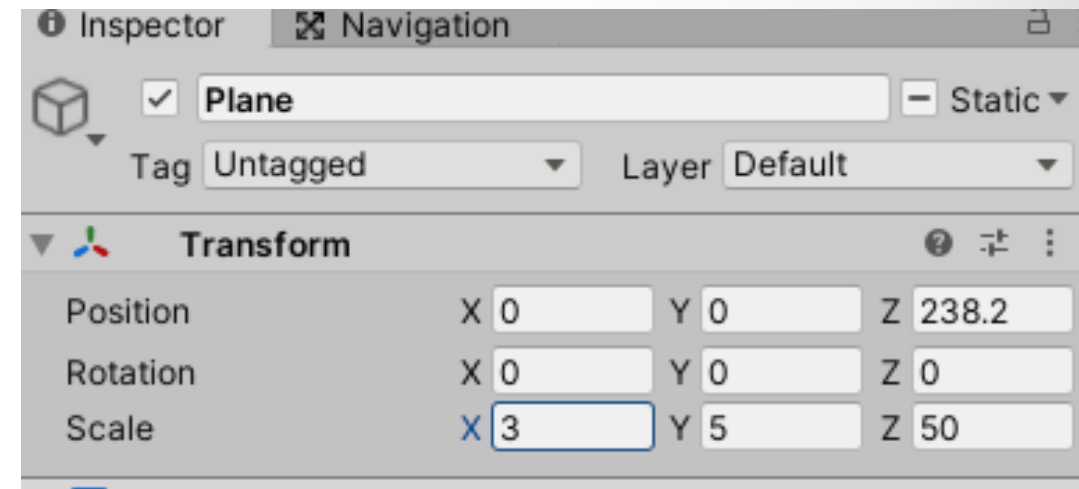
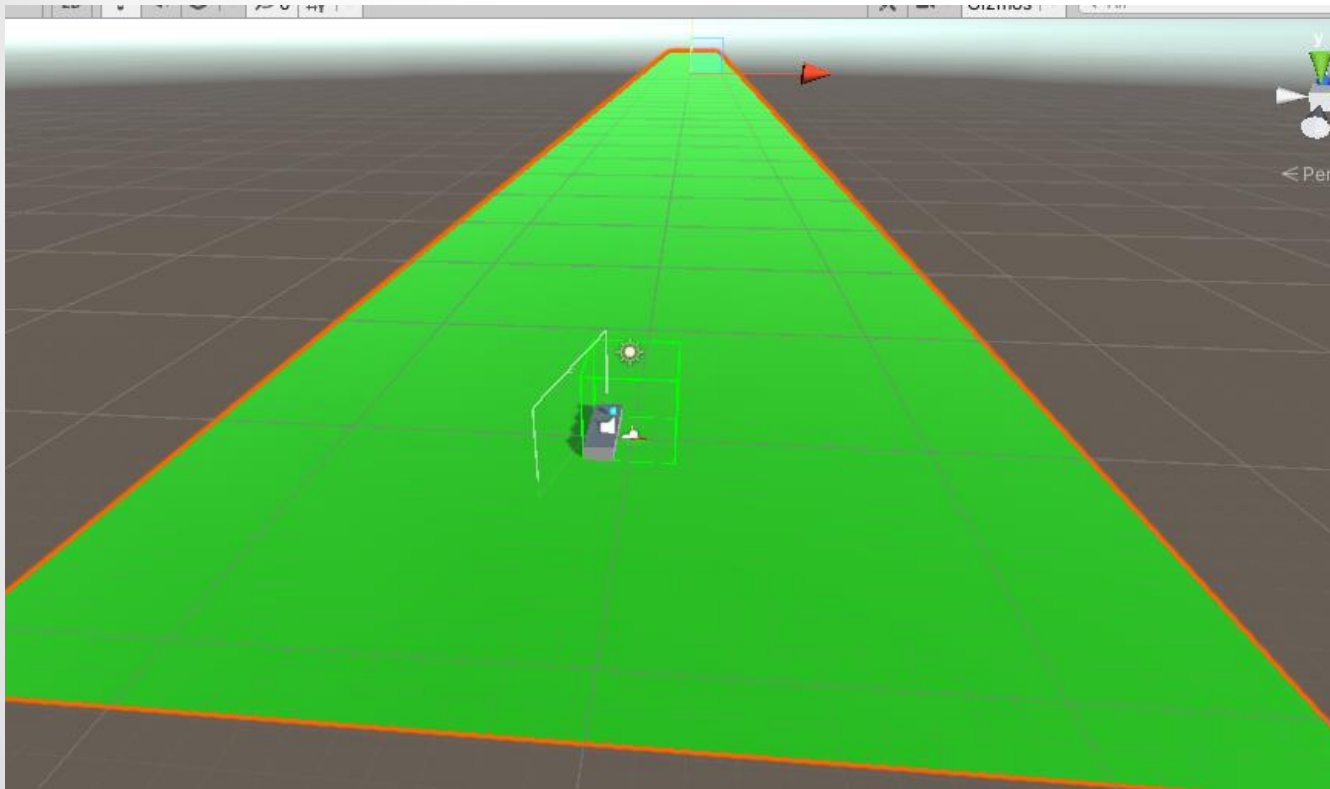


# 고급 VR 프로그래밍

## 1. 이준

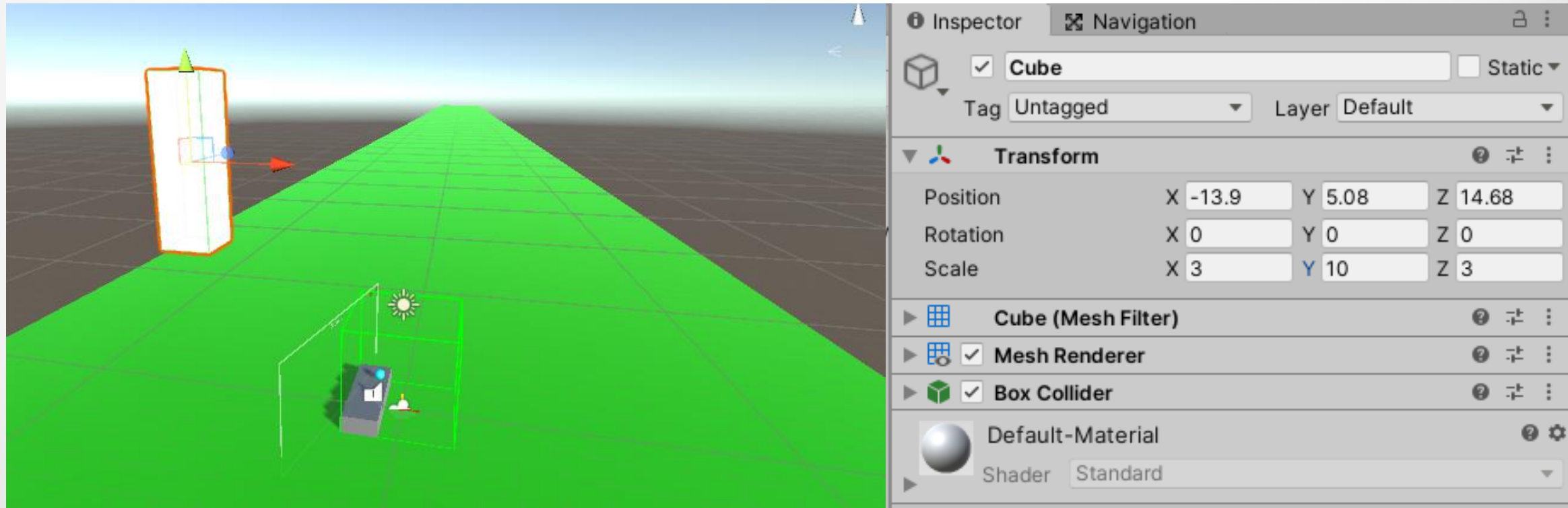
# Phistol Whip 리듬 게임 만들기

- 맵 디자인, Plane을 다음과 같이 변경해 보기!



