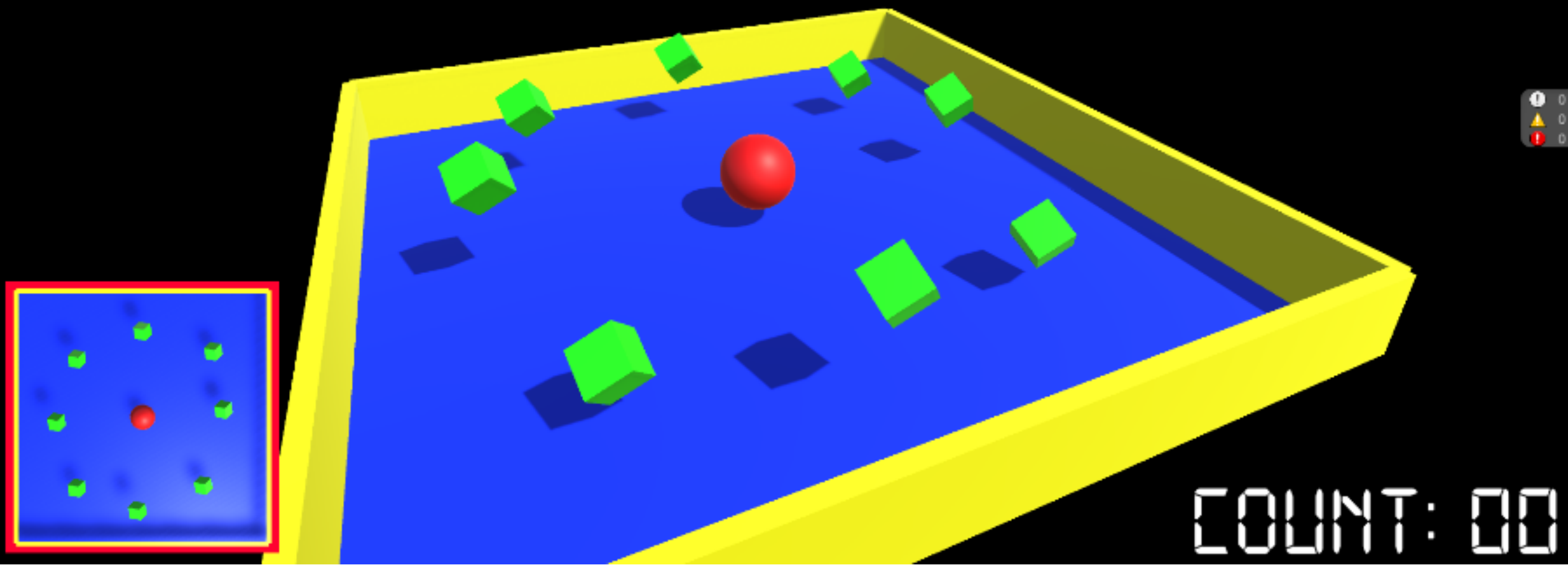
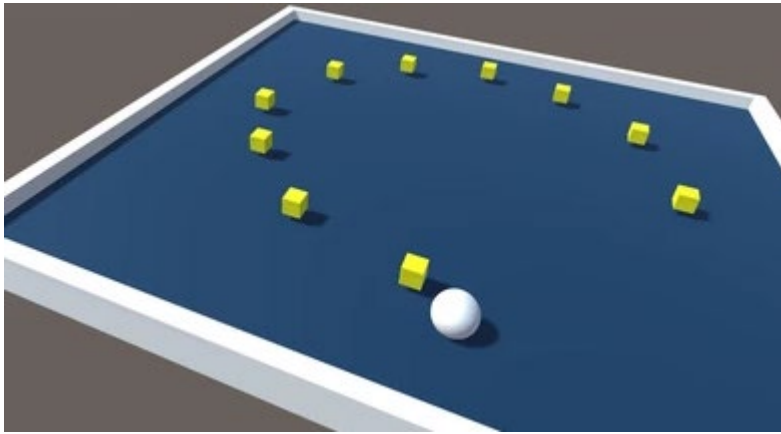


