

Bootcamp Script Reference

DoSomething scripts

- **OnAnyInput** – Script that will perform a custom event whenever you press any button
- **OnClick** – Script that will perform a custom event whenever you move the mouse cursor over a sprite, hold it over a sprite, exit the border of a sprite, or click a sprite. Requires a 2D collider to be on the sprite
- **OnCollision** – Script that will perform a custom event whenever a sprite collides with another sprite that has a specific tag. Both need 2D colliders and at least one needs a 2D rigidbody
- **OnDeath** – Script that will perform a custom event whenever a game object is destroyed
- **OnInput** – Script that will perform a custom event whenever you press a specific button
- **OnStart** – Script that will perform a custom event whenever your scene starts

Gameplay scripts

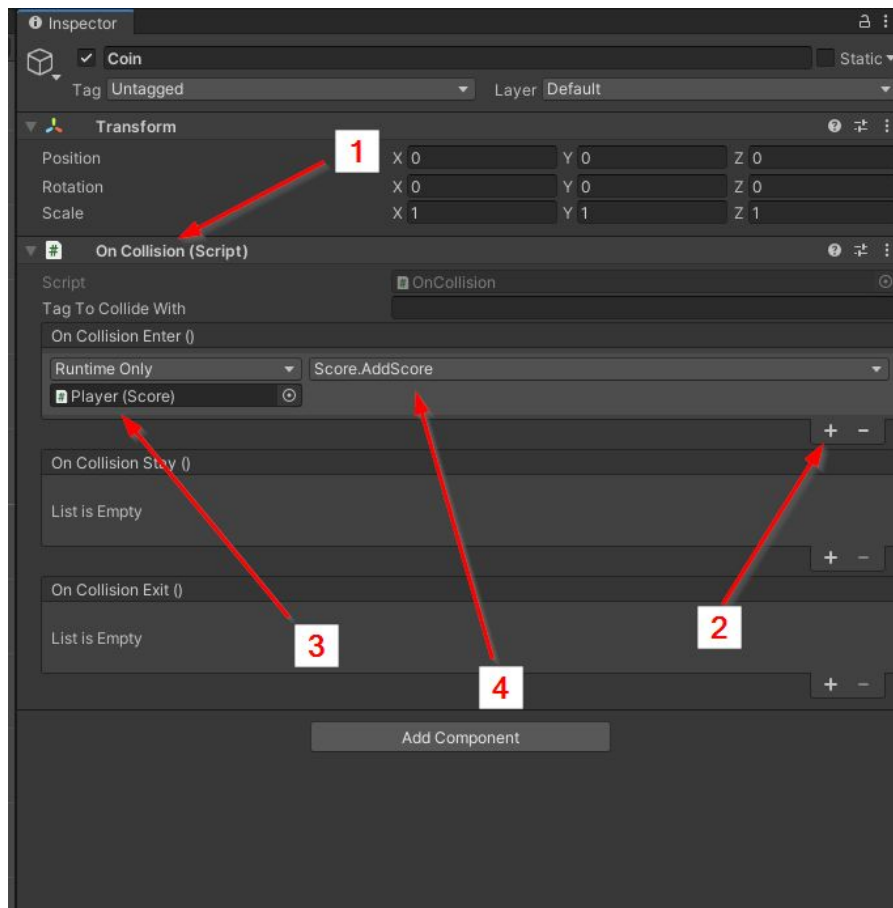
- **AddScoreOnDeath** – If the object this script is attached to dies, it adds a point to the score (if one exists)
- **AutoDisable** – Disables the object this script is attached to after a period of time
- **ColorChanger** – This script allows you to specify a series of colors. It has a function named ChangeColor which will then change color of the sprite this script is attached to
- **CountdownTimer** – This script counts from some specified number down to zero. When it reaches zero, it can call a custom event to do something
- **DestroyOnCollision** – This script will detect collision between two objects. You can tell the script to destroy the object this script is attached to, the other object, or both. Both objects need a 2D collider and at least one of them needs a 2D rigidbody
- **DestroyWithInput** – This script destroys the connected object whenever a specific button is pressed
- **DisableOnStart** – This script disables an object when the scene starts up. This is useful if you'd like an object to be disabled by default so you can turn it on later
- **GameQuitter** – This script exits the game whenever you press "Escape"
- **GameTimer** – This script counts up from zero. When some specified target time is reached, this script can call a custom event to do something
- **Health** – This script contains the health for some character (player, bad guy, whatever). It has a function named LoseHealth which reduces the character's health by 1. You can choose to have the character destroyed when their health reaches zero and a custom event can do something

- **PlayDeathAnimation** – This script allows you to specify some child object that will play a “death” animation. When you call the function PlayAnimation, it will enable the child object so that it can play its animation
- **SceneLoader** – This script has a function named LoadScene. This function will load up a scene with a name that you specify. The scene you want to load must be added to the Build Settings in order for this to work
- **Score** – This script stores a player’s score. It has a function named AddScore which will add 1 point to the player’s score. You can specify a target score and call a custom event when it is reached to do something
- **SimpleAnimationPlayer** – This script has a function named PlayAnimation that will play an animation by name on the object this script is attached to
- **SpawnWithInput** – This script will spawn a game object when a specific button is pressed
- **StopAllCollision** – This script disables all 2D colliders in your scene
- **StopAllTime** – This script pauses all “time” in your scene
- **TimedSpawner** – This script spawns game objects at a specified rate

Movement scripts

- **AutoMove** - This script moves an object at a specified speed automatically
- **AutoRotate** - This script rotates an object automatically
- **ClickToMove** - This script moves an object to the location of a mouse click at a specified speed. Requires the “ground” you are clicking on to have a collider and be on the specified layer
- **Follow** - This script makes the object it is attached to follow some other object
- **MoveWithInput** - This script moves an object based on specified inputs
- **Patrol** - This script moves an object a set distance and speed before returning it back to its starting position
- **RotateTowardsMouse** - This script makes an object turn to point towards the mouse cursor
- **RotateWithInput** - This script turns an object based on specified inputs
- **ScaleWithInput** - This script grows / shrinks an object based on specified inputs

Using Events



1. Add a script to the game object
2. Click the '+' sign to add an action
3. Drag the target game object into the Object field. Could be this object or some other object
4. Specify what function on the target object you'd like this event to call