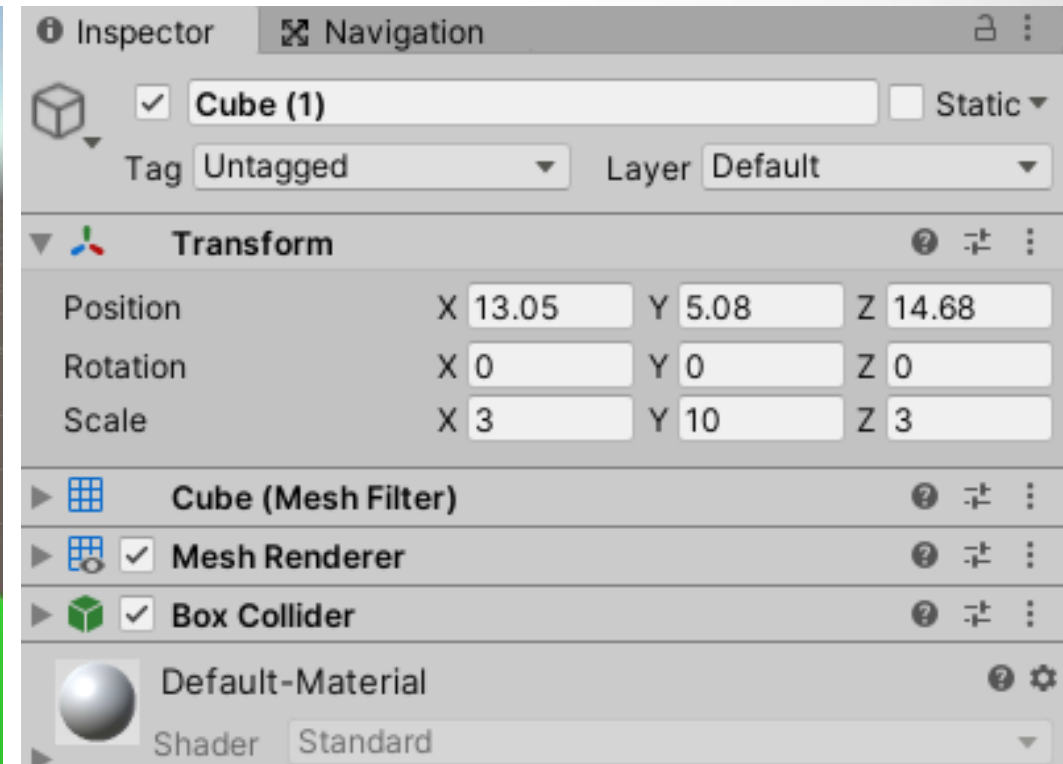
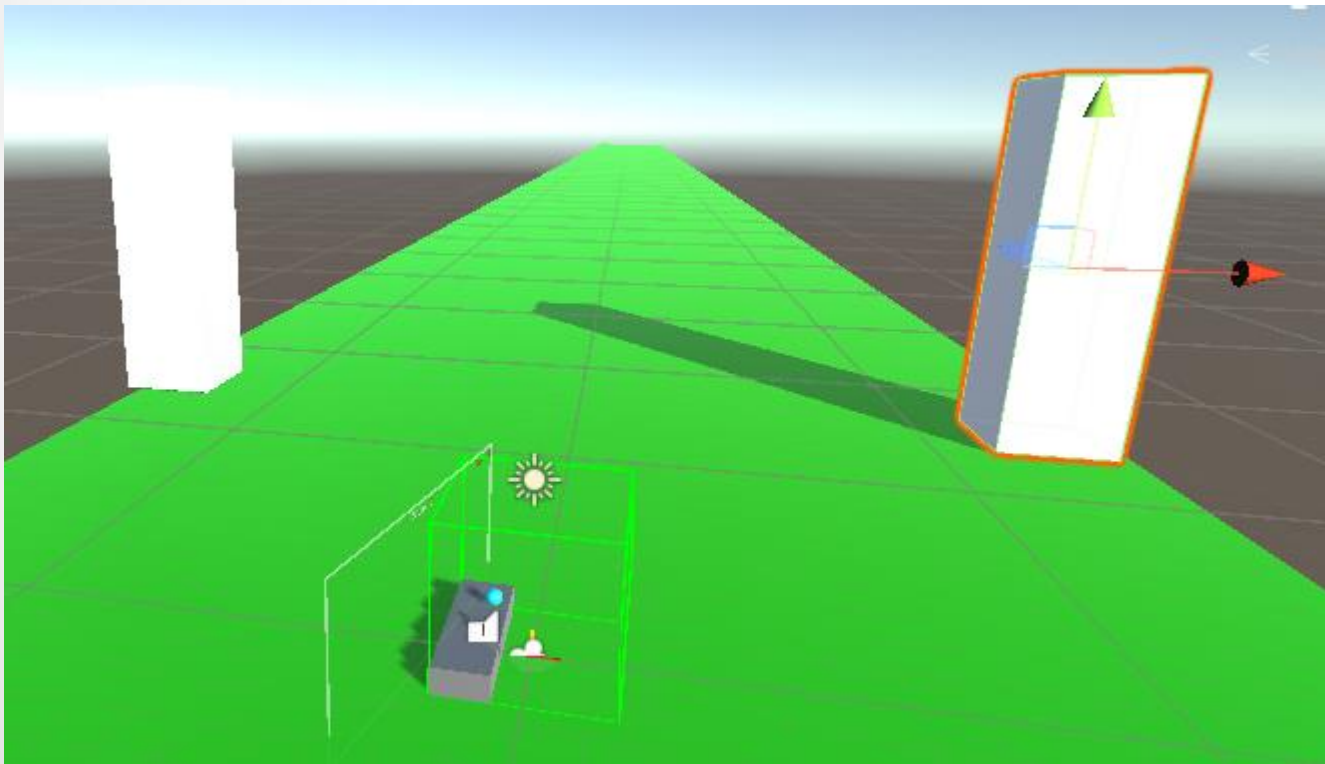
# Phistol Whip 리듬 게임 만들기