RollABall Advanced - online Lecture

INFO





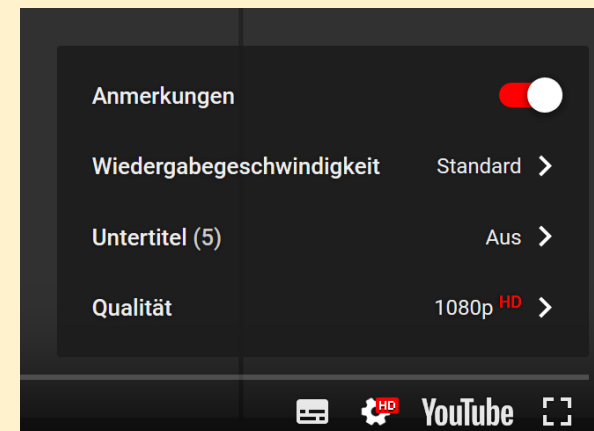
RollABall

Online LV
Nischelwitzer

<https://learn.unity.com/tutorial/introduction-to-roll-a-ball>

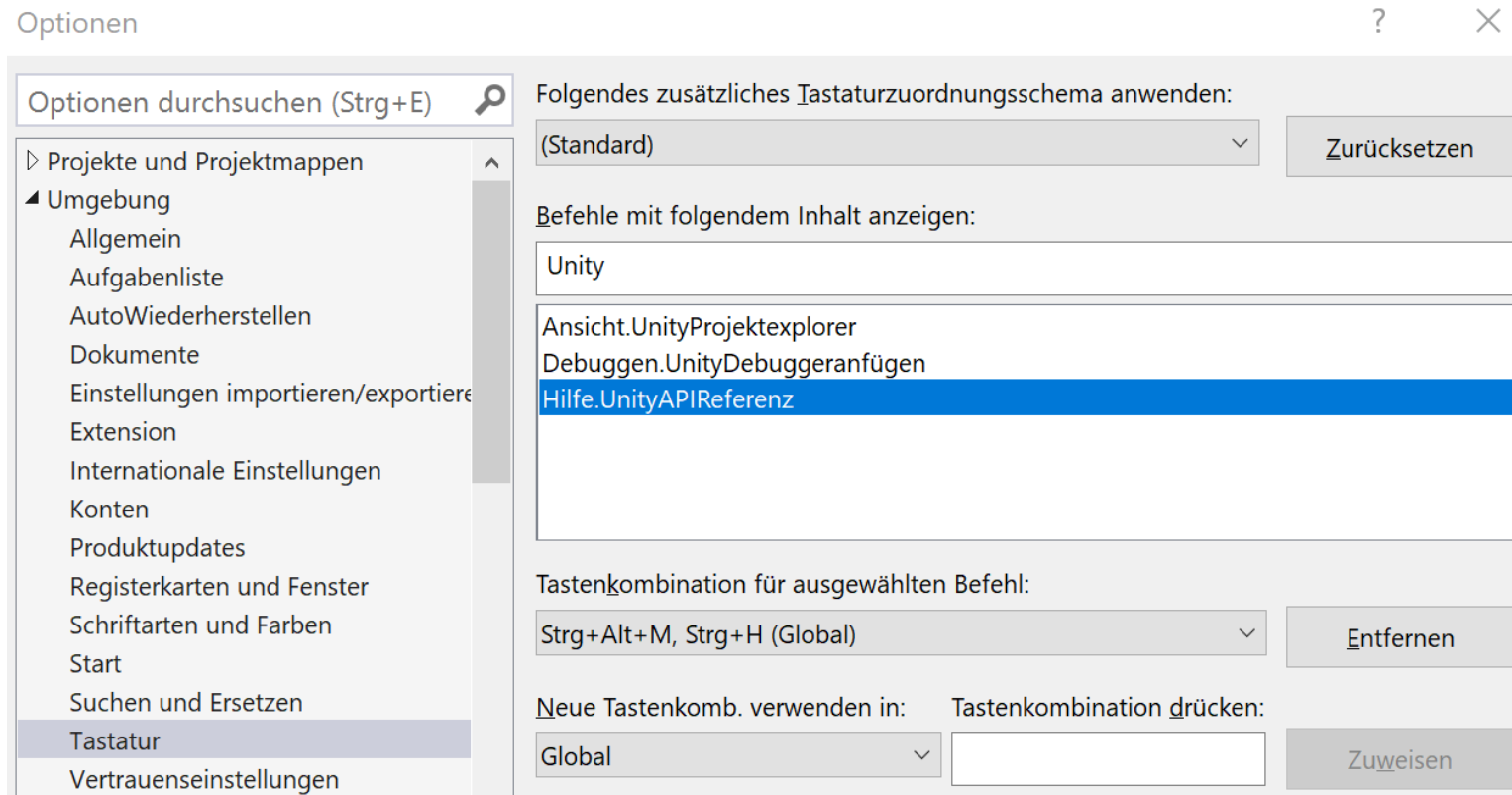
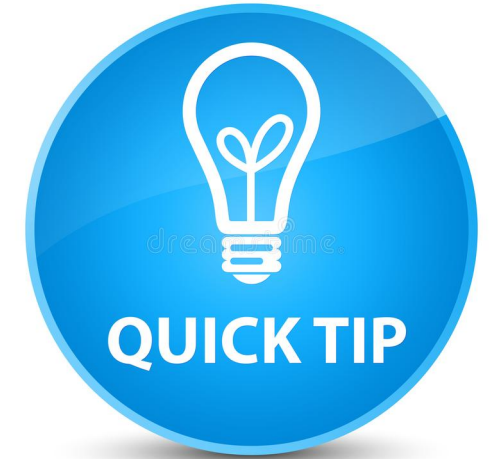
RollABall – we win

- GO & Components
- Rigidbody
- Forces
- Prefab
- Cam, ThirdPersonView: Player > Camera
- Trigger
- TMPro-Text with Anchor
- Function



VisualStudio 2019

- Hilfe: CTRL+ALT+M,CTRL+H
- API Reference



JoyStick/GamePad

- X/Y sollte schon gehen
- Springen „Air“
 - `Input.GetAxis("Air")` oder
 - `Input.GetKeyDown(KeyCode.Space)`
- Siehe letzte LV und Übung

▼ Air	
Name	Air
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	0
Dead	0.19
Sensitivity	1
Snap	<input type="checkbox"/>
Invert	<input checked="" type="checkbox"/>
Type	Joystick Axis
Axis	3rd axis (Joystic
Joy Num	Get Motion from

