

# BROWN BELT SENSEI GUIDE



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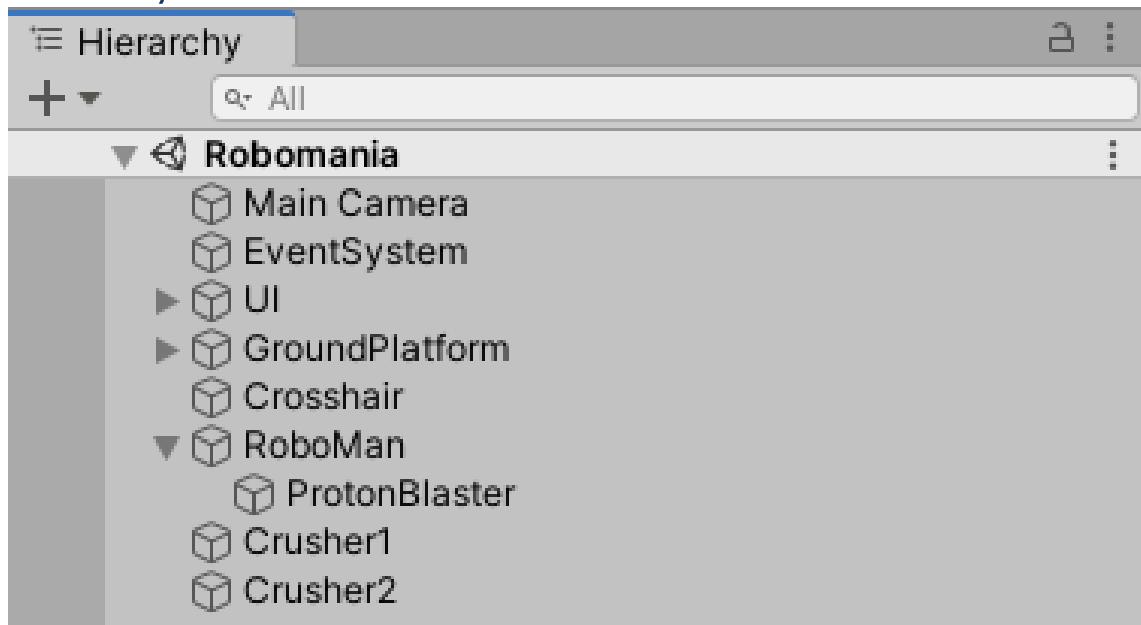
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## Activity Solution: Robomania

### Hierarchy

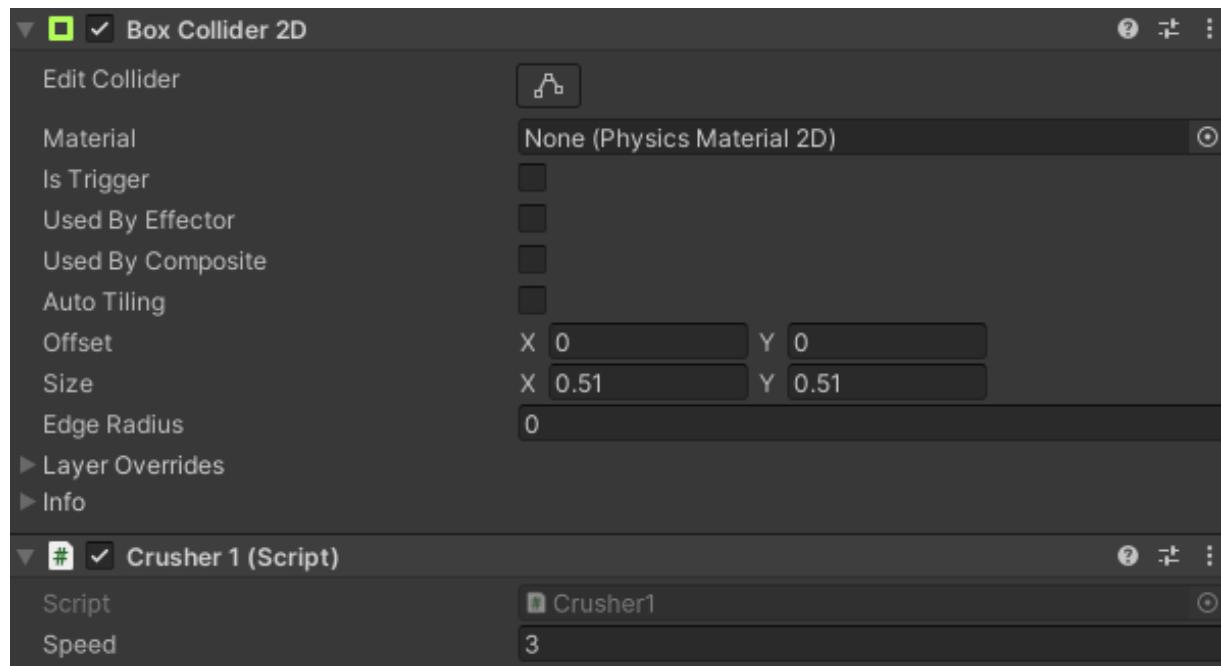


## Crusher1 Object

The screenshot shows the Unity Inspector window for the 'Crusher1' object. The window is organized into several sections:

- Crusher1**: Basic object properties like Static, Tag (Enemy), and Layer (Default).
- Transform**: Position (X: 6, Y: -2, Z: 0), Rotation (X: 0, Y: 0, Z: 0), and Scale (X: 3.8654, Y: 3.8654, Z: 3.8654).
- Sprite Renderer**: Set to 'frame0000'. Options include Color, Flip (X, Y), Draw Mode (Simple), Mask Interaction (None), Sprite Sort Point (Center), and Material (Sprites-Default).
- Additional Settings**: A collapsed section.
- Animator**: Controller set to 'Crusher', Avatar set to 'None (Avatar)'. Other options include Apply Root Motion, Update Mode (Normal), and Culling Mode (Always Animate). A tooltip provides detailed information about clip counts and curves.
- Enemy Health (Script)**: Script set to 'EnemyHealth', and a reference to 'Crusher1HealthBar (Slider)'.