- 기둥 패턴만들기



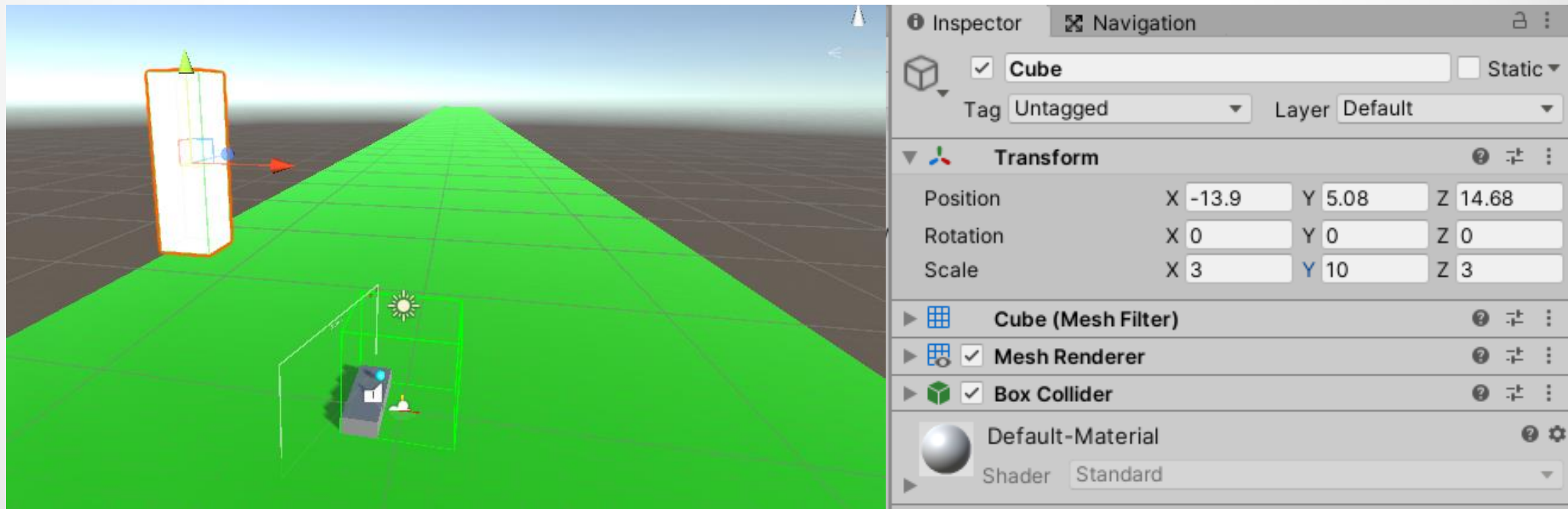
# Phistol Whip 리듬 게임 만들기

- 기둥 패턴만들기



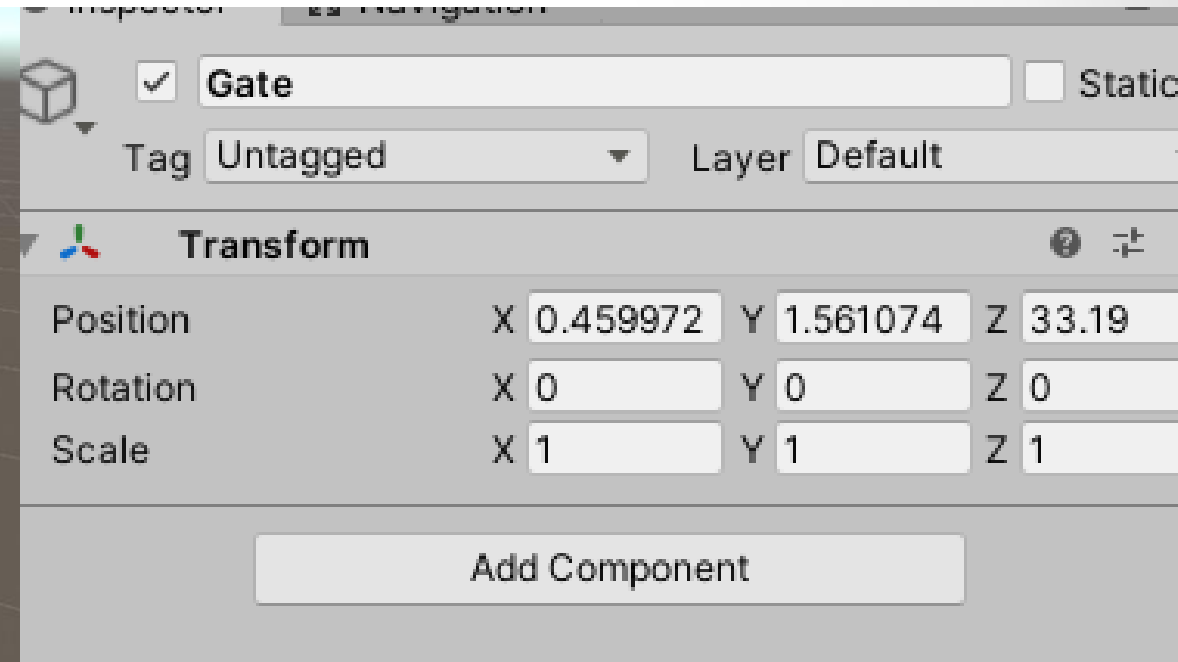
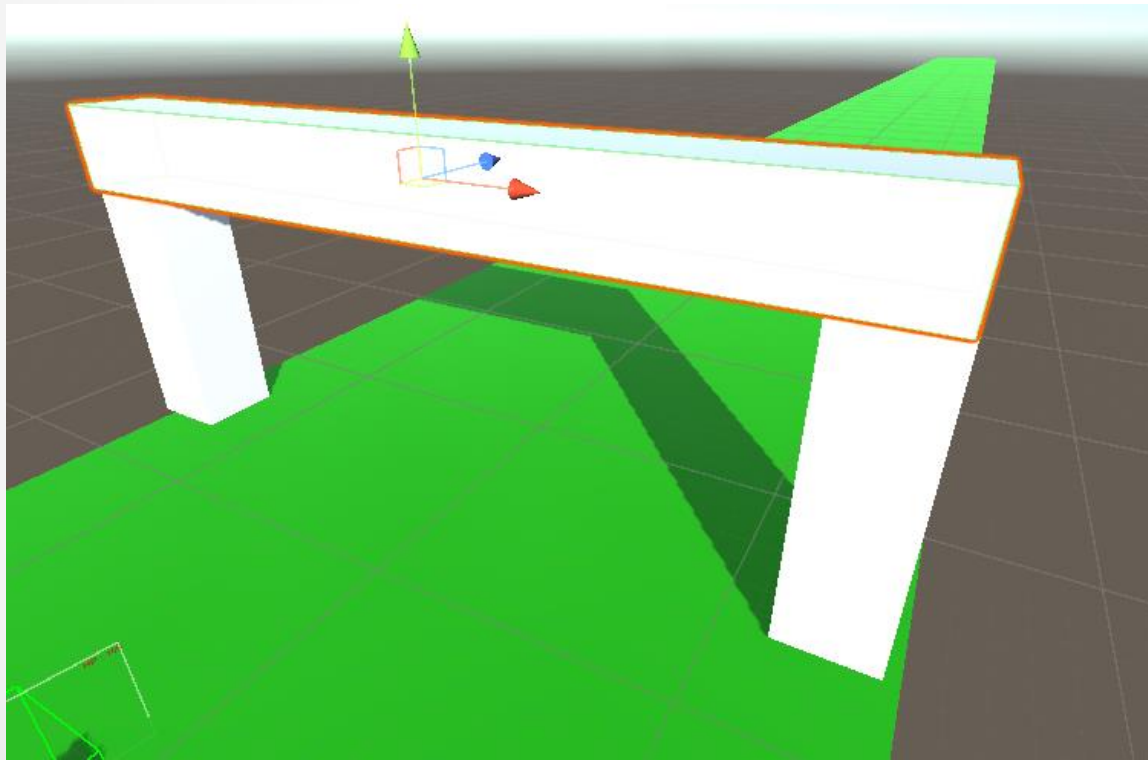
# Phistol Whip 리듬 게임 만들기

- 기둥 패턴만들기



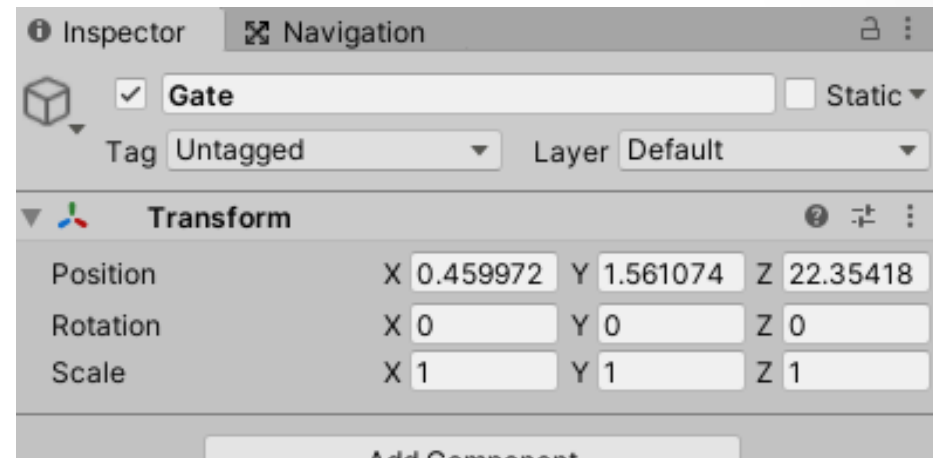
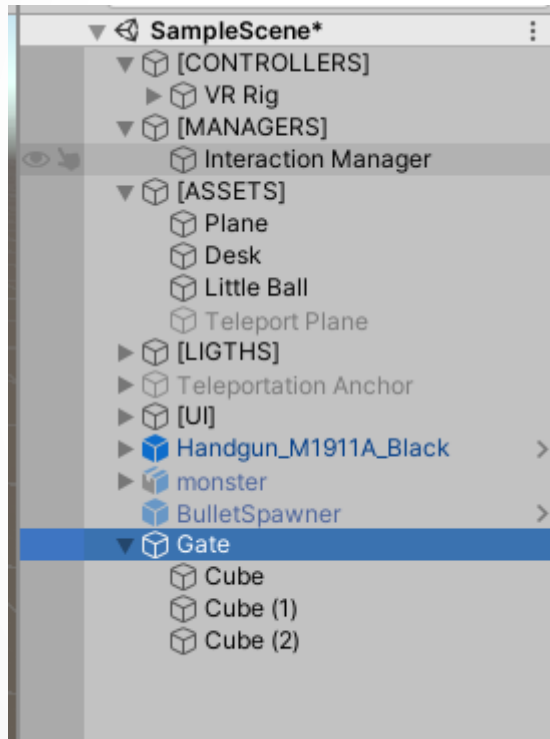
# Phistol Whip 리듬 게임 만들기

