Jurusan Teknologi Informasi Politeknik Negeri Malang
Tugas Minggu: Kuis 1
Mata Kuliah Komputasi Multimedia
Pengampu:
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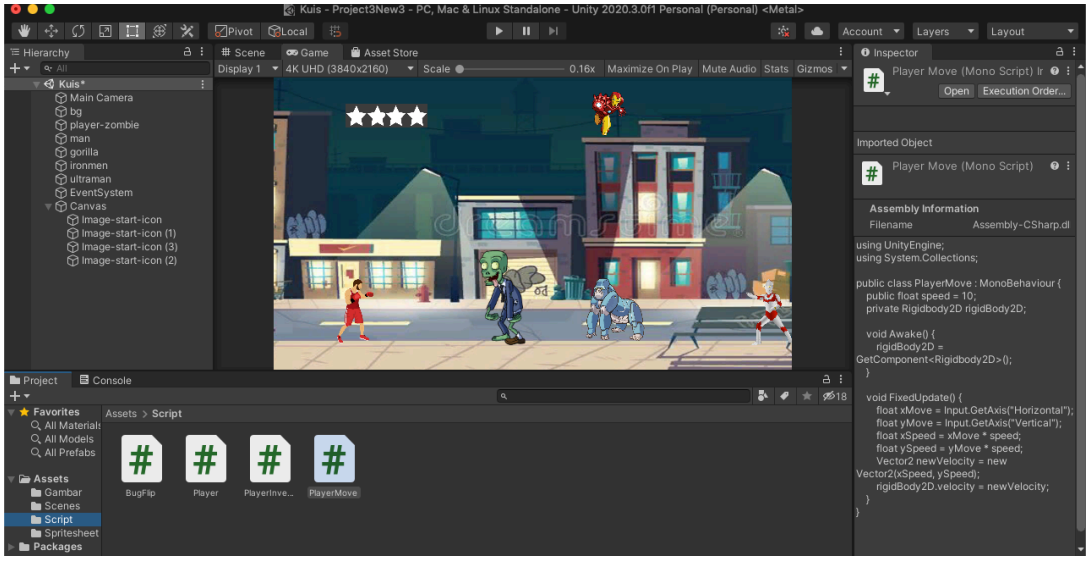
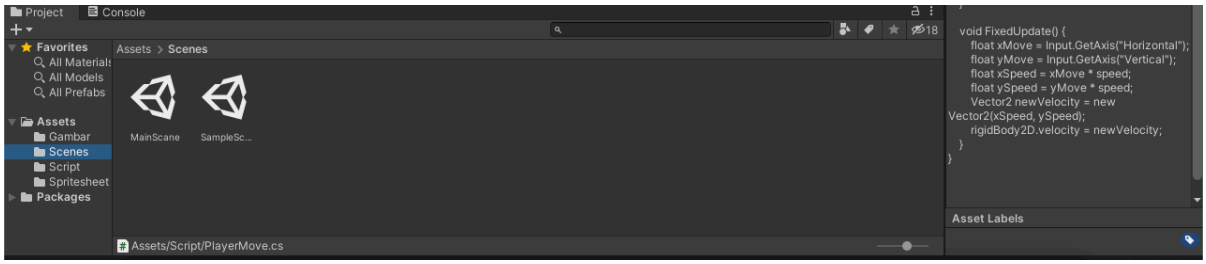
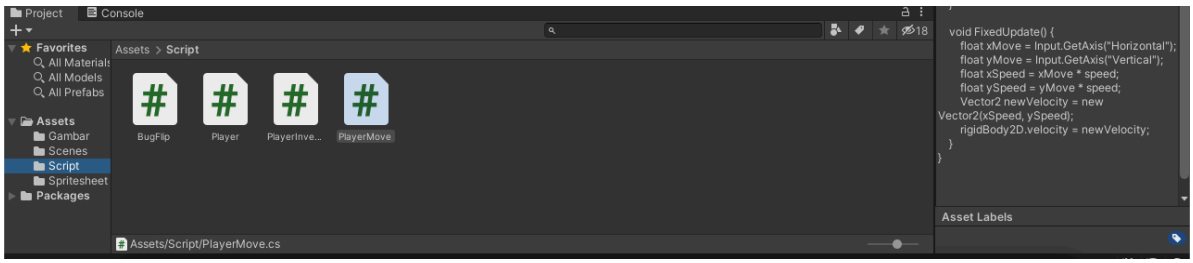
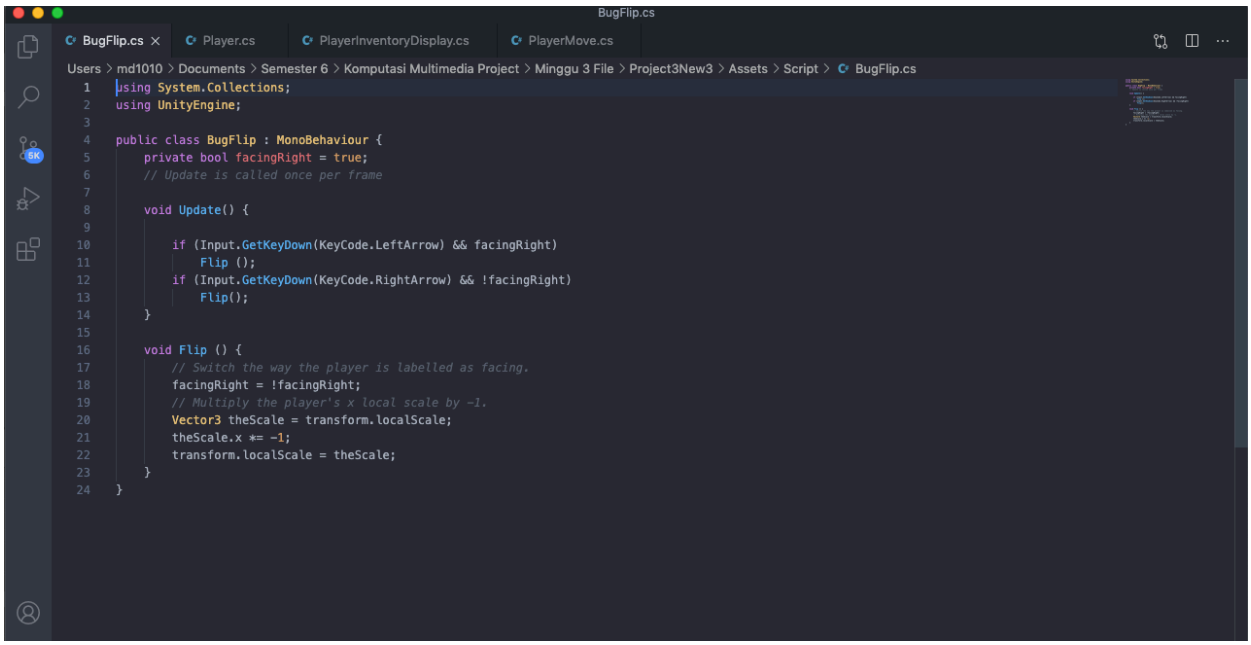
Judul Game