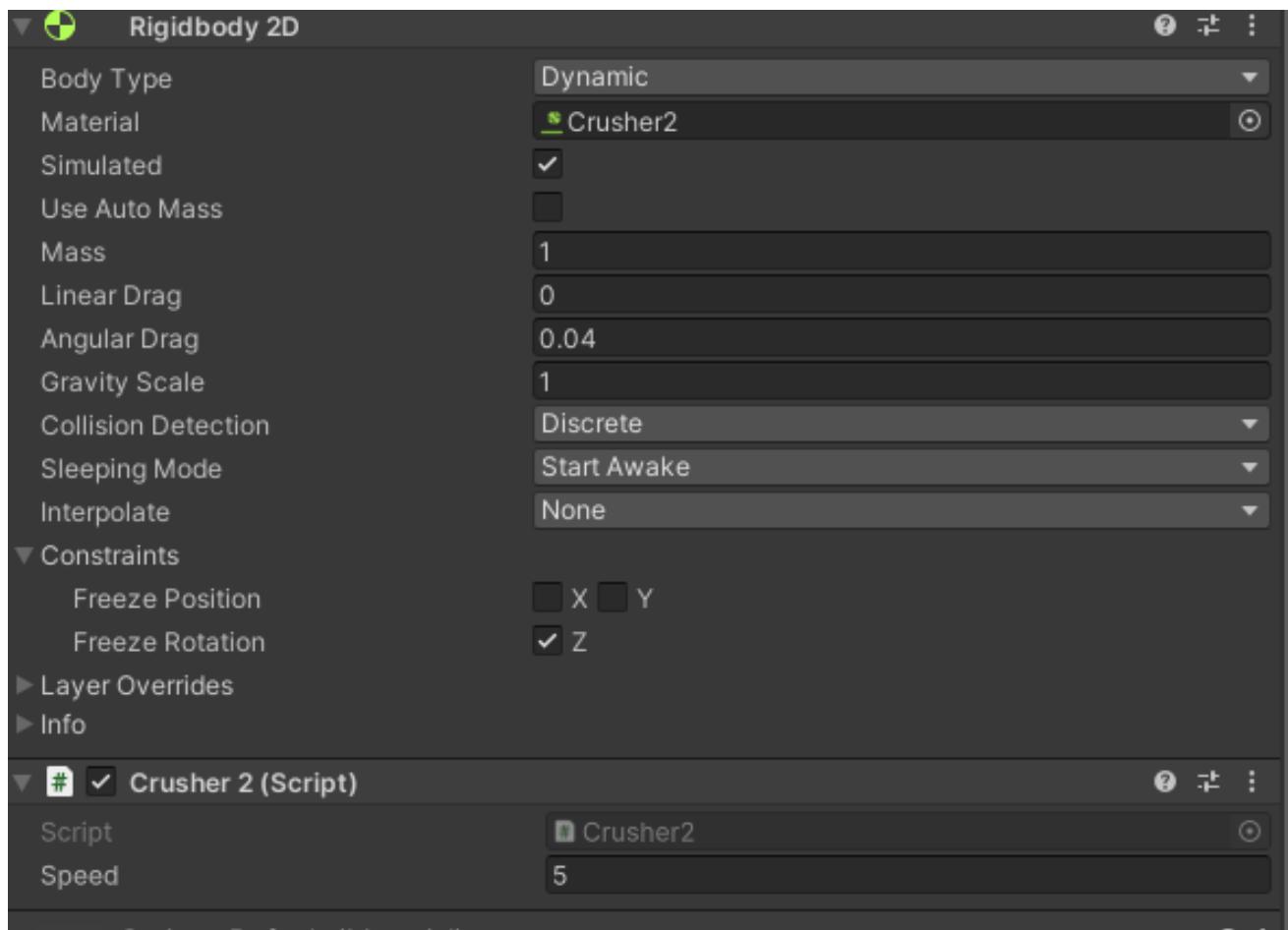
## Crusher1 Object Continued



## Crusher2 Object



## Crusher2 Object Continued



## Crusher1.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Crusher1 : MonoBehaviour
{
    public float speed;

    private void FixedUpdate()
    {
        if (transform.position.x <= -8 || transform.position.x >= 8)
        {
            speed *= -1;
        }
        float newXPosition = transform.position.x + speed * Time.fixedDeltaTime;
        float newYPosition = transform.position.y;
        Vector2 newPosition = new Vector2(newXPosition, newYPosition);
        transform.position = newPosition;
    }
}
```

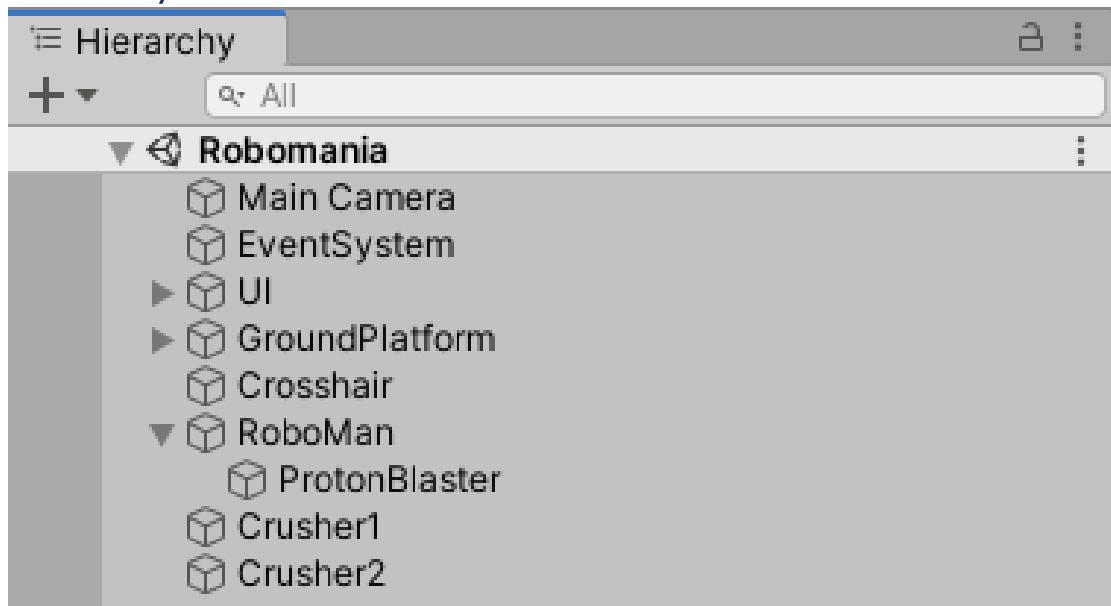
## Crusher2.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Crusher2 : MonoBehaviour
{
    public float speed = 5f;
    // Start is called before the first frame update
    void Start()
    {
        GetComponent<Rigidbody2D>().AddForce(Vector2.right * speed, ForceMode2D.Impulse);
    }
}
```

## Activity Solution: Robomania Prove Yourself

### Hierarchy



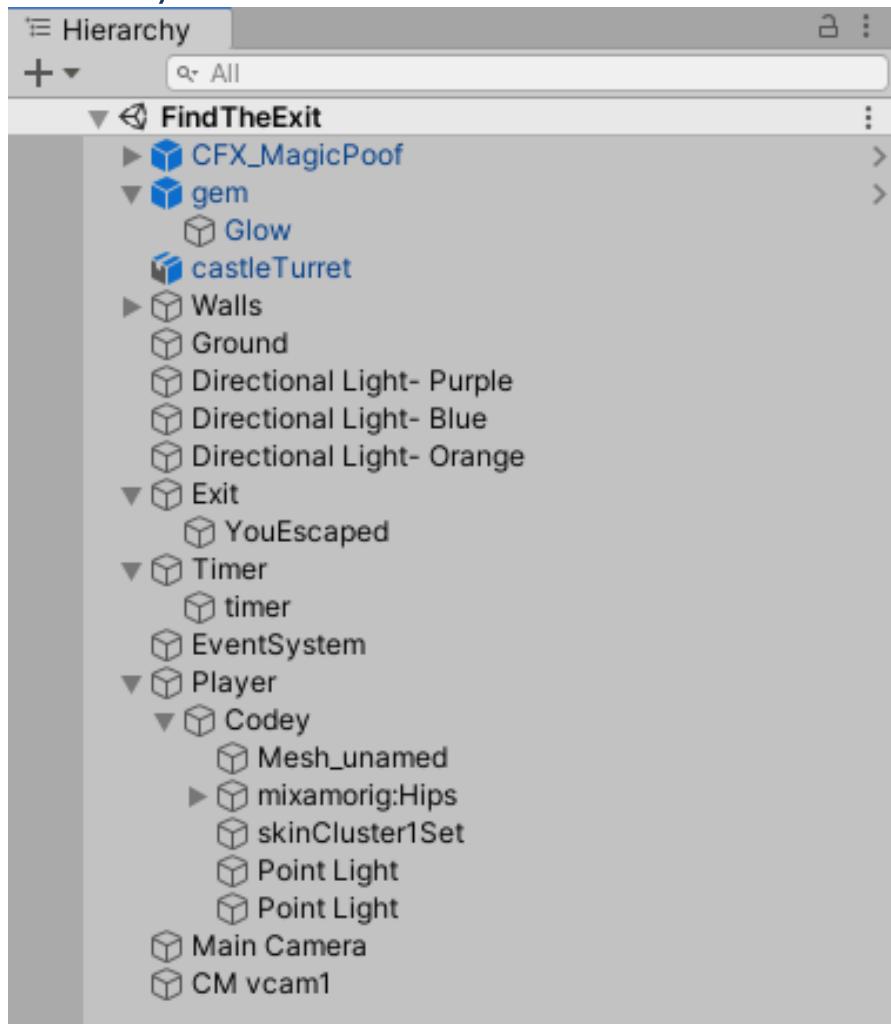
## Crusher1.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Crusher1 : MonoBehaviour
{
    public float speed = 5f;
    // Start is called before the first frame update
    void Start()
    {
        GetComponent<Rigidbody2D>().AddForce(Vector2.left * speed, ForceMode2D.Impulse);
    }
}
```

## Activity Solution: Find the Exit

### Hierarchy



## Player Object

The screenshot shows the Unity Editor's Inspector window for a GameObject named "Player".

**Player** (Static)

**Transform**

- Position: X 0, Y 0, Z -18
- Rotation: X 0, Y 0, Z 0
- Scale: X 1, Y 1, Z 1

**Rigidbody**

- Mass: 1
- Drag: 0
- Angular Drag: 0.05
- Use Gravity: checked
- Is Kinematic: unchecked
- Interpolate: None
- Collision Detection: Discrete

**Constraints**

- Freeze Position: X (unchecked), Y (unchecked), Z (unchecked)
- Freeze Rotation: X (checked), Y (checked), Z (checked)

**Box Collider**

- Edit Collider:
- Is Trigger: unchecked
- Material: None (Physic Material)
- Center: X 0, Y 1.047788, Z 0.089247
- Size: X 1, Y 2.133719, Z 1.178495

**Player Movement (Script)**

- Script: PlayerMovement
- Speed: 5

**Timer (Script)**

- Script: Timer
- Timer Text: timer (Text)

## PlayerMovement.cs Script

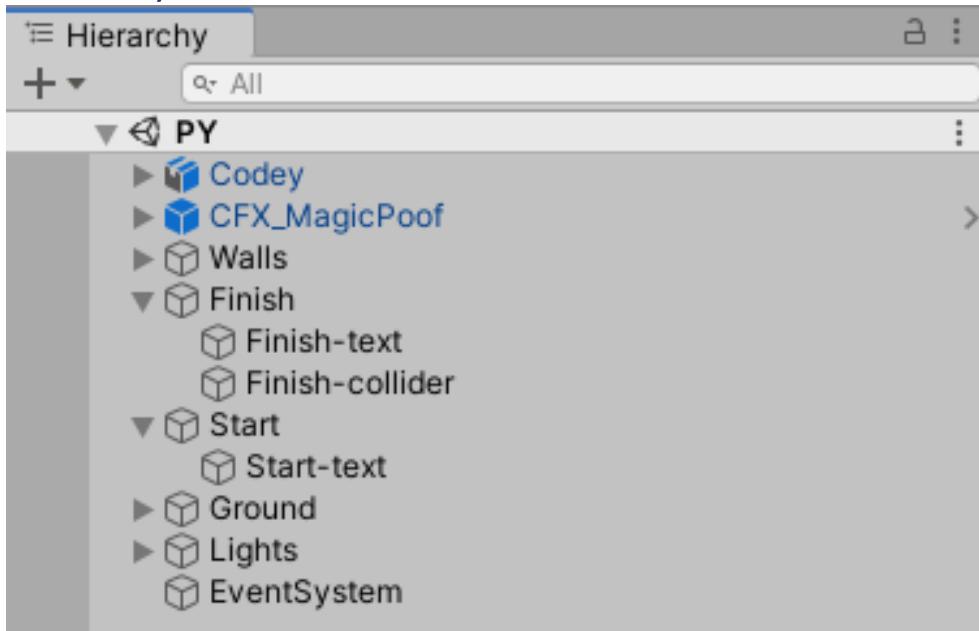
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
    public float speed;

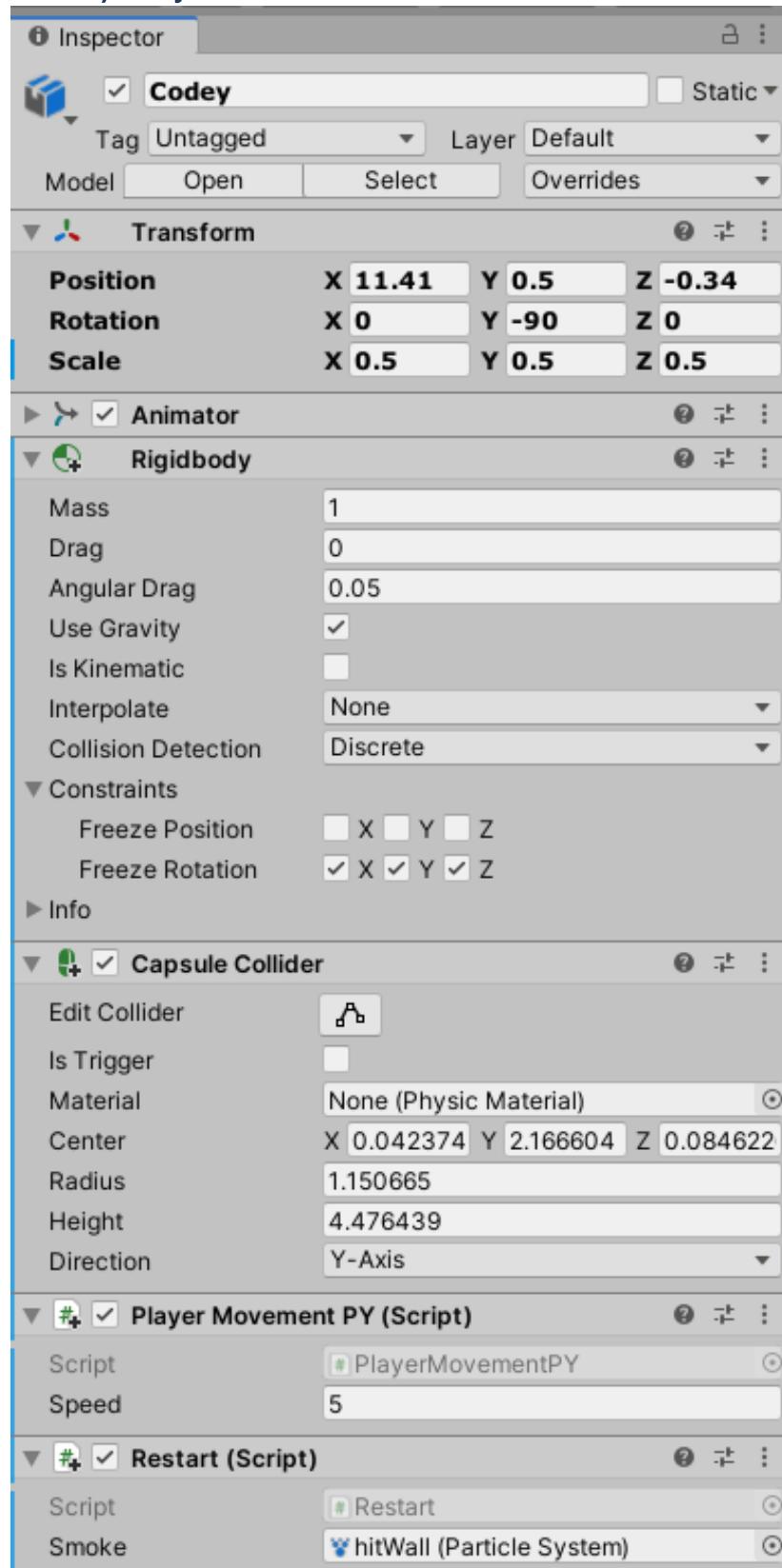
    void Update()
    {
        float horizontal = Input.GetAxis("Horizontal");
        float vertical = Input.GetAxis("Vertical");
        Vector3 destination = new Vector3(horizontal, 0, vertical);
        GetComponent<Rigidbody>().velocity = destination * speed;
    }
}
```