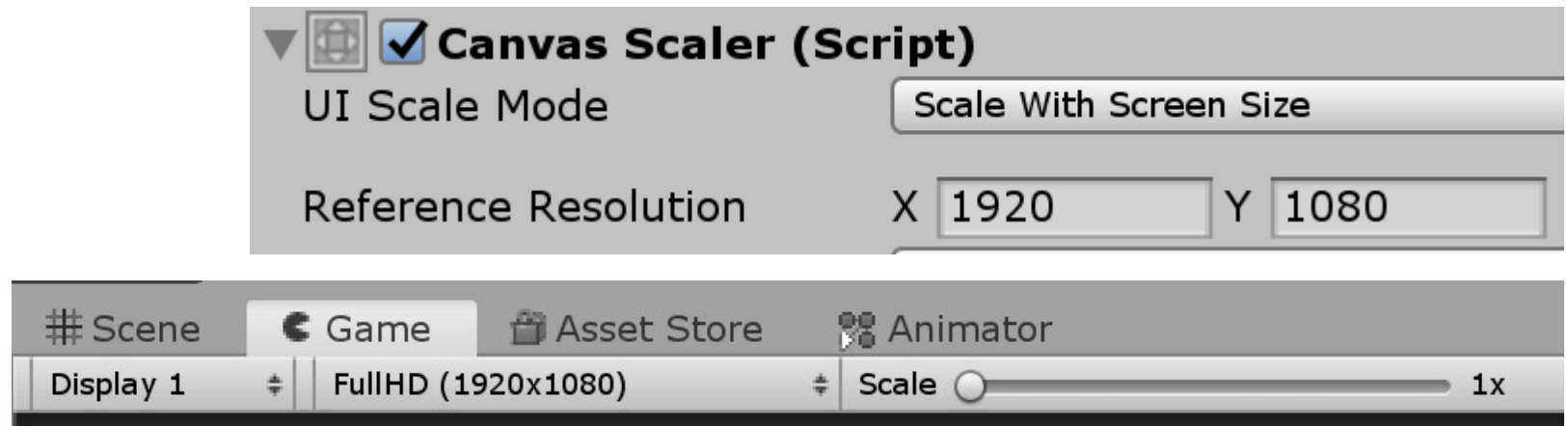
MiniMap

- Einheit Camera
- Links unten
- Anpassung auf FullHD
- Background (Cam) SolidColor



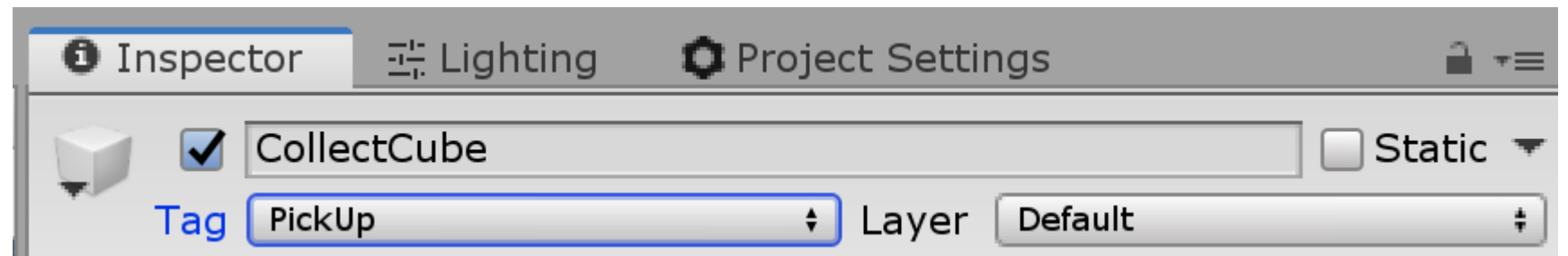
FullHD Test

- Game Einstellungen
- FullHD 1920x1080
 - Canvas
 - Game View
 - InGameDebugConsole Canvas



