBool("isIdle",false);
                gameObject.transform.localScale=
                    new Vector3(gameObject.transform.localScale.x * -1,gameObject.transform.localScale.y,gameObject.transform.localScale.z);

                //player_ini.SetTrigger("isIdle");
            }
```

Hàm update – sang phải

```
players.cs
ayers ▸ 🔲 Update ()
8              player_ini.SetBool("isIdle",false);
9              gameObject.transform.localScale=
0                  new Vector3(gameObject.transform.localScale.x * -1,gameObject.transform.localScale.y,gameObject.transform.localScale.z);
1
2
3              //player_ini.SetTrigger("isIdle");
4          }
5
6
7      }
8      else if(Input.GetKey(KeyCode.RightArrow))
9          //else if(Input.GetKey(KeyCode.RightArrow)||((Input.GetTouch(0).phase==TouchPhase.Moved)&&(Input.GetTouch(0).deltaPosition.x>game
0      {
1
2          player_ini.SetBool("isRunning",true);
3          player_ini.SetBool("isIdle",false);
4          gameObject.transform.Translate(Vector3.right*speed*Time.deltaTime);
5
6          if(gameObject.transform.localScale.x<0)
7          {
8              gameObject.transform.localScale=
9                  new Vector3(gameObject.transform.localScale.x * -1,gameObject.transform.localScale.y,gameObject.transform.localScale.z);
0              //player_ini.SetTrigger("isIdle");
1
2          }
3
4      }
5
```

Hàm update – nhảy cao

```
75
76          else if(Input.GetKey(KeyCode.UpArrow)||Input.GetKeyDown (KeyCode.Mouse0))
77          {
78              //              if (interstitial.IsLoaded()) {
79              //                  interstitial.Show();
80              //              }
81              if((int)(gameObject.GetComponent<Rigidbody2D>().velocity.y)==0)
82              {
83                  gameObject.GetComponent<Rigidbody2D>().velocity=
84                      new Vector2(gameObject.GetComponent<Rigidbody2D>().velocity.x,jumpHeight);
85
86              }
87
88
89
90          }
91          else
92          {
93              player_ini.SetBool("isRunning",false);
94              player_ini.SetBool("isIdle",true);
95          }
96
97      }
98
99  }
100
101
102  }
103
```

Chi tiết file player.cs

```csharp
1 using UnityEngine;
2 using System.Collections;
3 using UnityEngine.UI;
4 using System;
5
6 using GoogleMobileAds.Api;
7
8 public class players : MonoBehaviour {
9     public static bool isGameOver=false;
10     public static bool isAds=false;
11     public float jumpHeight,speed;
12     private Animator player_ini;
13     private GUIText guiScore;
14     private int score;
15
16     InterstitialAd interstitial;
17
18
19     // Use this for initialization
20     void Start () {
21
22
23
24         player_ini = GetComponent<Animator> ();
25         guiScore = GameObject.Find ("guiScore").GetComponent<GUIText> ();
26         isGameOver = false;
27         Time.timeScale = 1;
28         score = 0;
29         //player_ini.SetTrigger("isIdle");
30
31
32
```

```
63
64          if (!isGameOver) {
65
66              if(Input.GetKey(KeyCode.LeftArrow))
67                  //if(Input.GetKey(KeyCode.LeftArrow)||((Input.GetTouch(0).phase
68                  //==TouchPhase.Moved)&&(Input.GetTouch(0).deltaPosition.x<gameObject.transform.localScale.x)))
69              {
70                  player_ini.SetBool("isRunning",true);
71                  player_ini.SetBool("isIdle",false);
72                  gameObject.transform.Translate(Vector3.left*speed*Time.deltaTime);
73
74                  if(gameObject.transform.localScale.x>0)
75                  {
76                      player_ini.SetBool("isRunning",true);
77                      player_ini.SetBool("isIdle",false);
78                      gameObject.transform.localScale=
79                          new Vector3(gameObject.transform.localScale.x * -1,gameObject.transform.localScale.y,gameObject.transform.localScale.z);
80
81
82                      //player_ini.SetTrigger("isIdle");
83                  }
84
85
86              }
87              else if(Input.GetKey(KeyCode.RightArrow))
88                  //else if(Input.GetKey(KeyCode.RightArrow)||((Input.GetTouch(0).phase
89                  //==TouchPhase.Moved)&&(Input.GetTouch(0).deltaPosition.x>gameObject.transform.localScale.x)))
90              {
91
92                  player_ini.SetBool("isRunning",true);
93                  player_ini.SetBool("isIdle",false);
94                  gameObject.transform.Translate(Vector3.right*speed*Time.deltaTime);
95
96                  if(gameObject.transform.localScale.x<0)
97                  {
98                      gameObject.transform.localScale=
99                          new Vector3(gameObject.transform.localScale.x * -1,gameObject.transform.localScale.y,gameObject.transform.localScale.z);
100                     //player_ini.SetTrigger("isIdle");
101
102                 }
103
104             }
```

Lập trình game 2D - GV Nguyễn Quang Hưng