Lab2\_V2

1. Add Rigidbody 2D component
   1. Set Gravity Scale to 0.
2. Add Collider component
   1. Box Collider 2D.
3. Rigidbody 2D
   1. Body Type → Kinematic.
   2. Constraints → Freeze Rotation Z.
4. Add c#

void OnCollisionEnter2D(Collision2D coll) {

*//If item is hit, it is then removed from a scene.*

if (coll.gameObject.tag == "item")

Destroy (coll.gameObject); *//removed from a scene.*

}

5. Add Tag “item” to item object.

6. Design a game from some rules.

* Wall
* item
* Movable box
* Dynamic objects with Gravity
* Player

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Hexagon : MonoBehaviour {

*// Use this for initialization*

void Start () {

}

float speed = 5f;

*// Update is called once per frame*

void Update () {

*//WASD*

*//Press Key D*

if (Input.GetKey (KeyCode.D)) {

transform.position += new Vector3 (speed \* Time.deltaTime, 0, 0);*//x,y,z*

}

if (Input.GetKey (KeyCode.A)) {

transform.position += new Vector3 (-speed \* Time.deltaTime, 0, 0);*//x,y,z*

}

if (Input.GetKey (KeyCode.W)) {

transform.position += new Vector3 (0f, speed \* Time.deltaTime, 0);*//x,y,z*

}

if (Input.GetKey (KeyCode.S)) {

transform.position += new Vector3 (0f, -speed \* Time.deltaTime, 0);*//x,y,z*

}

*//Press Key W*

*//Press Key A*

*//Press Key S*

if(Input.GetKey(KeyCode.Q)) *//Rotate*

{

transform.Rotate(0,0, Time.deltaTime \* 30);

}

else if(Input.GetKey(KeyCode.E)) *//Rotate*

{

transform.Rotate(0,0, -Time.deltaTime \* 30);

}

timeLeft -= Time.deltaTime;

if ( timeLeft < 0 )

{

GameOver();

}

}

float timeLeft = 10f;

void GameOver(){

}

void OnCollisionEnter2D(Collision2D coll) {

*//If item is hit, it is then removed from a scene.*

if (coll.gameObject.tag == "item") {

Destroy (coll.gameObject); *//removed from a scene.*

score++;

}

if (coll.gameObject.tag == "enemy") {

Destroy (this.gameObject);

}

}

int score = 0;

private GUIStyle guiStyle = new GUIStyle();

void OnGUI() {

guiStyle.fontSize = 60;

guiStyle.normal.textColor = Color.white;

GUI.Label(new Rect(10, 10, 100, 20), ""+score,guiStyle);

GUI.Label(new Rect(200, 10, 100, 20), ""+(int)timeLeft,guiStyle);

}

}