## Activity Solution: Find the Exit Prove Yourself

### Hierarchy



## Codey Object



## PlayerMovementPY.cs Script

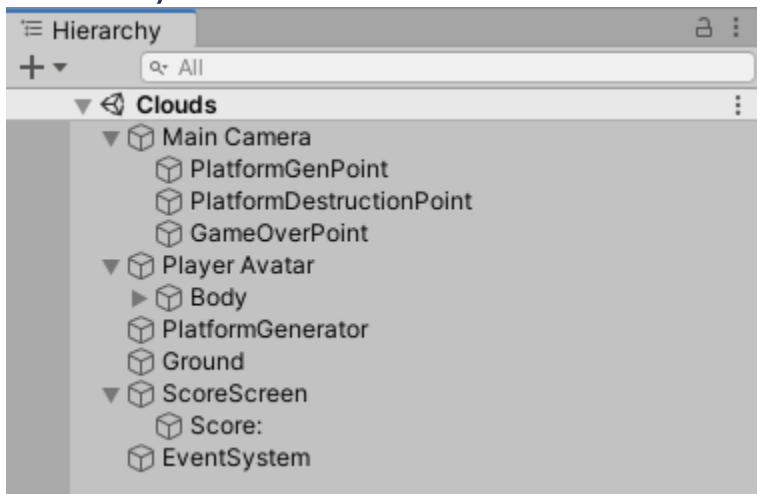
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerMovementPY : MonoBehaviour
{
    public float speed;

    void Update()
    {
        // the horizontal axis determines left and right
        // Codey always moves up
        Vector3 destination = new Vector3(Input.GetAxisRaw("Horizontal"), 0, 1);
        GetComponent<Rigidbody>().velocity = destination * speed;
    }
}
```

# Activity Solution: Cloud Hop

## Hierarchy



## Jump.cs Script

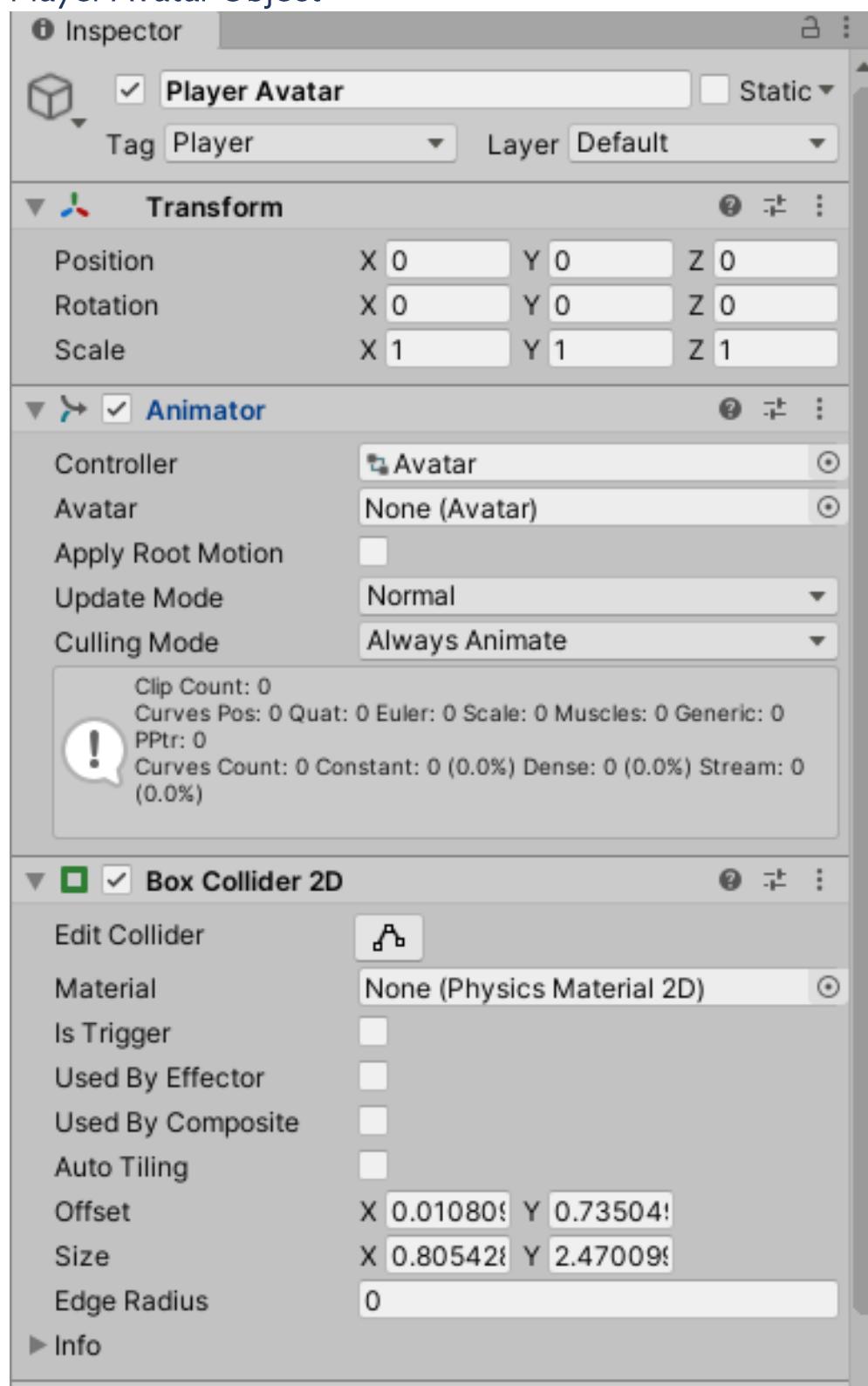
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Jump : MonoBehaviour
{
    private Rigidbody2D rb;
    private float jumpForce = 15;

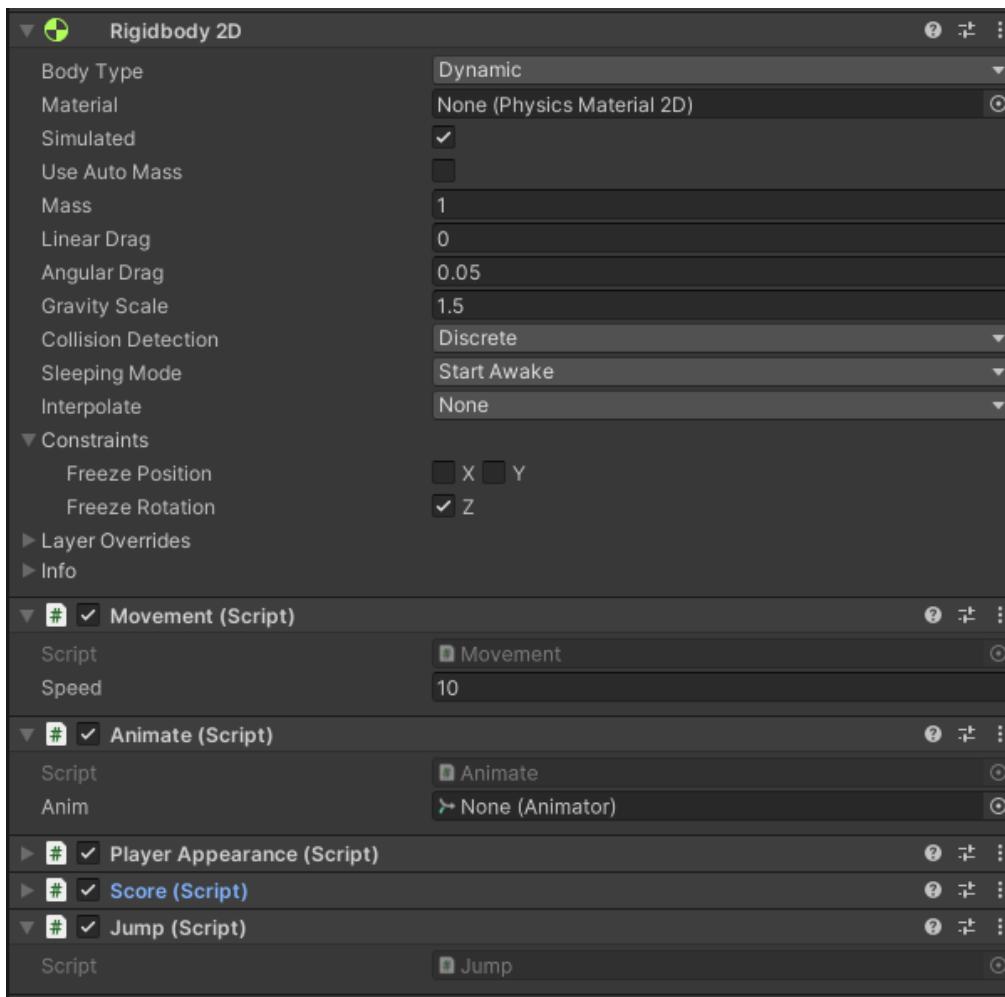
    // Start is called before the first frame update
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    void Update()
    {
        if (Input.GetButtonDown("Jump") && rb.velocity.y == 0)
        {
            rb.AddForce(Vector2.up * jumpForce, ForceMode2D.Impulse);
        }
    }
}
```