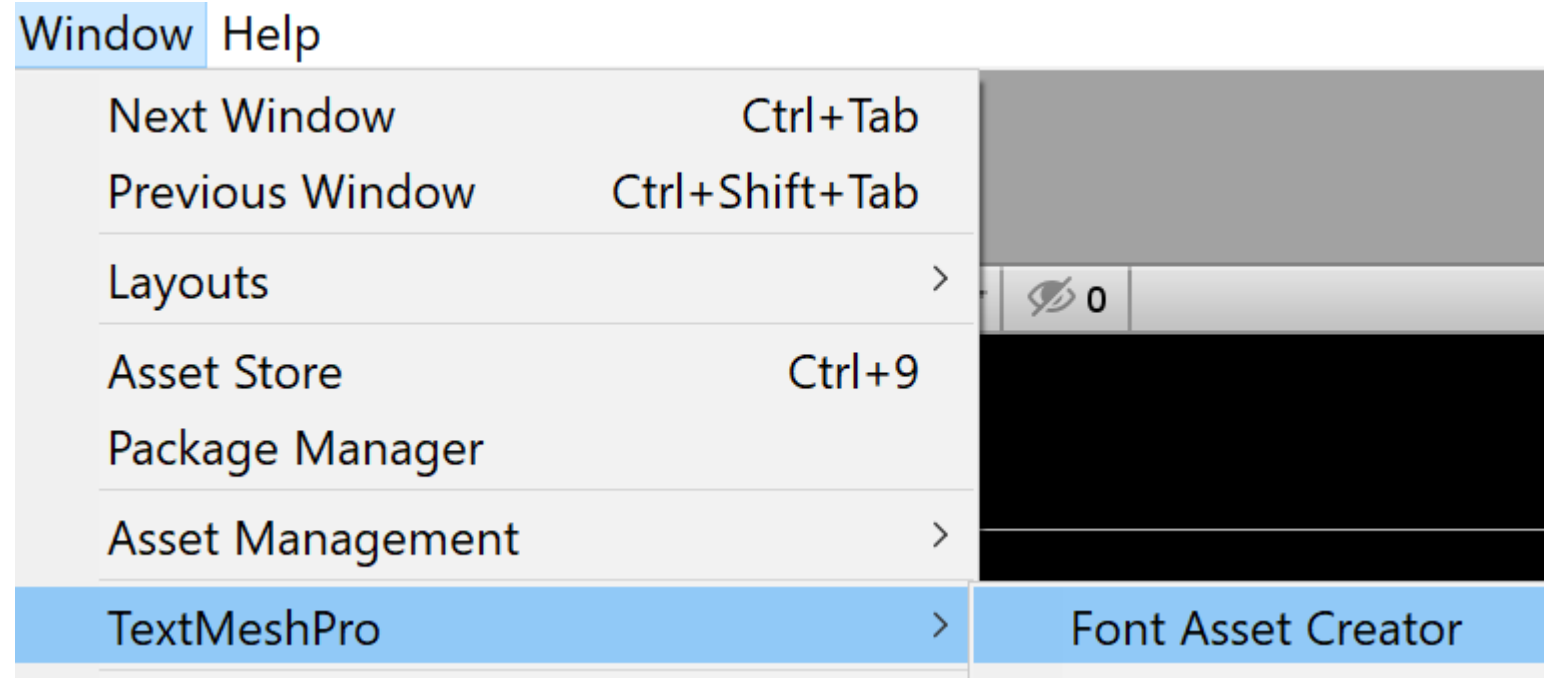
Collection

- PickUp Tag on Object
- `gameObject.CompareTag("PickUp")`



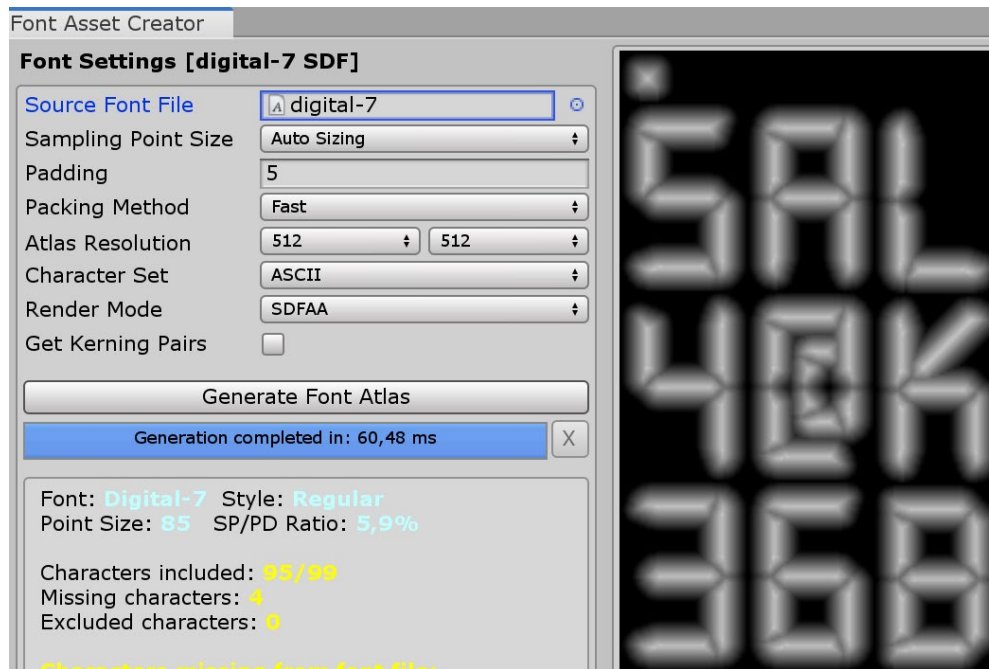
Text mit TextMeshPro

- Eigener Font
- `using TMPro;`
- `public TMProUGUI countText;`



TMPro Fonts

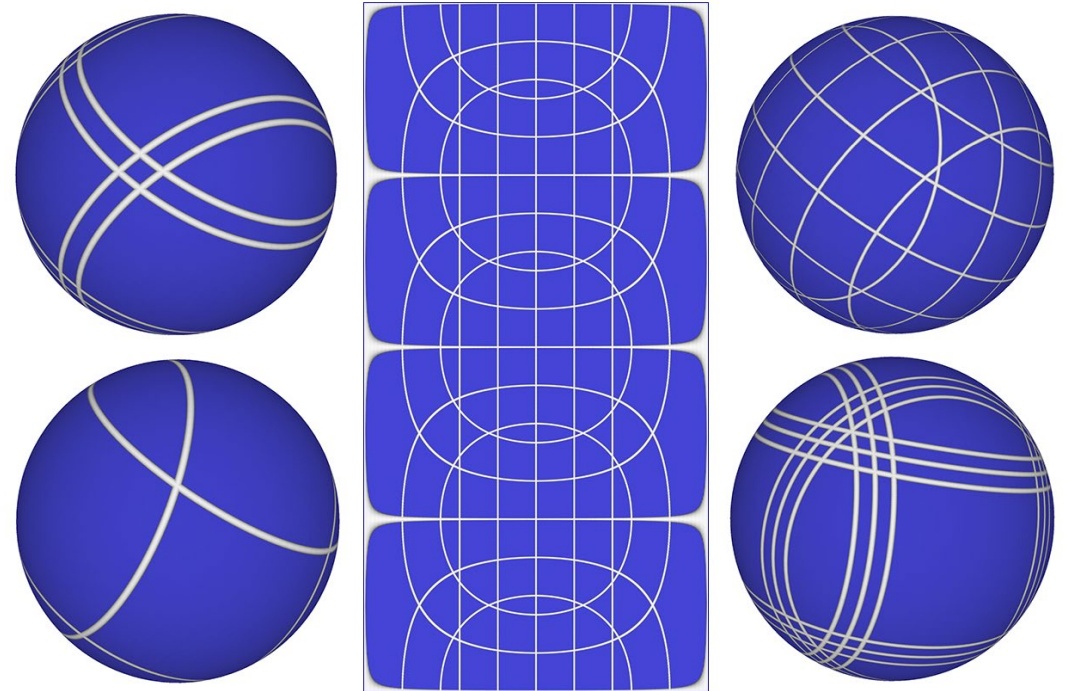
