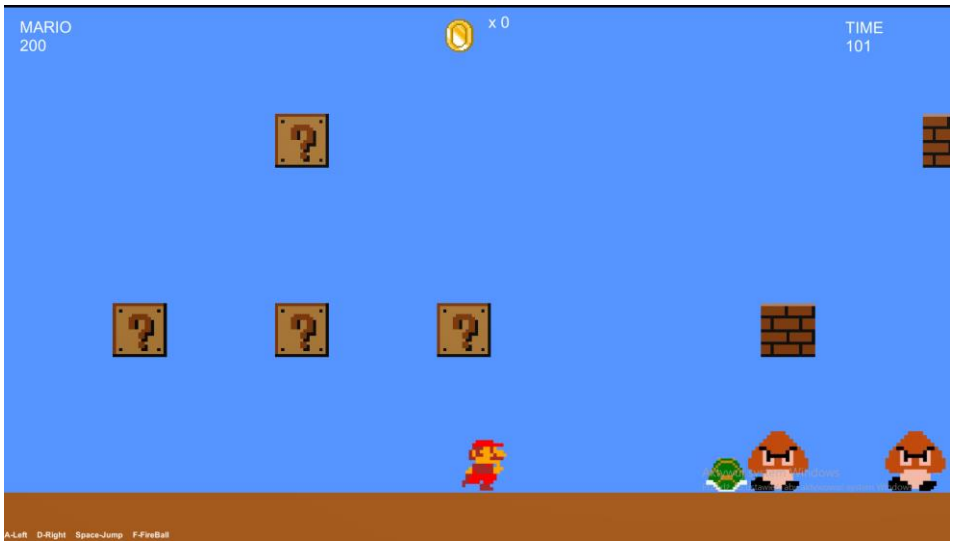
Paweł Wawrzyniak

Portfolio - Programista

MARIO 2020r.

Unity C#

github: https://github.com/mrskaterr/Mario



Pierwszy poziom Mario wykonany wyłącznie przeze mnie.

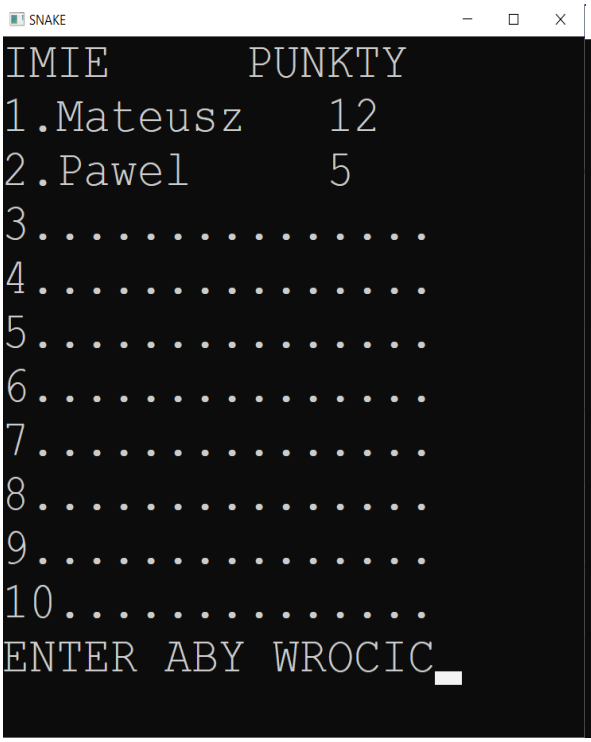
```
public class Turtle : MonoBehaviour
{
    public float Distance;
    public float Speed;
    float PrivateSpeed = 0;
    public GameObject Player;
    public GameObject Mushrom;
    public GameObject Canvas;

    Rigidbody2D rb;
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    void Update()
    {
        if (PrivateSpeed == 0 && (gameObject.transform.position.x - Player.transform.position.x) <= Distance) PrivateSpeed = Speed; //Run Aktivation
        rb.velocity = new Vector3(PrivateSpeed, 0, 0);
    }
    private void OnCollisionEnter2D(Collision2D collision)
    {

        if (collision.gameObject == Player && collision.gameObject.GetComponent<Rigidbody2D>().velocity.y < 0)//Tutrle transorm to Turtle2
        {
            GameObject.FindGameObjectWithTag("Canvas").GetComponent<TimeScoreCoin>().AddScore(200);
            gameObject.transform.GetChild(0).gameObject.SetActive(false);
            gameObject.transform.GetChild(1).gameObject.SetActive(true);
            if (collision.gameObject.transform.position.x > gameObject.transform.position.x) gameObject.GetComponent<Turtle>().PrivateSpeed =Mathf.Abs(PrivateSpeed)*1.5f ;//RIGHT
            if (collision.gameObject.transform.position.x < gameObject.transform.position.x) gameObject.GetComponent<Turtle>().PrivateSpeed =-Mathf.Abs(PrivateSpeed)*1.5f;//LEFT


        }
        else if (collision.gameObject == Player && collision.gameObject.transform.localScale.x > 1)
        {
            collision.gameObject.GetComponent<Movement>().Jump2();
            collision.gameObject.transform.localScale = new Vector3(1, 1, 1);
        }
        else if (collision.gameObject == Player)//Player DIE
        {
            collision.gameObject.GetComponent<PlayerDead>().enabled = true;
        }
        else if (collision.gameObject == Mushrom && PrivateSpeed != Speed)//Mushrom Die
        {
            collision.gameObject.SetActive(false);
            Canvas.GetComponent<TimeScoreCoin>().AddScore(200);
        }
        else if (rb.velocity.x == 0) PrivateSpeed *= -1;  //Change
    }
}
```