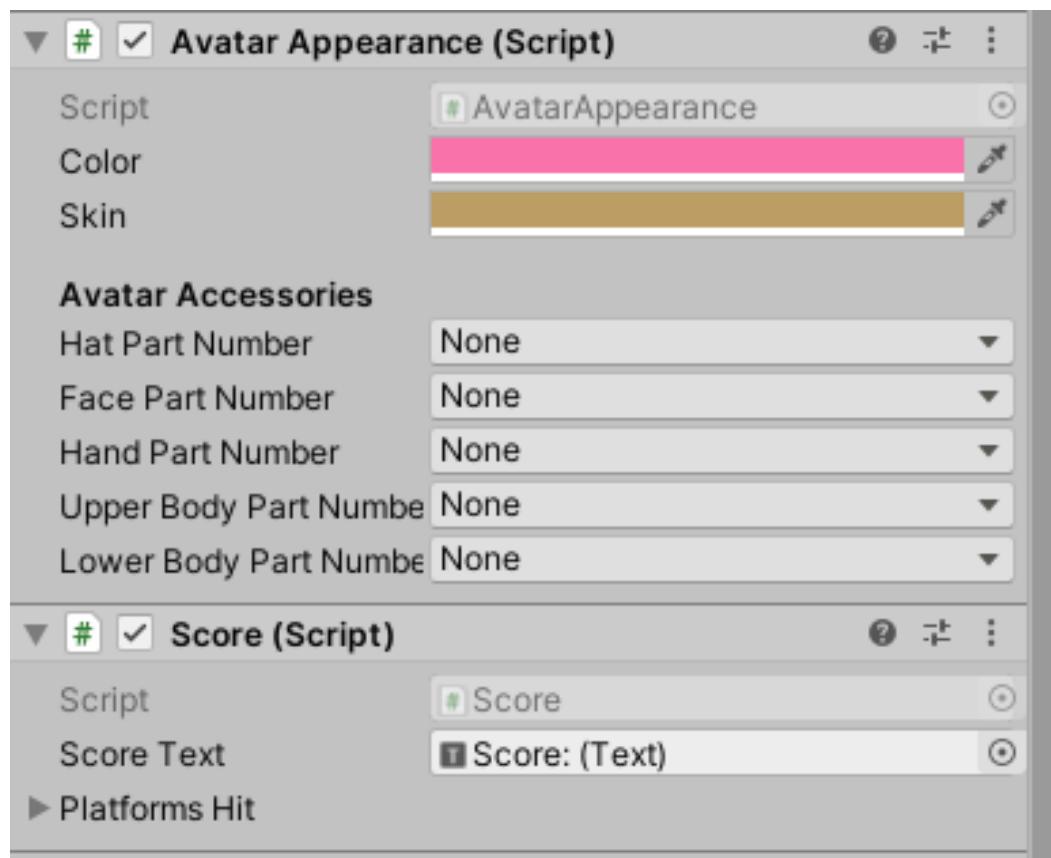
## Player Avatar Object



## Player Avatar Object Continued

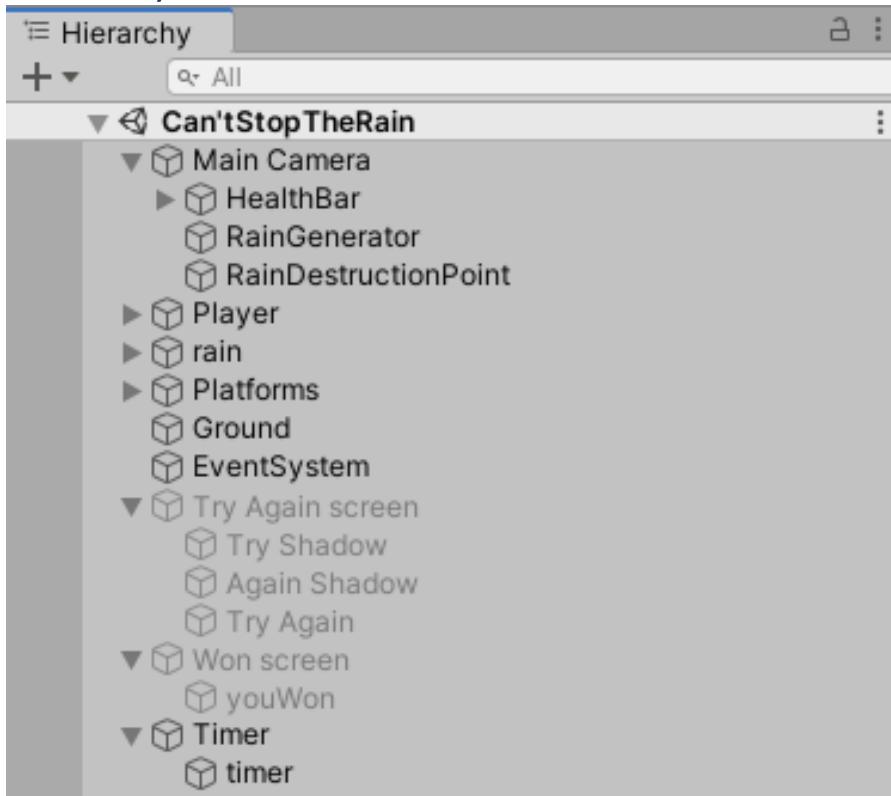


## Player Avatar Object Continued



## Activity Solution: Cloud Hop Prove Yourself

### Hierarchy



## Jump.cs Script

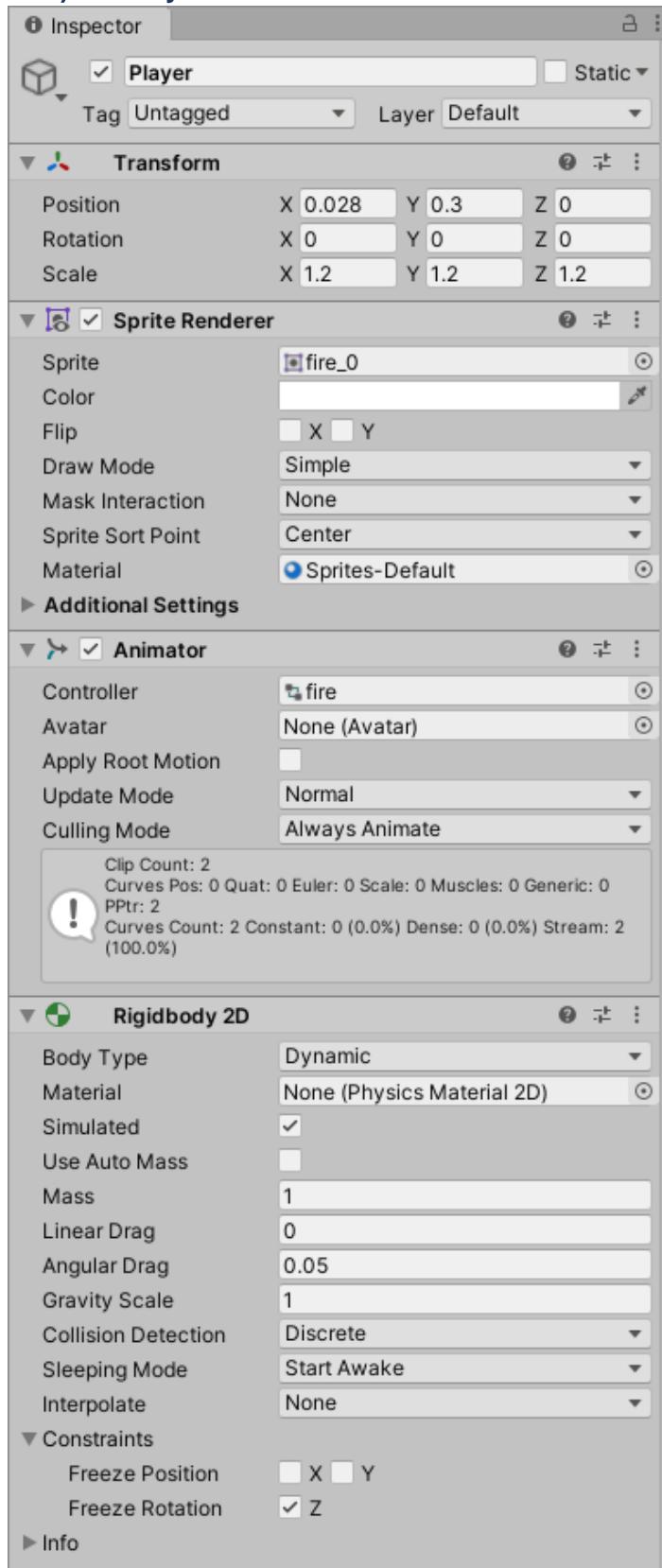
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Jump : MonoBehaviour
{
    private Rigidbody2D rb;
    private float jumpForce = 15;