- 기둥 패턴만들기



# Phistol Whip 리듬 게임 만들기

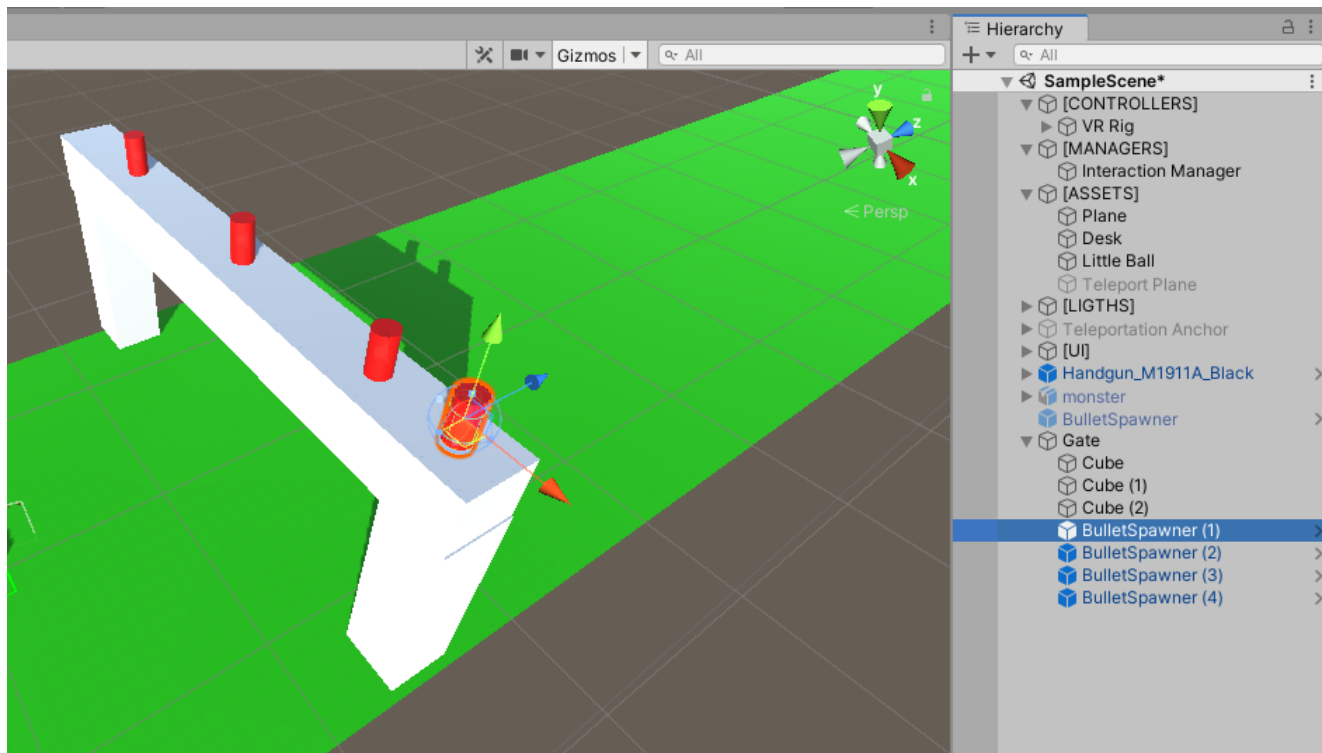
- Gate라고 설정





# Phistol Whip 리듬 게임 만들기

- BulletSpawner 배치! – 이제 Gate를 프리팹으로 관리할수도 있음!





