**4210161023 – Reyhan Alphard Savero**

Game yang saya gunakan adalah game yang sudah di buat pada saat mata kuliah Mekanika Game 2 yang di ajar oleh Pak Safrodin.

**BuyCharacter.cs**

public class BuyCharacter : MonoBehaviour {

public Sprite char1;

// Use this for initialization

void Start () {

Button btn = GetComponent<Button>();

btn.onClick.AddListener(OnClick);

}

// Update is called once per frame

void Update () {

}

void OnClick()

{

if (Collision.character > 0 && ScoreManager.score > 49)

{

Collision.character -= 2;

ScoreManager.score -= 50;

Debug.Log("Berhasil Ganti Character : " + Collision.character);

}

}

}

**BuyNyawa.cs**

public class BuyNyawa : MonoBehaviour {

//public Button buttonNyawa;

int x;

bool status;

//FileStream file = null;

private static Object file = new Object();

// Use this for initialization

void Start () {

Button btn = GetComponent<Button>();

btn.onClick.AddListener(OnClick);

}

// Update is called once per frame

void Update () {

}

void OnClick()

{

if(ScoreManager.score > 2)

{

NyawaManager.nyawa += 1;

ScoreManager.score -= 3;

ShopScoreManager.shopScore += 3;

Debug.Log("Berhasil Beli");

} else

{

Debug.Log("Gagal Beli");

}

}

}

**BuyNyawa10.cs**

public class BuyNyawa10 : MonoBehaviour {

//public Button buttonNyawa;

// Use this for initialization

void Start()

{

Button btn = GetComponent<Button>();

btn.onClick.AddListener(OnClick);

}

// Update is called once per frame

void Update()

{

}

void OnClick()

{

if (ScoreManager.score > 20)

{

NyawaManager.nyawa += 10;

ScoreManager.score -= 20;

ShopScoreManager.shopScore += 20;

Debug.Log("Berhasil Beli");

}

else

{

Debug.Log("Gagal Beli");

}

}

}

**Collision.cs**

public class Collision : MonoBehaviour {

public int nyawa = 1;

public int score = 0;

public static int character = 0;

public Sprite newCharacter;

private SpriteRenderer sp;

//Text text;

public GameObject KarakterUtama;

// Use this for initialization

void Start () {

character = 0;

KarakterUtama = GameObject.Find("KarakterUtama");

//text = GetComponent<Text>();

}

// Update is called once per frame

void Update () {

if (NyawaManager.nyawa <= 0)

{

Destroy(KarakterUtama);

Debug.Log("Kamu Kalah");

}

if(character == -1)

{

sp = gameObject.GetComponent<SpriteRenderer>();

sp.sprite = newCharacter;

}

// text.text = "Score: " + score;

}

private void OnCollisionEnter2D(Collision2D collision)

{

if(collision.gameObject.name == "Karakter")

{

NyawaManager.nyawa -= 1;

}

if(collision.gameObject.name == "Box")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 100;

}

if (collision.gameObject.name == "Box1")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 10;

}

if (collision.gameObject.name == "Box2")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 10;

}

if (collision.gameObject.name == "Box3")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 10;

}

if (collision.gameObject.name == "Box4")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 10;

}

if (collision.gameObject.name == "Box5")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 10;

}

if (collision.gameObject.name == "Box6")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 10;

}

if (collision.gameObject.name == "Box7")

{

score = score + 1;

Destroy(collision.gameObject);

Debug.Log("Score : " + score);

ScoreManager.score += 10;

}

if(collision.gameObject.name == "pumkin2")

{

character += 1;

Debug.Log("Score Berubah : " + character);

Destroy(collision.gameObject);

}

}

}

**MoveCamera.cs**

public class MoveCamera : MonoBehaviour

{

public GameObject player; //Public variable to store a reference to the player game object

private Vector3 offset; //Private variable to store the offset distance between the player and camera

// Use this for initialization

void Start()

{

//Calculate and store the offset value by getting the distance between the player's position and camera's position.

offset = transform.position - player.transform.position;

}

// LateUpdate is called after Update each frame

void LateUpdate()

{

// Set the position of the camera's transform to be the same as the player's, but offset by the calculated offset distance.

transform.position = player.transform.position + offset;

}

}

**NyawaManager.cs**

public class NyawaManager : MonoBehaviour {

public static int nyawa;

Text Nyawa;

// Use this for initialization

void Start () {

Nyawa = GetComponent<Text>();

nyawa = 2;

}

// Update is called once per frame

void Update () {

Nyawa.text = "Nyawa : " + nyawa;

}

}

**ScoreManager.cs**

public class ScoreManager : MonoBehaviour

{

public static int score;

//public static int nyawa;

Text Score;

//Text Nyawa;

void Start()

{

Score = GetComponent<Text>();

//Nyawa = GetComponent<Text>();

score = 0;

//nyawa = 2;

}

void Update()

{

Score.text = "Gold : " + score;

//Nyawa.text = "Nyawa : " + nyawa;

}

}

**ShopNyawaManager.cs**

public class ShopNyawaManager : MonoBehaviour {

public static int shopNyawa;

Text ShopNyawa;

// Use this for initialization

void Start () {

ShopNyawa = GetComponent<Text> ();

shopNyawa = 30;

}

// Update is called once per frame

void Update () {

ShopNyawa.text = "Shop Nyawa : " + shopNyawa;

}

}

**ShopScoreManager.cs**

public class ShopScoreManager : MonoBehaviour {

public static int shopScore;

Text ShopScore;

// Use this for initialization

void Start () {

ShopScore = GetComponent<Text> ();

shopScore = 0;

}

// Update is called once per frame

void Update () {

ShopScore.text = "Shop Gold : " + shopScore;

}

}

**TouchMove.cs**

public class TouchMove : MonoBehaviour {

float directionX;

Rigidbody2D rb;

// Use this for initialization

void Start () {

rb = GetComponent<Rigidbody2D>();

}

// Update is called once per frame

public void Update()

{

directionX = CrossPlatformInputManager.GetAxis("Horizontal");

rb.velocity = new Vector2(directionX \* 10, 0);

}

}