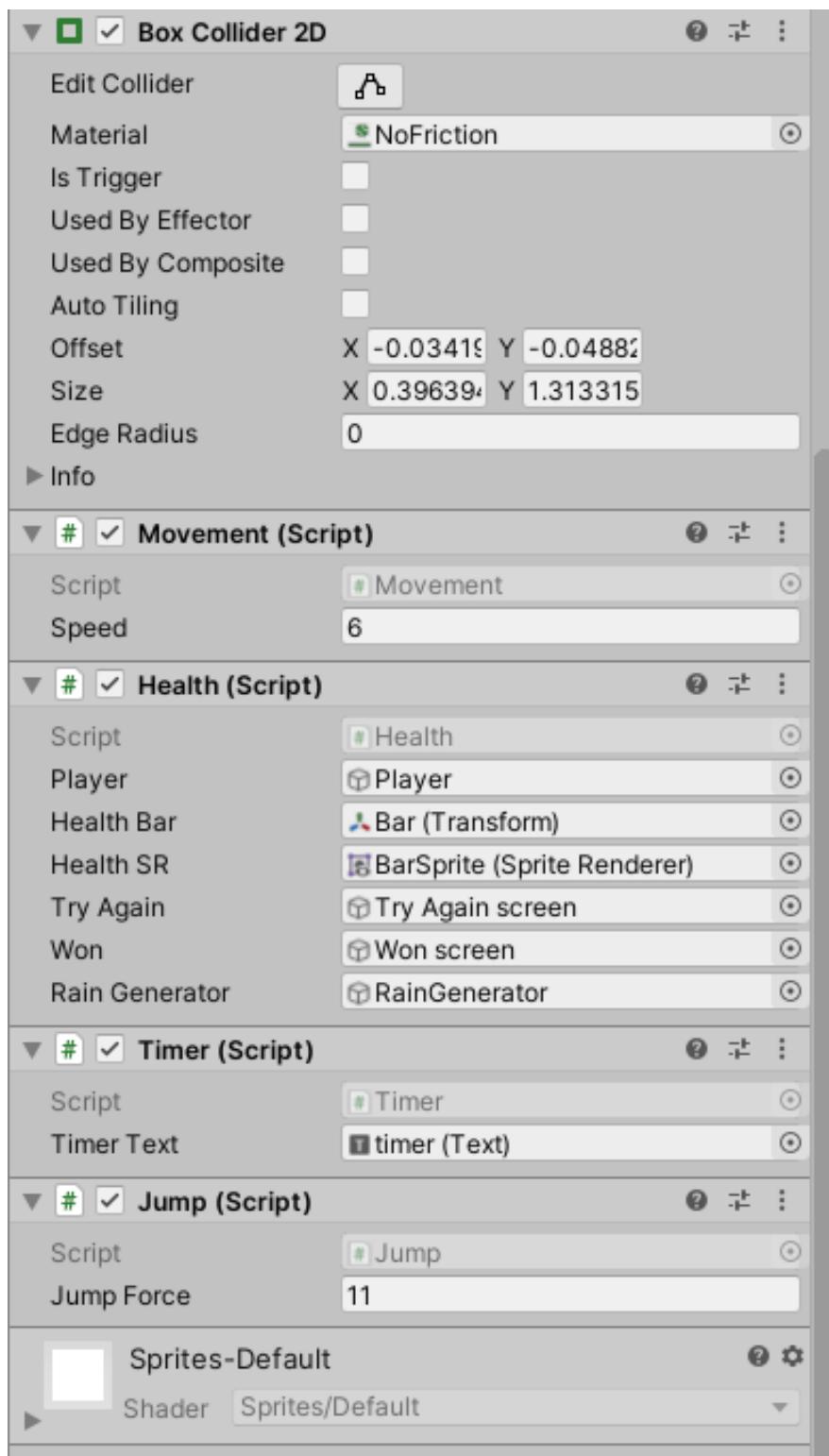
    // Start is called before the first frame update
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    void Update()
    {
        if (Input.GetButtonDown("Jump") && rb.velocity.y == 0)
        {
            rb.AddForce(Vector2.up * jumpForce, ForceMode2D.Impulse);
        }
    }
}
```

## Player Object

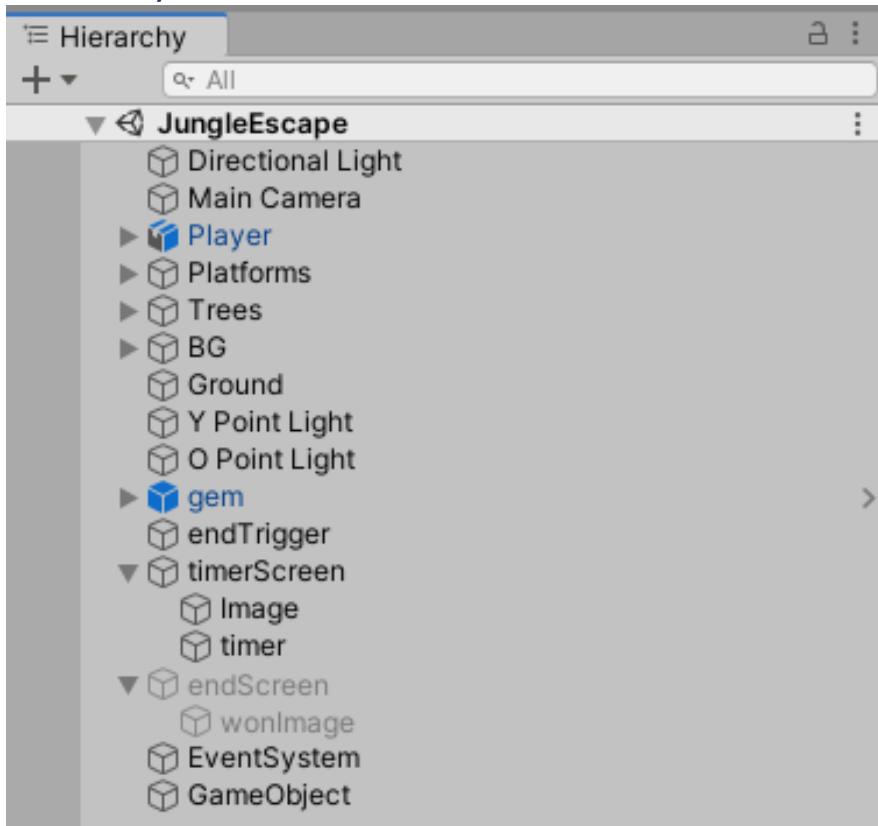


## Player Object Continued



# Activity Solution: Jungle Escape

## Hierarchy



## Animate.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Animate : MonoBehaviour
{
    Animator animator;
    Jump jump;
    Movement movement;

    void Start()
    {
        animator = GetComponent<Animator>();
        jump = GetComponent<Jump>();
        movement = GetComponent<Movement>();
    }

    void Update()
    {
        animator.SetBool("grounded", jump.isGrounded);
        animator.SetFloat("speed", movement.speed);
    }
}
```

## Jump.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class Jump : MonoBehaviour
{
    Rigidbody rb;

    public float jumpForce = 5.7f;