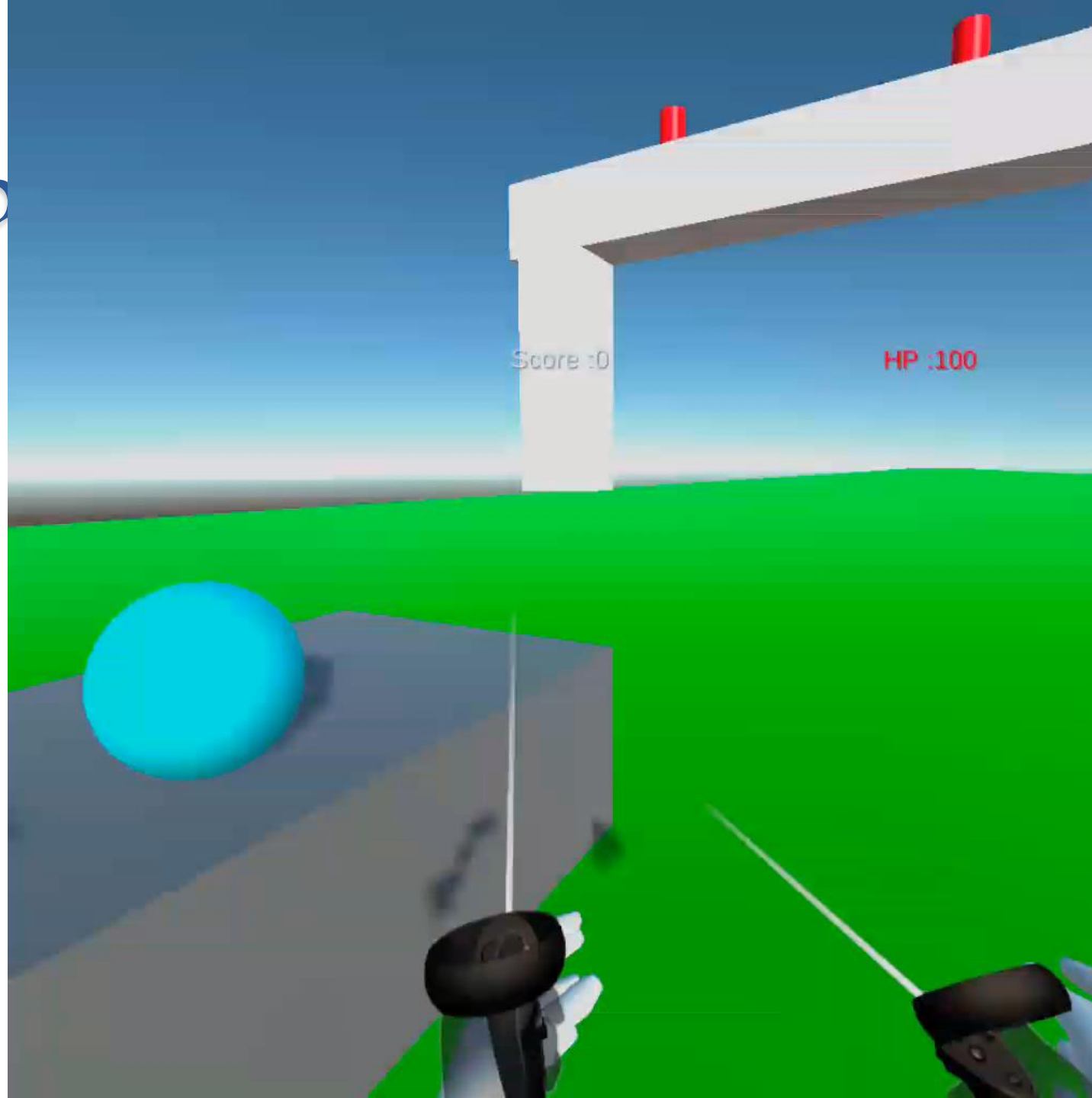
# Phistol Whip 리듬 게임 만들기

- BulletSpawner 에서 공격하는 사거리를 조정!

```
31 // Update is called once per frame
32 void Update()
33 {
34     timeAffterSpawn += Time.deltaTime;
35
36     if(timeAffterSpawn >= spwanRate)
37     {
38         timeAffterSpawn = 0f;
39
40         if (!FindObjectOfType<GameManager>().isGameOver &&
41             Vector3.Distance(target.transform.position, transform.position) <= 50.0f)
42         {
43             GameObject bullet = Instantiate(bulletPrefab, transform.position, transform.rotation);
44             bullet.transform.LookAt(target);
45             fireAudio.PlayOneShot(fireClip);
46         }
47
48         spwanRate = Random.Range(spwanRateMin, spwanRateMax);
49     }
50
51 }
```

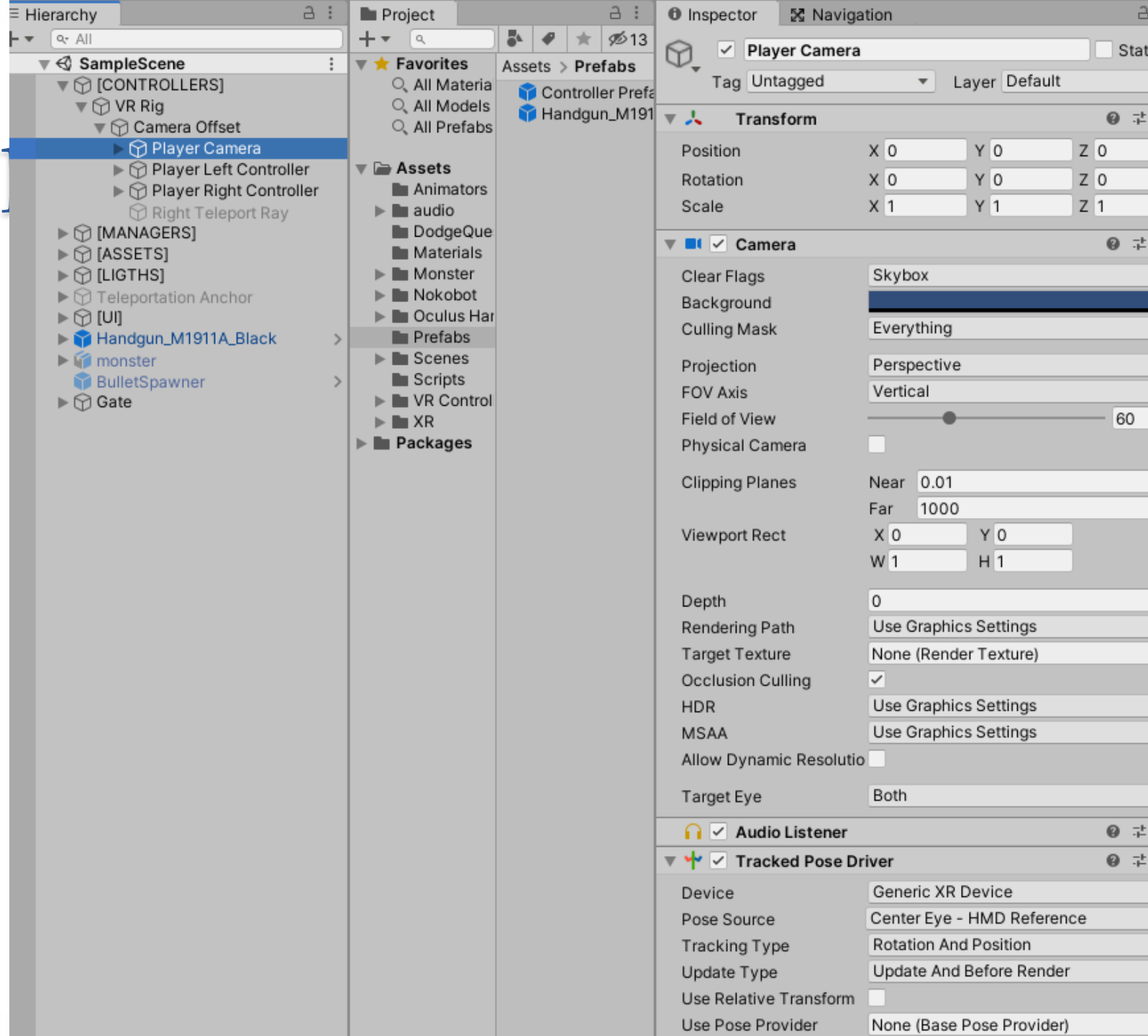
# Phistol Whip

- 테스트해보기!