Zombie

Langkah	Keterangan
1	**Asset Game** 1. Dalam assets ini terdapat Gambar yang berisi player, enemy1 dan enemy2 serta ikon-ikon yang terdapat di game ini. 
2	Asset Gambar
3	Scane

	
4	Script
	
5	Bugflipt.cs
	
6	Player.cs

```
Player.cs
BugFlip.cs | Player.cs | PlayerInventoryDisplay.cs | PlayerMove.cs
Users > md1010 > Documents > Semester 6 > Komputasi Multimedia Project > Minggu 3 File > Project3New3 > Assets > Script > Player.cs
1  using UnityEngine;
2  using System.Collections;
3  using UnityEngine.UI;
4
5  public class Player : MonoBehaviour {
6
7      private PlayerInventoryDisplay playerInventoryDisplay;
8      private int totalStars = 0;
9
10     void Start() {
11         playerInventoryDisplay = GetComponent < PlayerInventoryDisplay >();
12     }
13
14     void OnTriggerEnter2D(Collider2D hit) {
15         if (hit.CompareTag("Star")) {
16             totalStars++;
17             playerInventoryDisplay.OnChangeStarTotal(totalStars);
18             Destroy(hit.gameObject);
19         }
20     }
21 }
```

7

PlayerInventoryDisplay.cs

```
PlayerInventoryDisplay.cs
BugFlip.cs | Player.cs | PlayerInventoryDisplay.cs | PlayerMove.cs
Users > md1010 > Documents > Semester 6 > Komputasi Multimedia Project > Minggu 3 File > Project3New3 > Assets > Script > PlayerInventoryDisplay.cs
1  using UnityEngine;
2  using System.Collections;
3  using UnityEngine.UI;
4
5  public class PlayerInventoryDisplay : MonoBehaviour {
6      public Image[] starPlaceholders;
7      public Sprite iconStarYellow;
8      public Sprite iconStarGrey;
9
10     public void OnChangeStarTotal(int starTotal) {
11
12     for (int i = 0; i < starPlaceholders.Length; ++i) {
13         if (i < starTotal)
14             starPlaceholders[i].sprite = iconStarYellow;
15         else
16             starPlaceholders[i].sprite = iconStarGrey;
17         }
18     }
19
20 }
```

8

PlayerMove.cs

```
PlayerMove.cs
BugFlip.cs | Player.cs | PlayerInventoryDisplay.cs | PlayerMove.cs
Users > md1010 > Documents > Semester 6 > Komputasi Multimedia Project > Minggu 3 File > Project3New3 > Assets > Script > PlayerMove.cs
1  using UnityEngine;
2  using System.Collections;
3
4  public class PlayerMove : MonoBehaviour {
5      public float speed = 10;
6      private Rigidbody2D rigidBody2D;
7
8      void Awake() {
9          rigidBody2D = GetComponent<Rigidbody2D>();
10     }
11
12     void FixedUpdate() {
13         float xMove = Input.GetAxis("Horizontal");
14         float yMove = Input.GetAxis("Vertical");
15         float xSpeed = xMove * speed;
16         float ySpeed = yMove * speed;
17         Vector2 newVelocity = new Vector2(xSpeed, ySpeed);
18         rigidBody2D.velocity = newVelocity;
19     }
20 }
```

9	https://github.com/iqbal1922/Komputasi-Multimedia/tree/master/Kuis%201 https://youtu.be/9WLOobtTjqI

-- Selamat Mengerjakan –