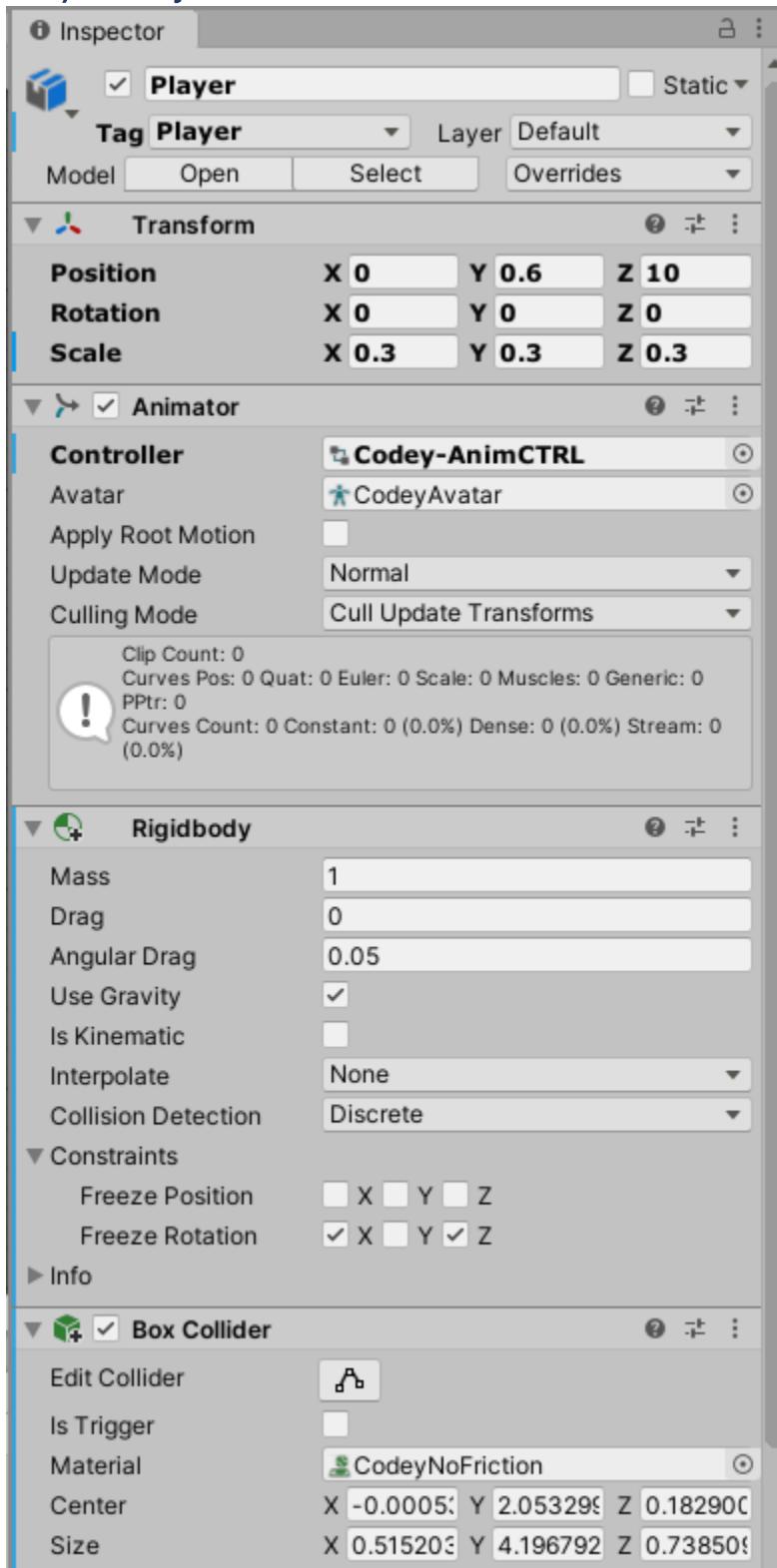
    public bool isGrounded;

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

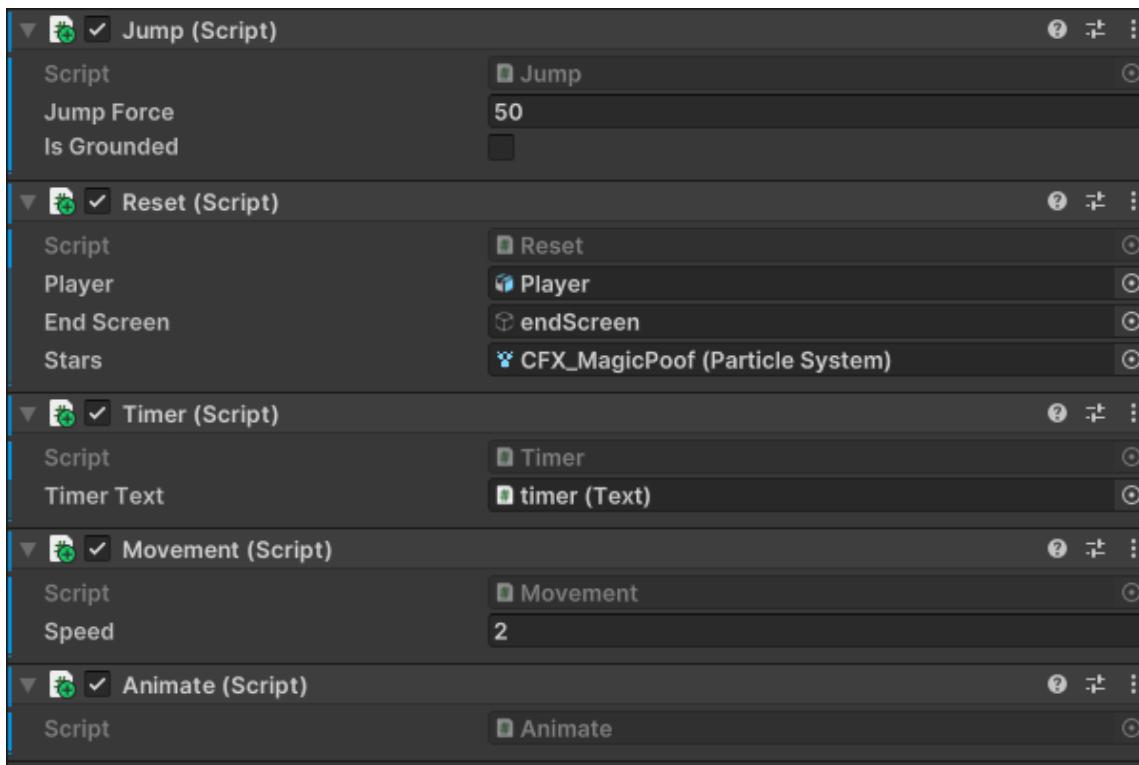
    void Update()
    {
        isGrounded = Physics.Raycast(transform.position, Vector3.down, .15f);
        Debug.DrawRay(transform.position, Vector3.down * .15f, Color.red);

        if(Input.GetButtonDown("Jump") && isGrounded){
            rb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
        }
    }
}
```

## Player Object

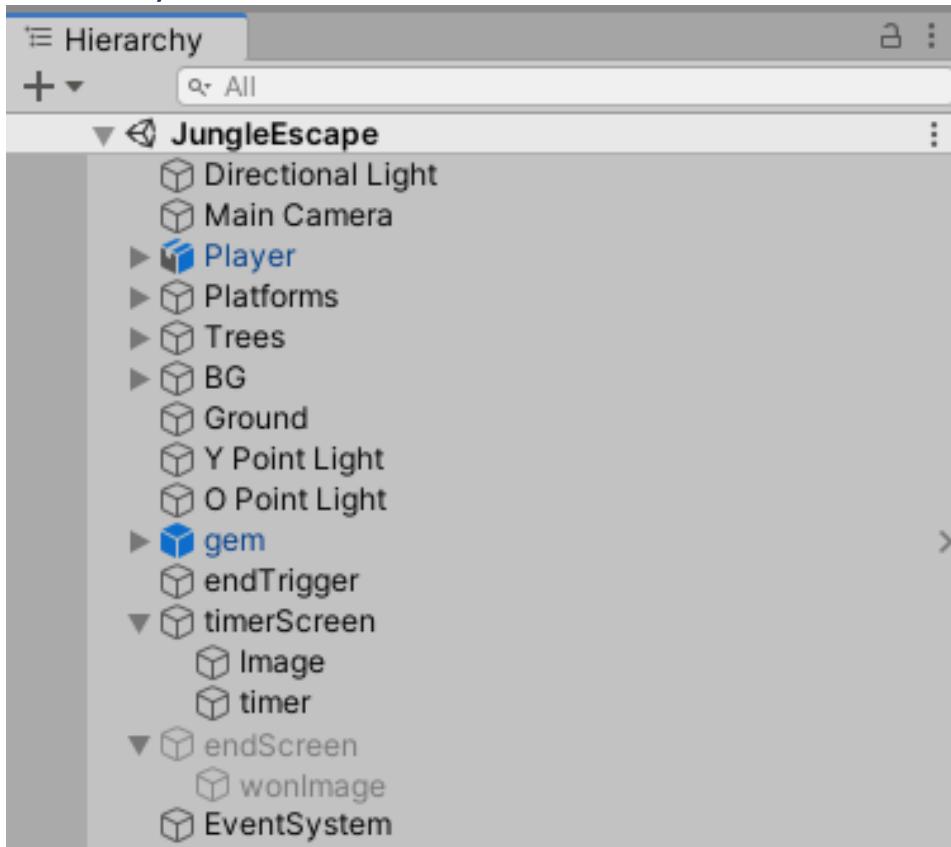


## Player Object Continued



## Activity Solution: Jungle Escape Prove Yourself

### Hierarchy



## DetectFalsePlatforms.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class DetectFalsePlatforms : MonoBehaviour
{
    bool hit;
    int FalseLayer = 1 << 8;

    void Update()
    {
        // cast a ray starting at the position that looks forward 3 units
        // only check on layer 8 which only includes the platforms with no colliders
        hit = Physics.Raycast(transform.position, transform.forward, 3, FalseLayer);
        Debug.DrawRay(transform.position, transform.forward * 3, Color.red);

        // if the raycast is true- meaning it has hit a platform with no collider
        // then log a warning saying "Be careful!" to the console
        if (hit)
        {
            Debug.LogWarning("Be careful!");
        }

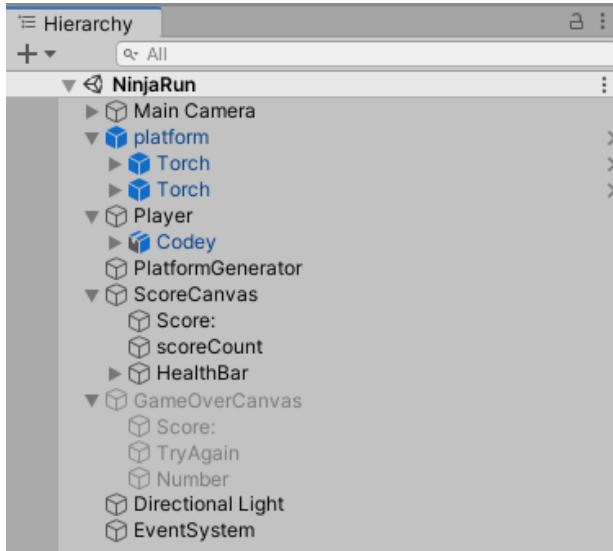
        // if the raycast is false, it has not hit a platform with no collider
        // then log "All clear!" to the console
        else
        {
            Debug.Log("All clear!");
        }
    }
}
```