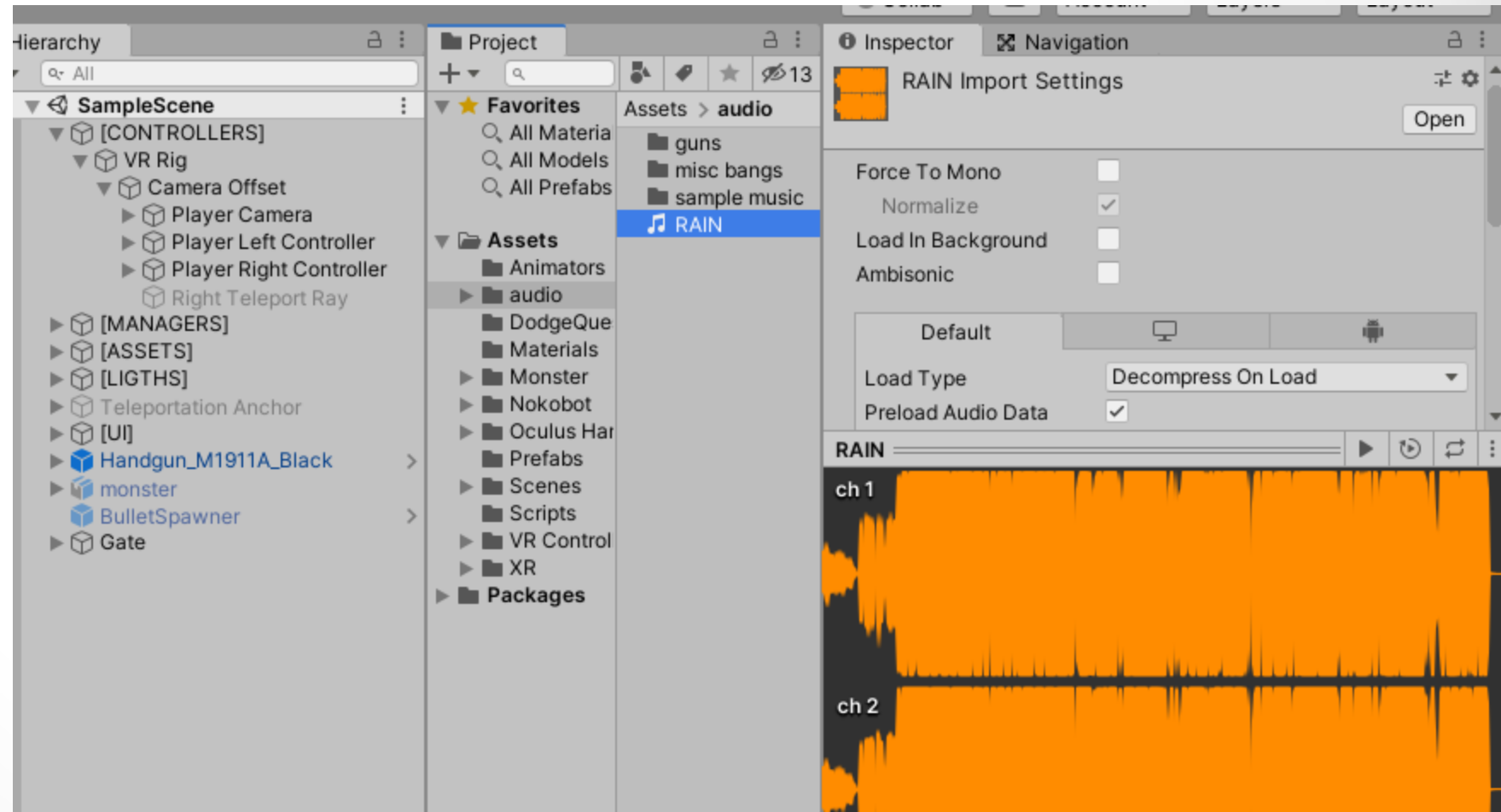
# Phistol W

- Player Camera 의 Audio Listener를 사용하여 음악을 플레이!
- Audio Listener는 배경음악등 긴 음악을 재생하는데 최적화



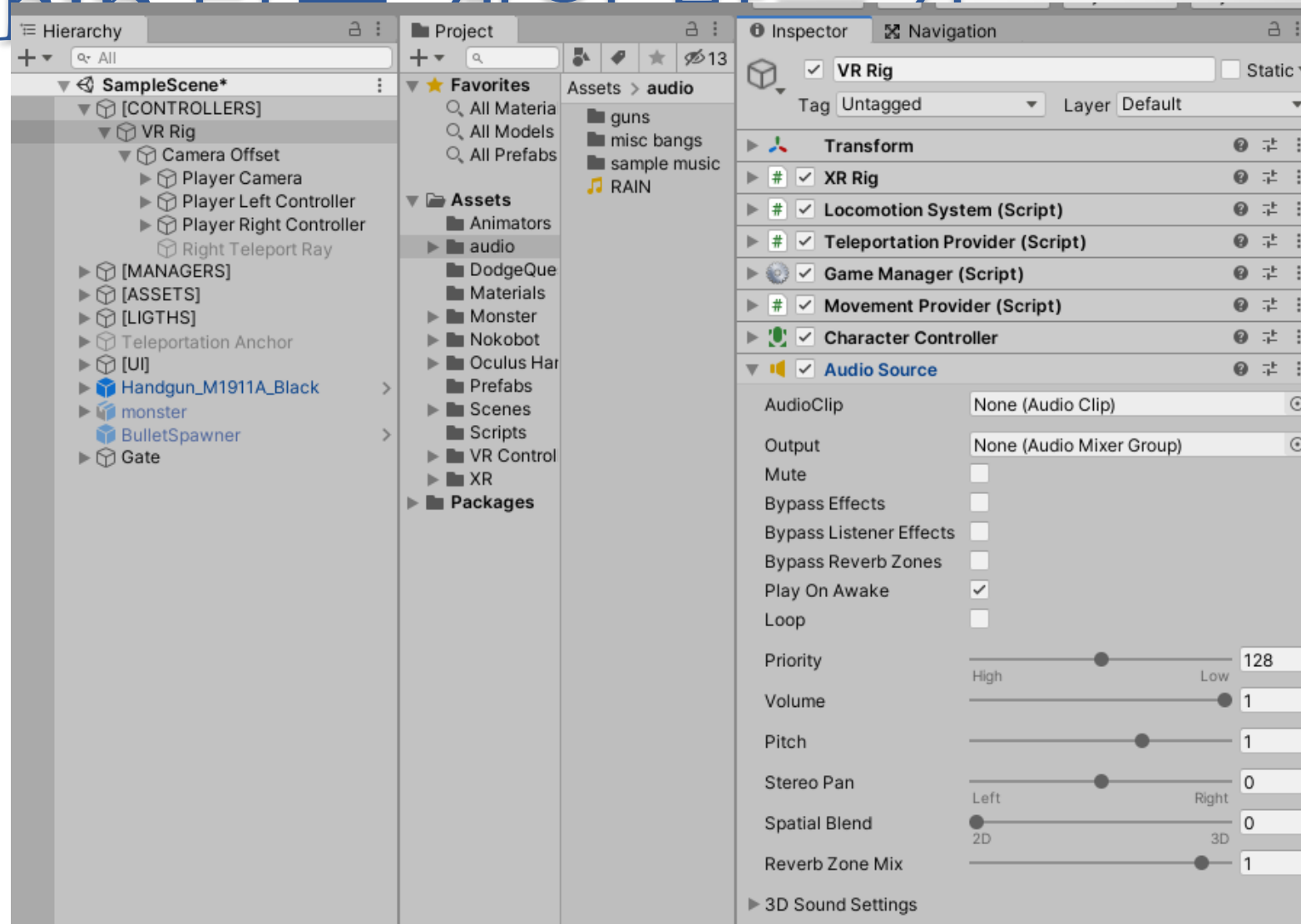
# Phistol Whip 리듬 게임 만들기

- RAIN.mp3 파일을 드래그 앤 드롭



# Phistol Whip 리드 게이 마드기

- VRRig 에 AudioSource를 추가



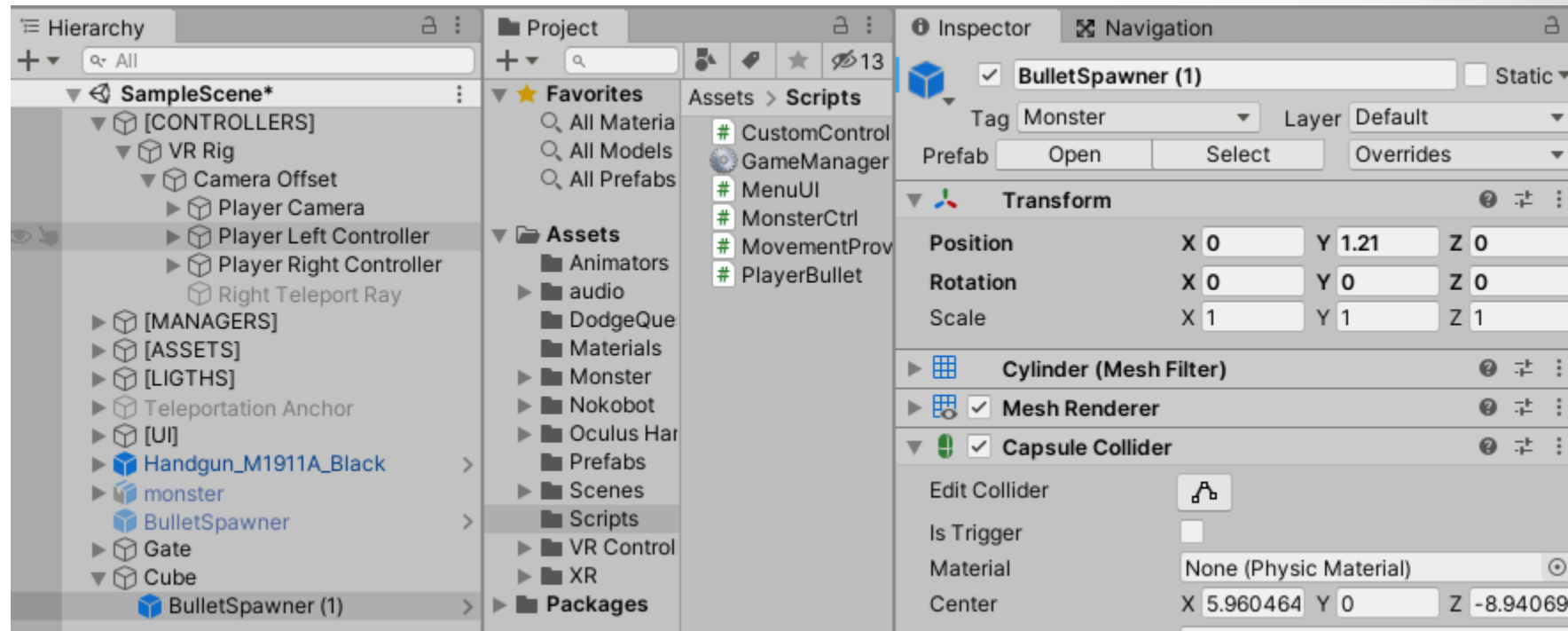
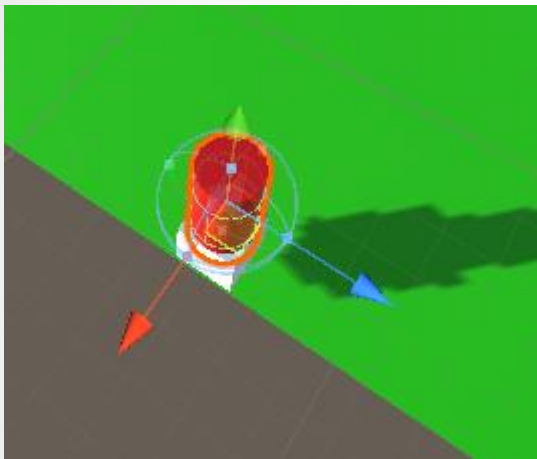
# Phistol Wh