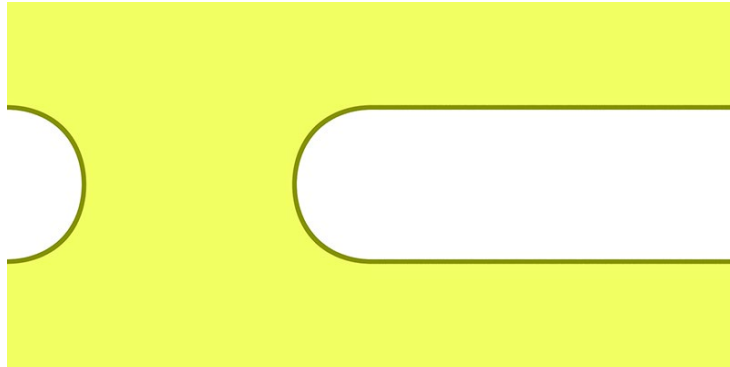
- Digital
- <https://www.1001fonts.com/digital-fonts.htm>
- `countText.text = string.Format("Count: {0:d2}", count);`



COUNT: 00

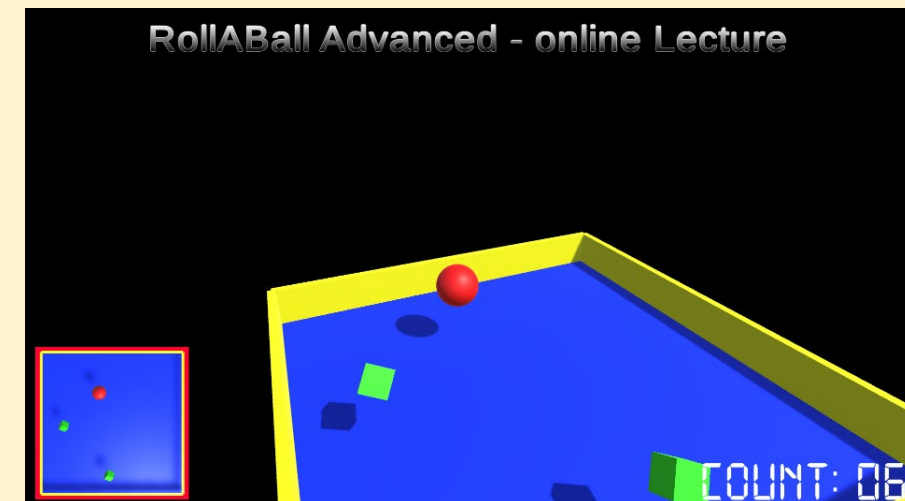
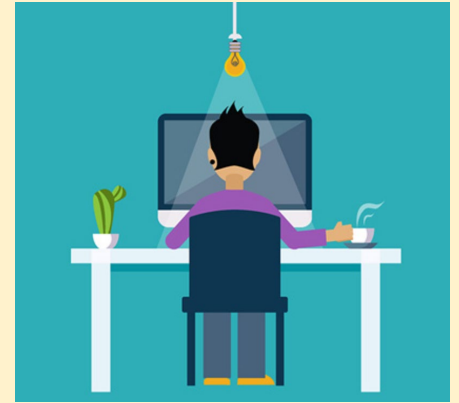
Sport Balls & Textures