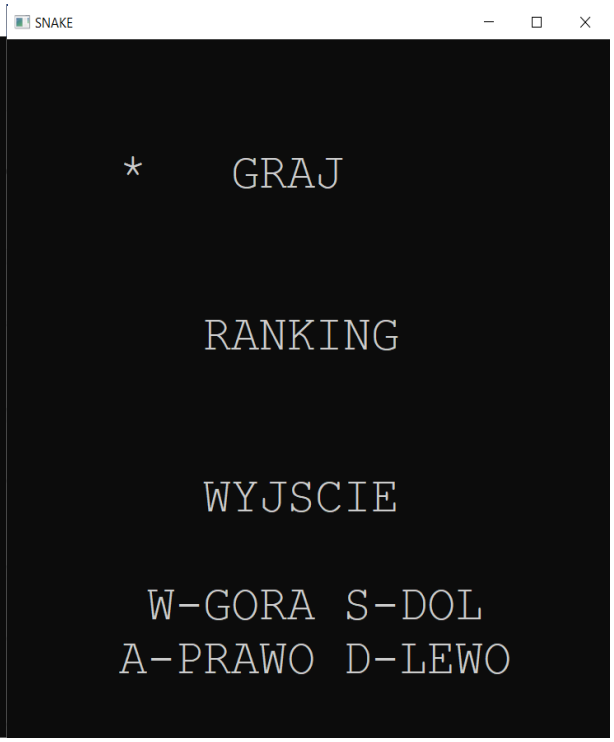
Najtrudniejszym zadaniem było stworzenie movementu dla żółwia. Żółw mógł Cię zaatakować lecz gdy dobrze się na niego skoczy, unieszkodliwia się go i można posługiwać się nim jak piłką do gry oraz atakować inne potwory.