- GameManager 에 해당  
부분 처리

```
7 public class GameManager : MonoBehaviour
8 {
9     public GameObject gameOverText;
10    public GameObject playerGameObject;
11    public Text hpText;
12    public Text scoreText;
13    int score;
14    public bool isGameOver;
15
16    MovementProvider moveProvider;
17    AudioSource musicSource;
18
19    void Start()
20    {
21        score = 0;
22        isGameOver = false;
23        moveProvider = GetComponent<MovementProvider>();
24        musicSource = GetComponent<AudioSource>();
25    }
26    public void StartGame()
27    {
28        moveProvider.StartMove(); // 이동을 시작!
29        musicSource.Play();
30    }
31
```

# Phistol Whip 리듬 게임 만들기

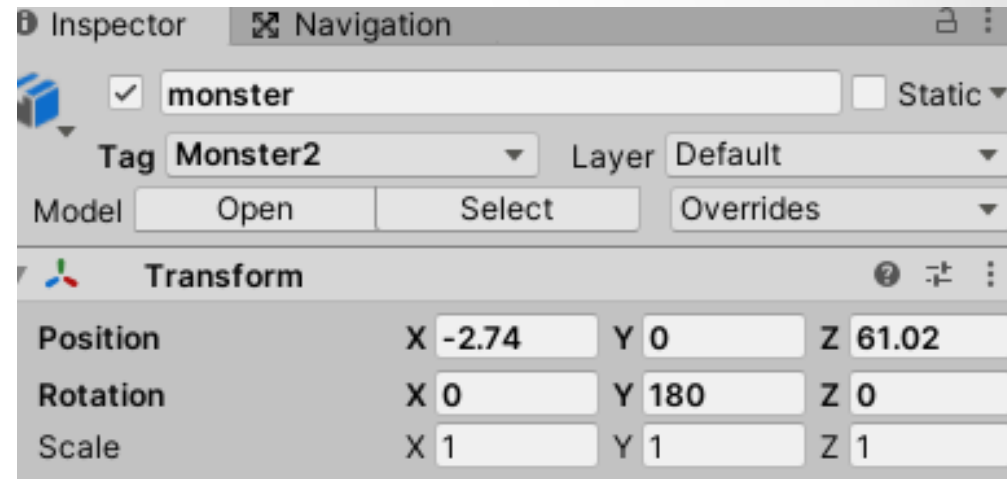
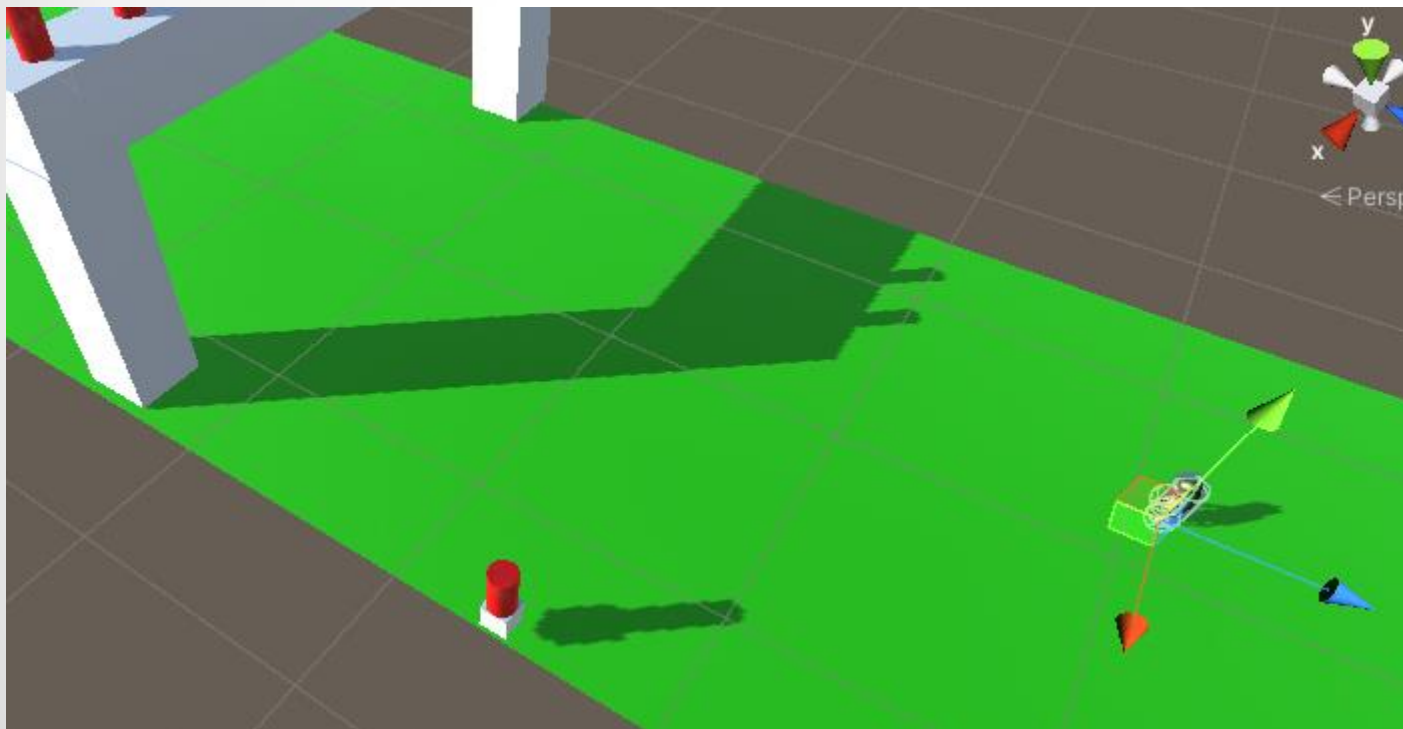
- 다음의 맵과 몬스터들을 더 추가해 보기