- Tipp: <http://paulbourke.net/geometry/spherical/>




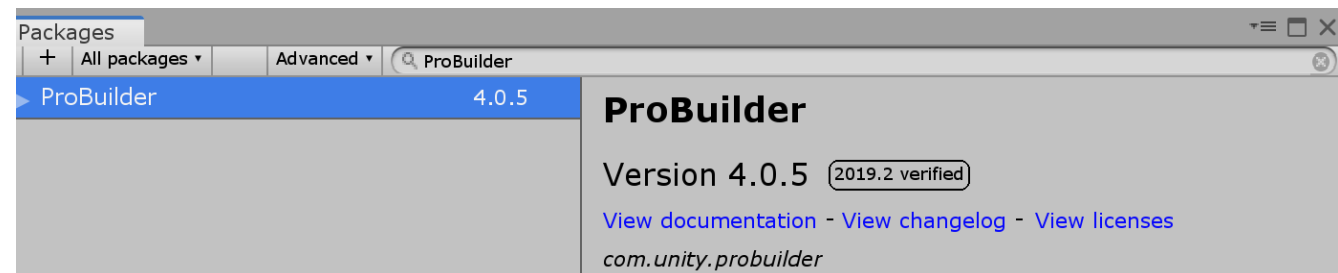
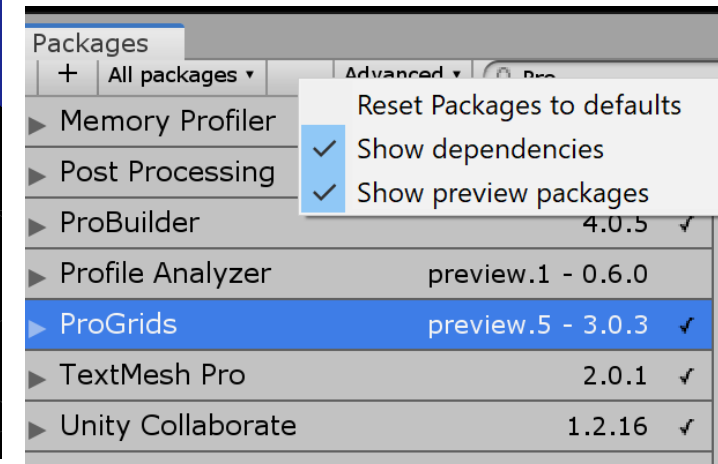
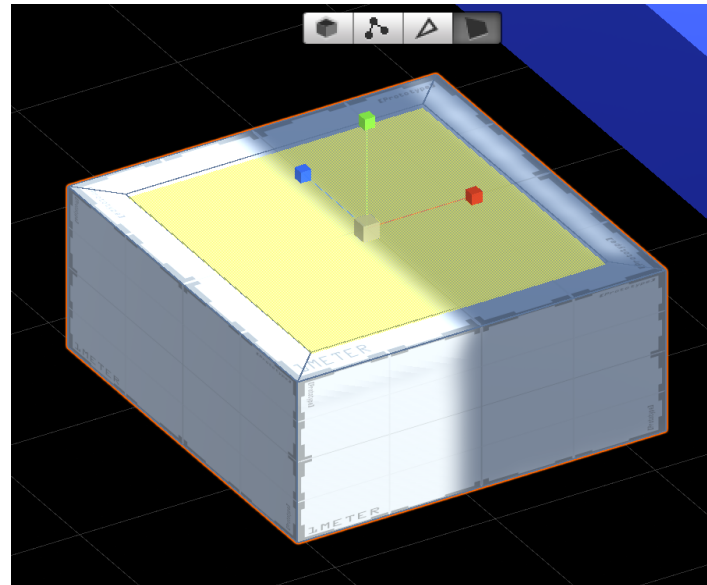
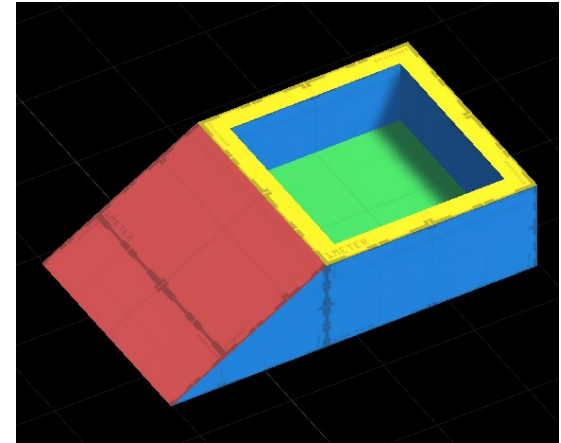
Online Work 1

- Jump (Space oder GamePad)
 - MiniMap
 - GoBackZero (siehe Abacuscripts)
 - TextMeshPro mit Namen und eigenem Font
 - FullHD Check
-
- Präsentation nach „[Online Work 2](#)“



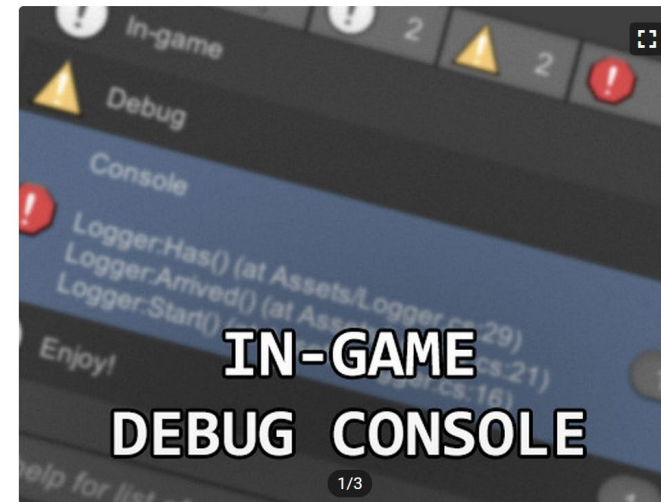
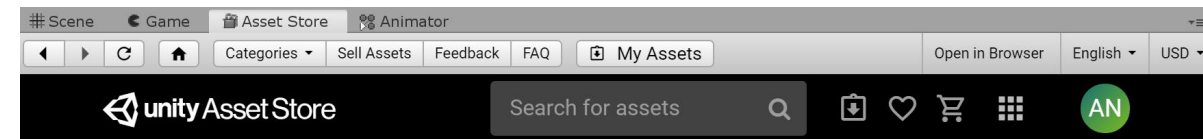
ProBuilder & ProGrid (preview)

- Level Design
- 2 GameAreas
 - Cube
 - ScaleTool 
 - Fläche > Shift & Scale
 - Fläche > Shift & Move



InGame Debug Console

- Infos für Fehlersuche
- Kostenlos im Asset Store



In-game Debug Console

 Süleyman Yasir Kula
★★★★★ 5 | [54 Reviews](#)

FREE

[Import](#)



[Add to List](#)

[Share](#)

License [Extension Asset](#)

File size 242.5 KB

Latest version 1.2.1

Latest release date Mar 5, 2020

Support Unity 2017.2.0 or

Jump Sound

- Files: Flashkit.com > SpecialFX (rechts oben) > SonicJump
- Velocity

» [Sound Fx](#) » [Cartoon: Sonic Jump](#)

Flash Kit Sound Effects. A huge archive of royalty free effects. The most advanced effect loop resource site around! Submit your own!