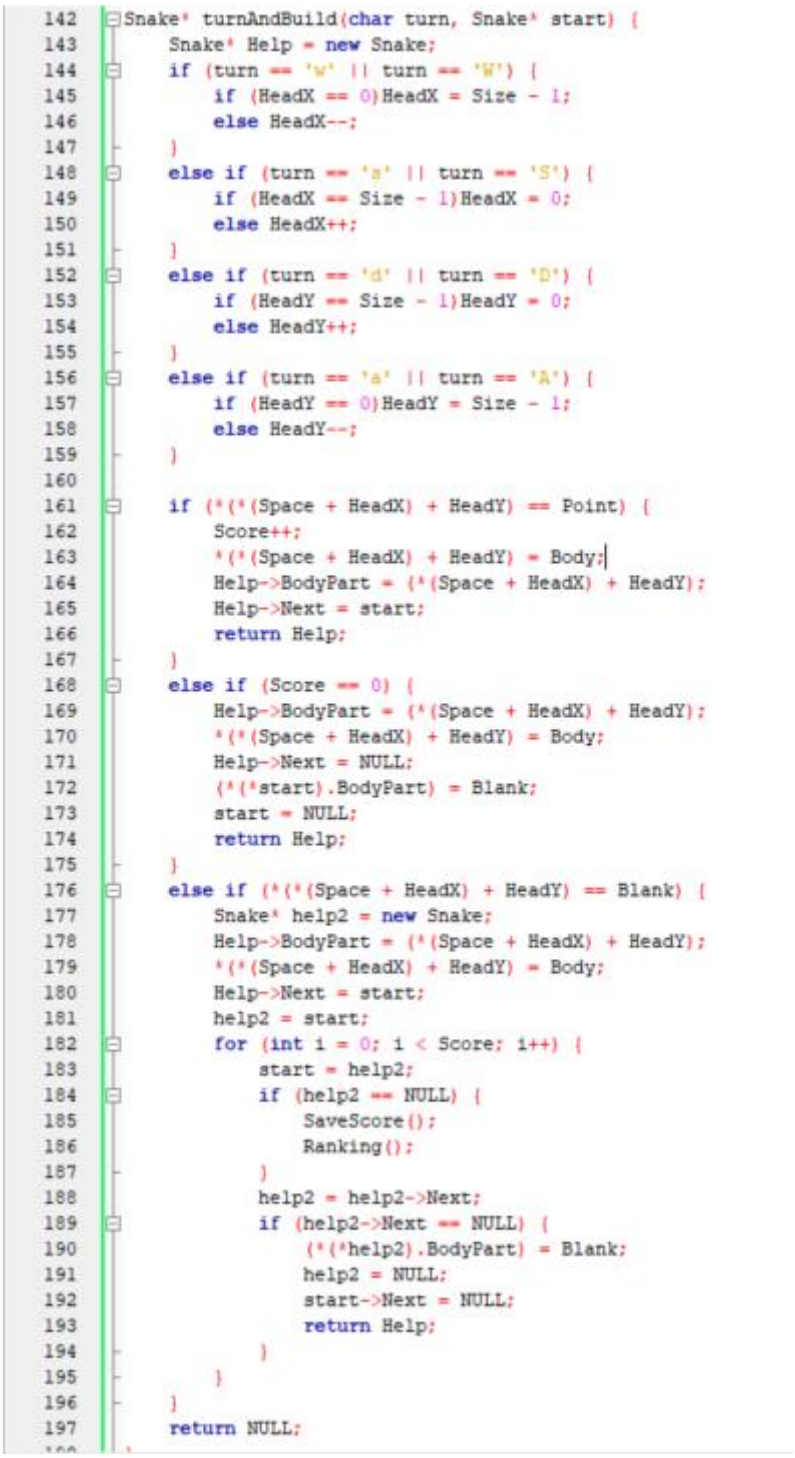
Snake 2020r.

Został wykonany w terminalu bez silnika - 272 linijki

github: https://github.com/mrskaterr/Snake







```
142  Snake* turnAndBuild(char turn, Snake* start) {
143      Snake* Help = new Snake;
144      if (turn == 'w' || turn == 'W') {
145          if (HeadX == 0)HeadX = Size - 1;
146          else HeadX--;
147      }
148      else if (turn == 's' || turn == 'S') {
149          if (HeadX == Size - 1)HeadX = 0;
150          else HeadX++;
151      }
152      else if (turn == 'd' || turn == 'D') {
153          if (HeadY == Size - 1)HeadY = 0;
154          else HeadY++;
155      }
156      else if (turn == 'a' || turn == 'A') {
157          if (HeadY == 0)HeadY = Size - 1;
158          else HeadY--;
159      }
160
161      if (*(*(Space + HeadX) + HeadY) == Point) {
162          Score++;
163          *(*(Space + HeadX) + HeadY) = Body;
164          Help->BodyPart = (*(Space + HeadX) + HeadY);
165          Help->Next = start;
166          return Help;
167      }
168      else if (Score == 0) {
169          Help->BodyPart = (*(Space + HeadX) + HeadY);
170          *(*(Space + HeadX) + HeadY) = Body;
171          Help->Next = NULL;
172          (*(*start).BodyPart) = Blank;
173          start = NULL;
174          return Help;
175      }
176      else if (*(*(Space + HeadX) + HeadY) == Blank) {
177          Snake* help2 = new Snake;
178          Help->BodyPart = (*(Space + HeadX) + HeadY);
179          *(*(Space + HeadX) + HeadY) = Body;
180          Help->Next = start;
181          help2 = start;
182          for (int i = 0; i < Score; i++) {
183              start = help2;
184              if (help2 == NULL) {
185                  SaveScore();
186                  Ranking();
187              }
188              help2 = help2->Next;
189              if (help2->Next == NULL) {
190                  (*(*help2).BodyPart) = Blank;
191                  help2 = NULL;
192                  start->Next = NULL;
193                  return Help;
194              }
195          }
196      }
197      return NULL;
```

Nad tą częścią kodu przesiedziałem najwięcej czasu. Jest on odpowiedzialny za poruszanie się węża, wydłużanie się go oraz zdobywanie punktów.