## Player Object

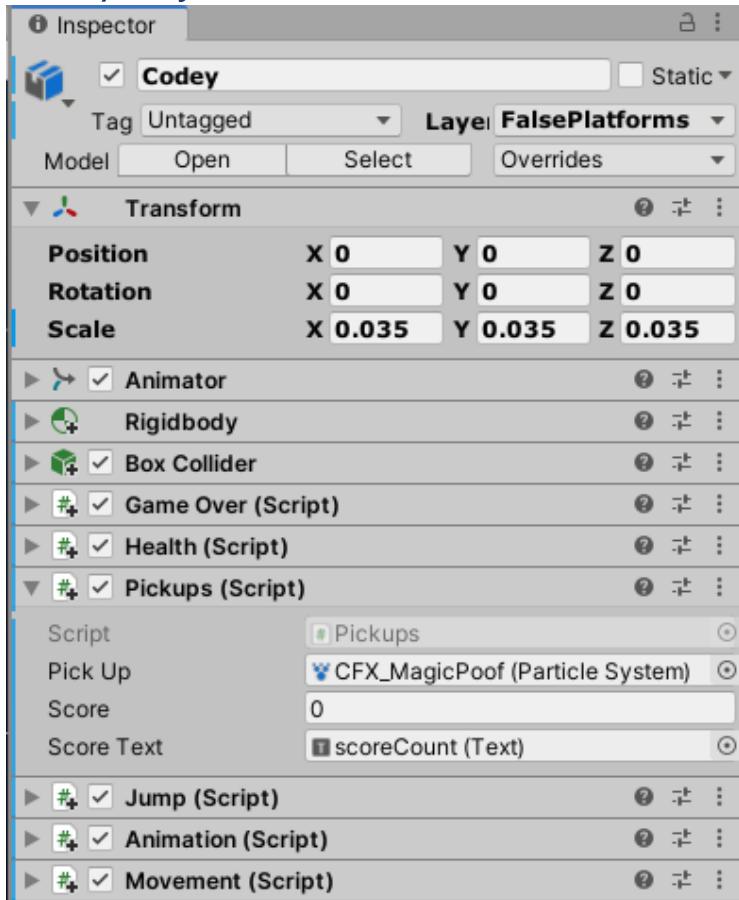


# Activity Solution: Ninja Run

## Hierarchy

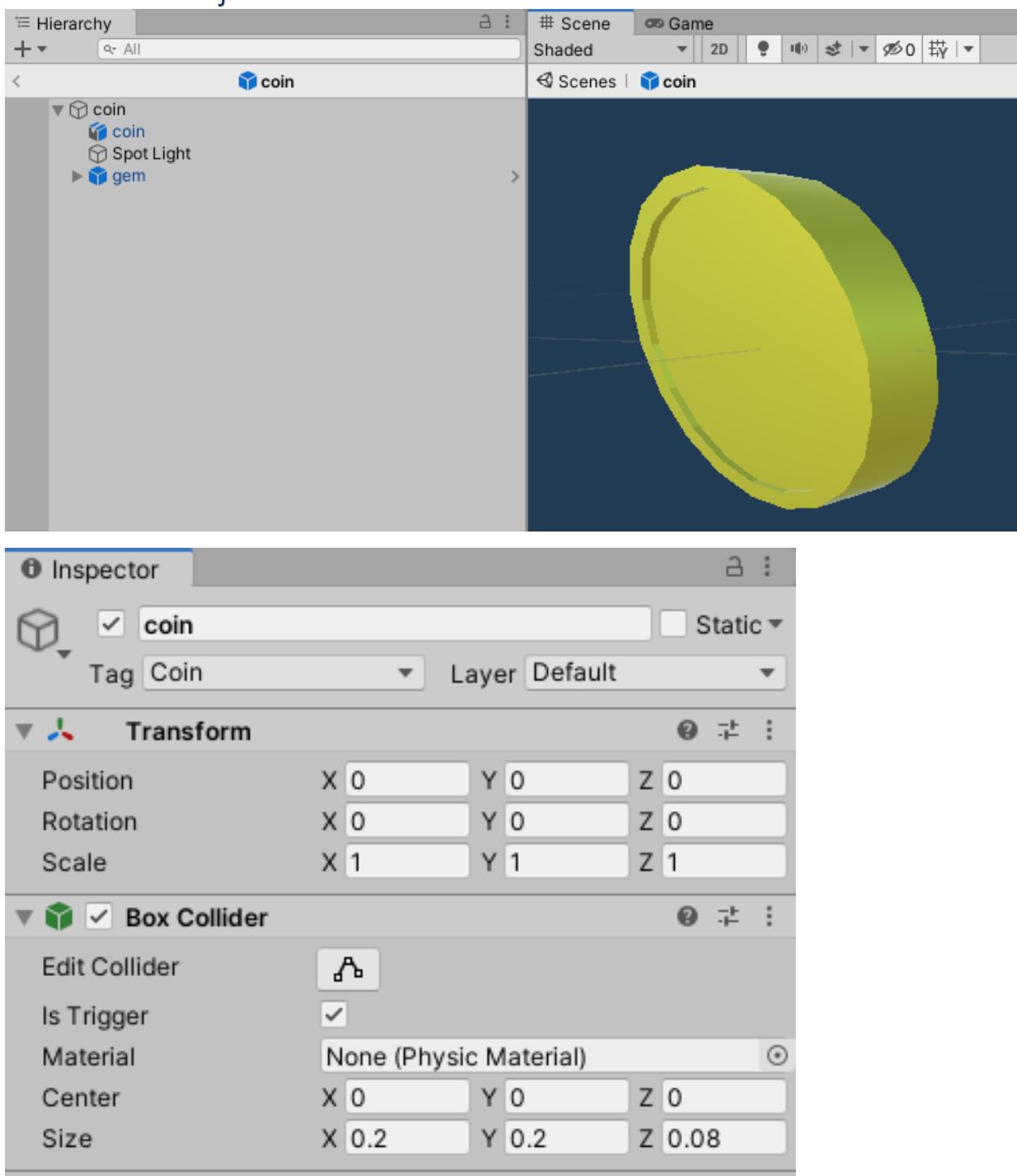


## Codey Object



38

## Coin Prefab Object



## Pickups.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class Pickups : MonoBehaviour
{
    public ParticleSystem PickUp;

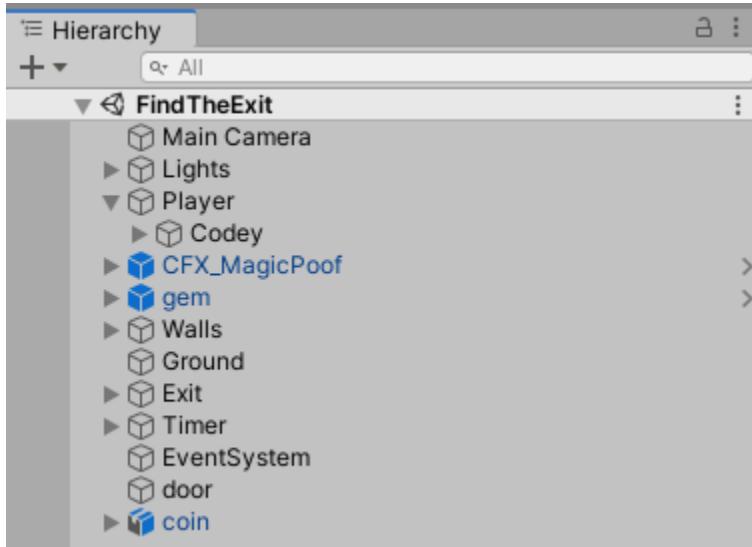
    public int score;
    public Text scoreText;