We welcome submissions, but we can only accept original sounds.

Length: 0.00 secs | Sample Rate: 22050 | 8 bit | Size 4k

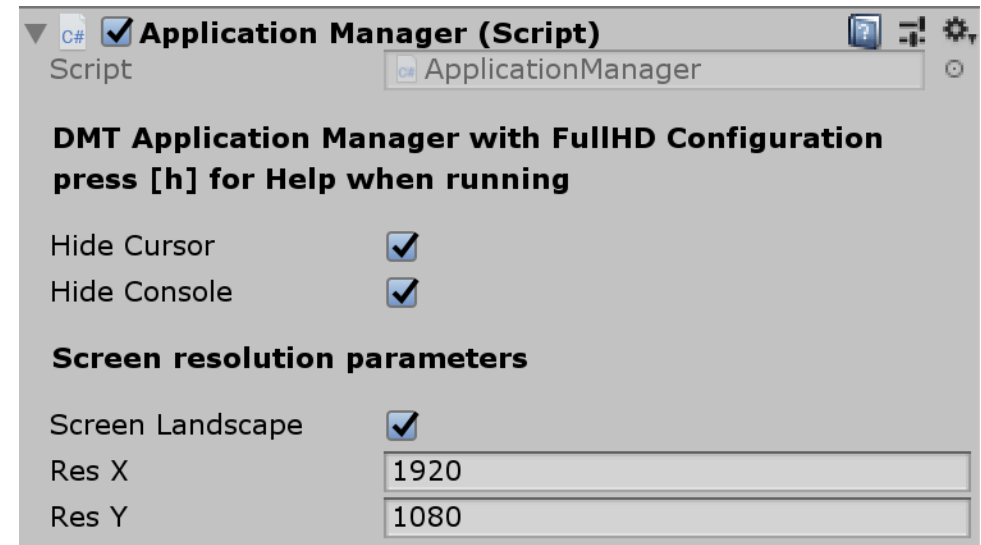


Class: [Loud](#)
Added: 2006-02-03
Rating: 3.87 Votes:166

▼ Info						
Speed	0.3654762					
Velocity	X	0.2082853	Y	0	Z	-0.3003166
Angular Velocity	X	-0.601645	Y	-0.0155450	Z	-0.4164139

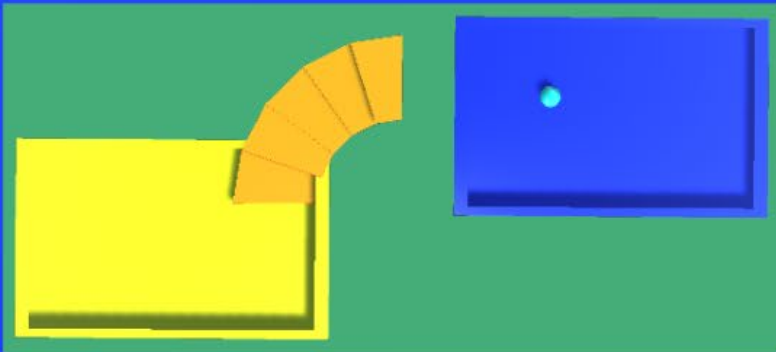
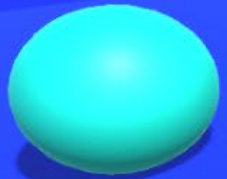
DMT Application Manager

- Fertiges CS Script
- Für DMT Projekte
- Logging der StartUps (playerprefs)
- c ... Cursor On/Off
- ! ... InGame Debugger
- h ... help
- Auflösung, etc.



RollABall Advanced - online Lecture

YOU WIN!