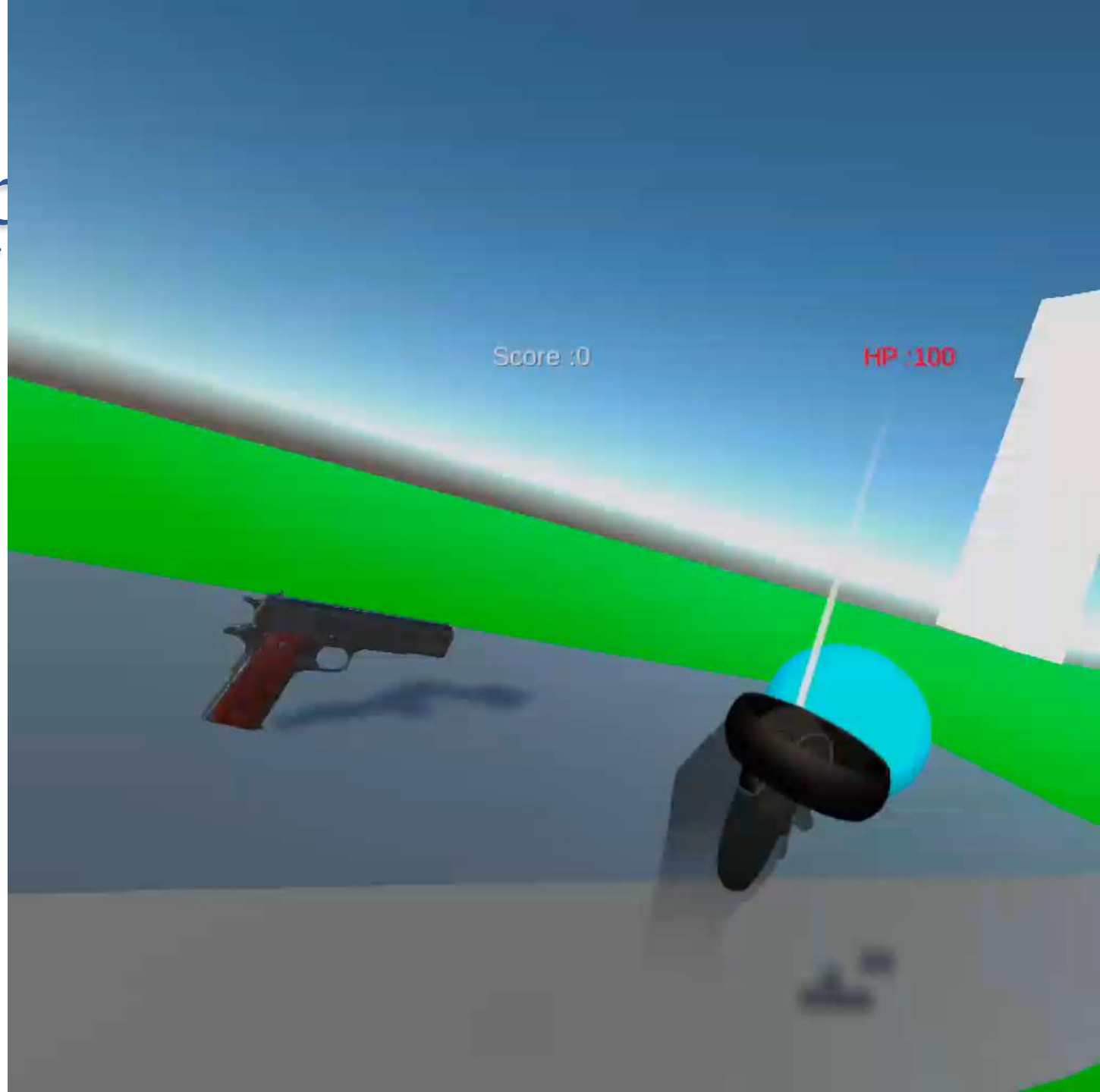
# Phistol Whip 리듬 게임 만들기

- Monster도 추가!



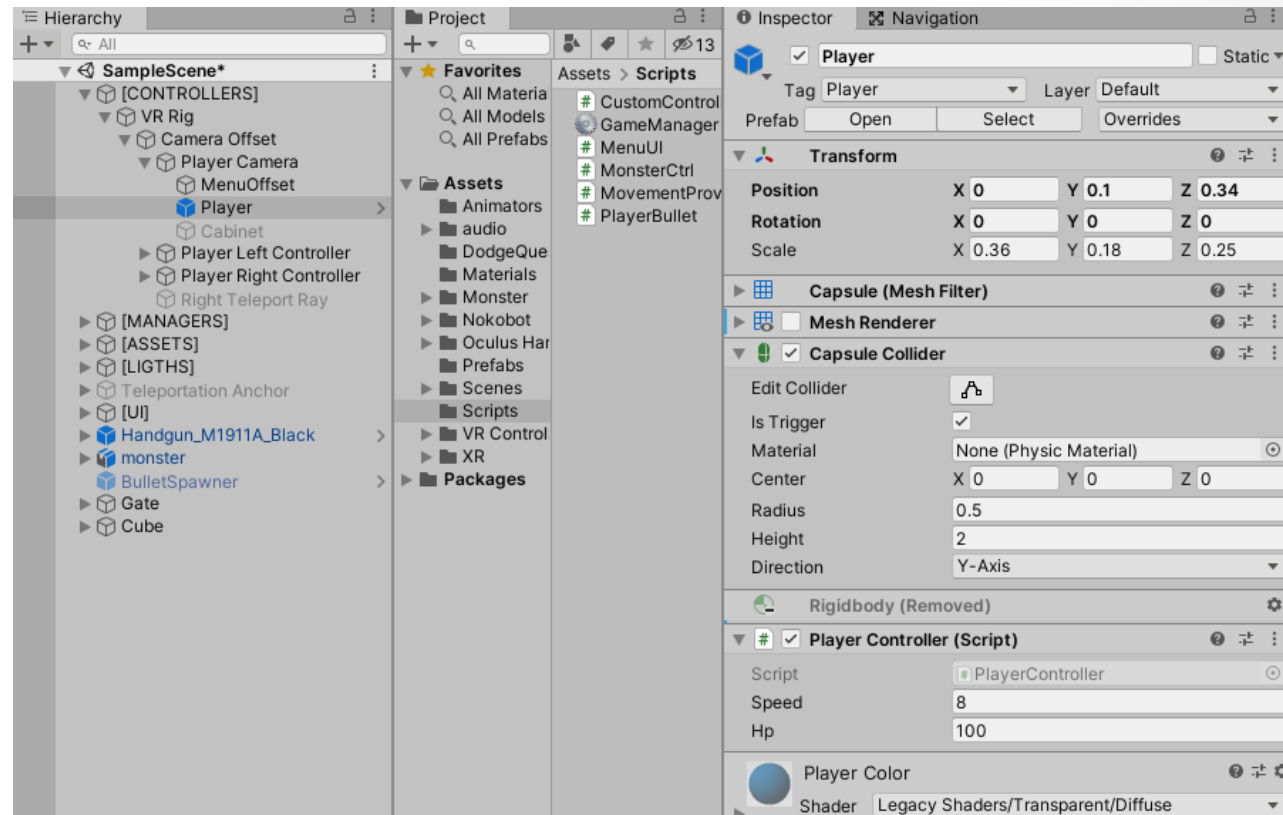
# Phistol Whip

- Bullet의 속도가 훨씬 더 빨라야함
- Gate 나 전체적으로 몬스터들이 멀리 떨어져 있음
- 흐름이 빨리 되어야 함



# Phistol Whip 리듬 게임 만들기

- 플레이어가 밀려 버리는 문제 수정하기!
- 리지드 바디를 삭제해야함!



# Phistol Whi

- GameManager에 Desk와 LittleBall의 Active를 false로 설정
- 그후 이동을 처리!

```
7 public class GameManager : MonoBehaviour
8 {
9     public GameObject gameOverText;
10    public GameObject playerGameObject;
11    public Text hpText;
12    public Text scoreText;
13    int score;
14    public bool isGameOver;
15
16    MovementProvider moveProvider;
17    AudioSource musicSource;
18    public GameObject Desk;
19    public GameObject LittleBall;
20
21    void Start()
22    {
23        score = 0;
24        isGameOver = false;
25        moveProvider = GetComponent<MovementProvider>();
26        musicSource = GetComponent<AudioSource>();
27    }
28    public void StartGame()
29    {
30        Desk.SetActive(false);
31        LittleBall.SetActive(false);
32        moveProvider.StartMove(); // 이동을 시작!
33        musicSource.Play();
34    }
35
```

# Phistol Whip 리듬 게임 만들기

- 게임 매니저에 해당 정보들 할당!