COUNT: 08

1

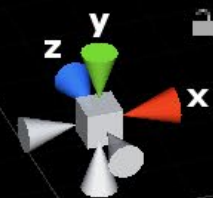
ON

X

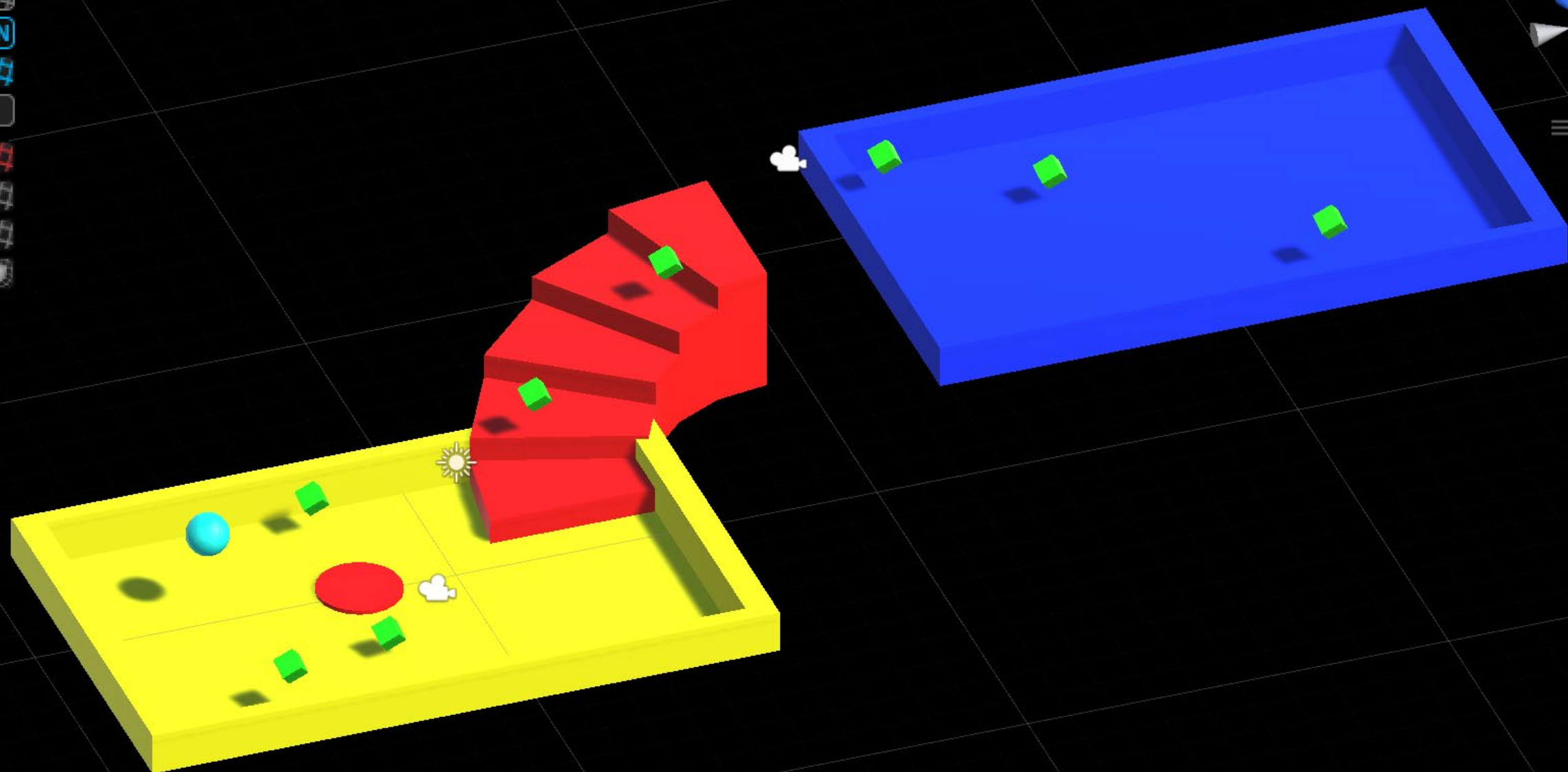
Y

Z

3D

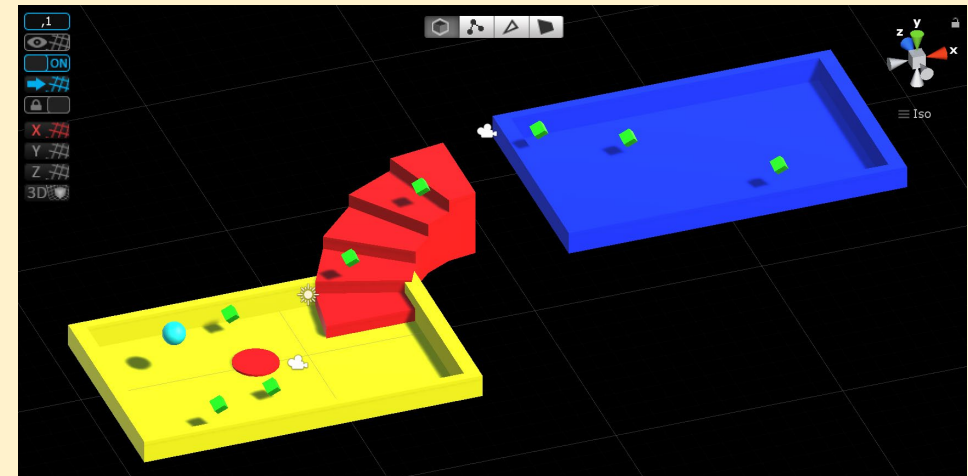
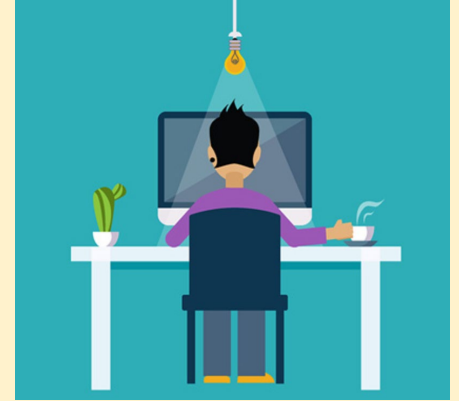


Iso



Online Work 2

- ApplicationManager
 - InGame Debug Console
 - ProBuilder – mind. 2 Game-Bereiche und Stiege
 - Sound bei Jump (<http://www.flashkit.com>)
-
- Präsentation nach „Online Work 2“



Mögliche Erweiterungen...

- Leben (Herzanzeige, etc.), Energie
- Mehr Levels
- Teleporter
- Zeit, Timer, Timeouts
- Push Ups (schneller, höher, etc.)
- Collectors: Leben, Schutz, etc.
- Feinde: Lenkungsverdrehung, Feuer, Spikes, etc.
- Highscore
- etc.