    void Start()
    {
        PickUp.Stop();
    }

    void OnTriggerEnter(Collider other)
    {
        if (other.gameObject.CompareTag("Coin"))
        {
            score++;
            scoreText.text = score.ToString();
            Destroy(other.gameObject);
            PickUp.Play();
        }
    }
}
```

# Activity Solution: Ninja Run Prove Yourself

## Hierarchy



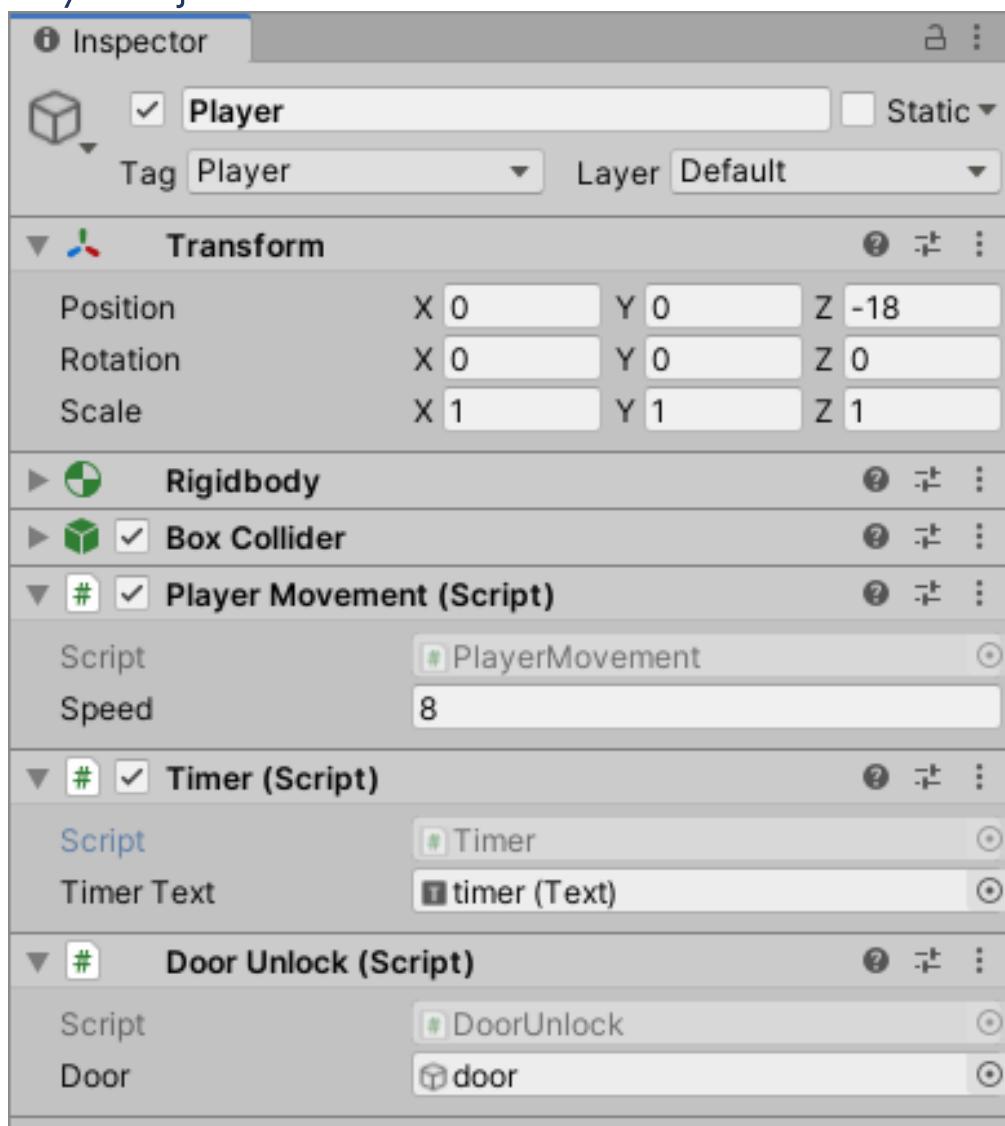
## DoorUnlock.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class DoorUnlock : MonoBehaviour
{
    public GameObject door;

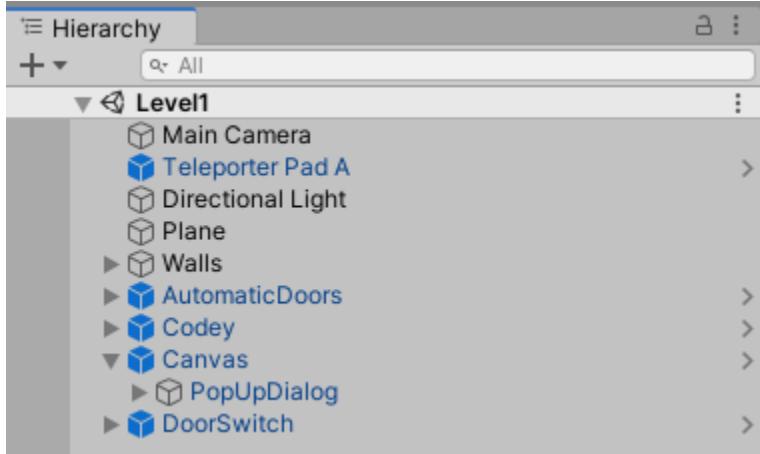
    void OnTriggerEnter(Collider other)
    {
        if (other.gameObject.CompareTag("coin"))
        {
            Destroy(other.gameObject);
            Destroy(door);
        }
    }
}
```

## Player Object

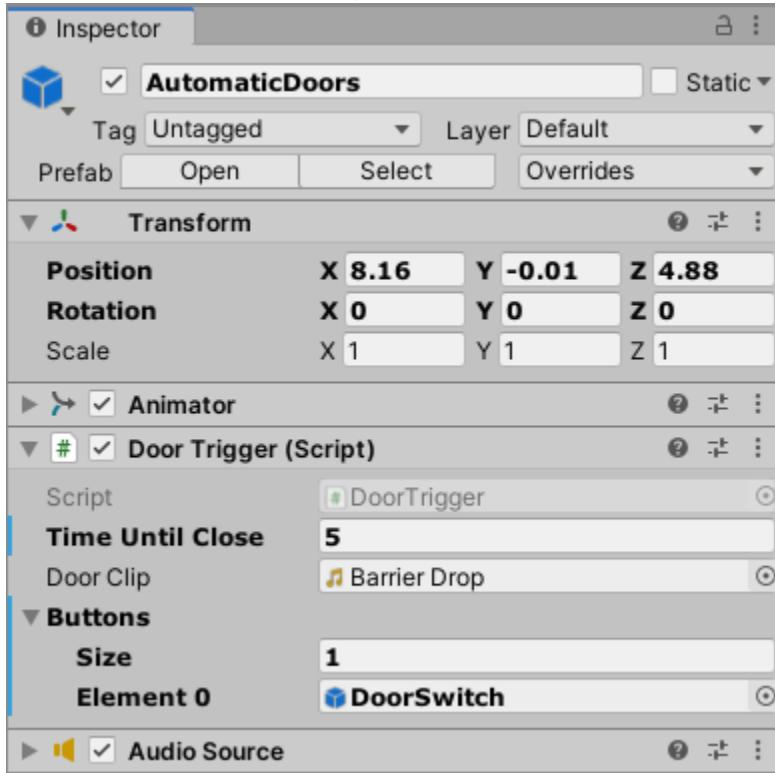


# Activity Solution: Evil Fortress of Doctor Worm

## Hierarchy (Level 1)



## AutomaticDoors Object (Level 1)



## DoorSwitch Object (Level 1)



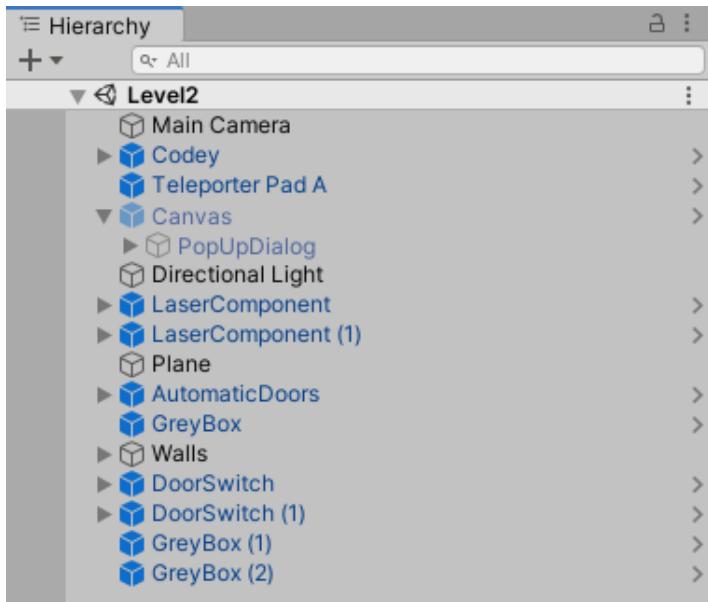
## DoorSwitch.cs Script (Level 1)

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

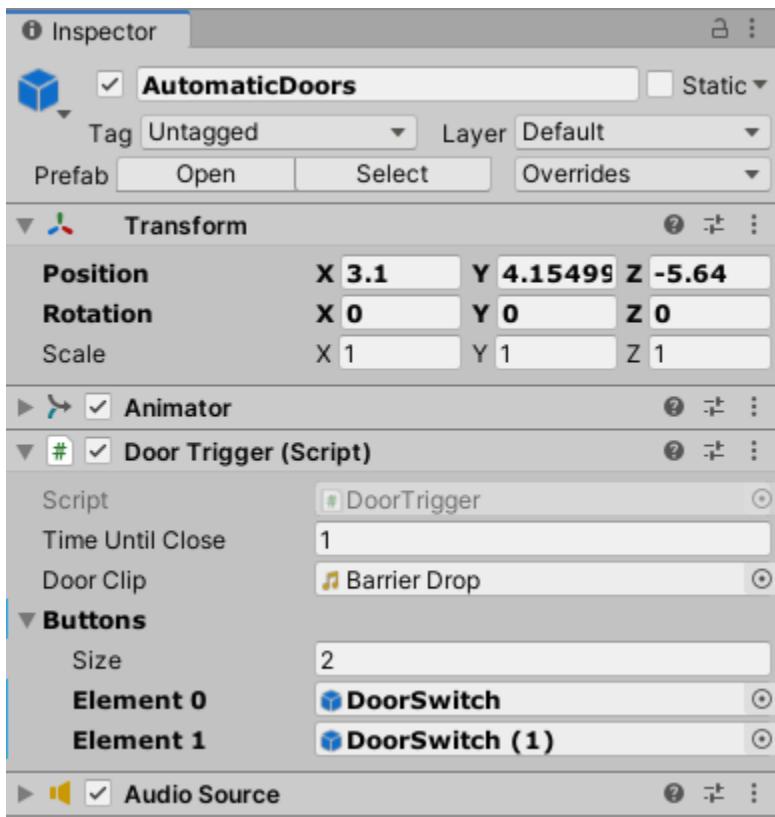
public class DoorSwitch : MonoBehaviour
{
    public DoorTrigger door;
    private GameObject switchIcon;
    private AudioSource playBeep;

    private void Start()
    {
        switchIcon = this.transform.Find("red").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = true;
        switchIcon = this.transform.Find("green").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = false;
        playBeep = GetComponent<
```

## Hierarchy (Level 2)



## AutomaticDoors Object (Level 2)



## GameOver.cs Script (Level 2)

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class GameOver : MonoBehaviour
{
    public static bool isPlayerHit;
    public GameObject player;
    private Animator anim;
    public AudioClip teleportHum;
    public AudioClip laserHit;
    private AudioSource[] allAudioSources;
    private AudioSource teleporterAudio;

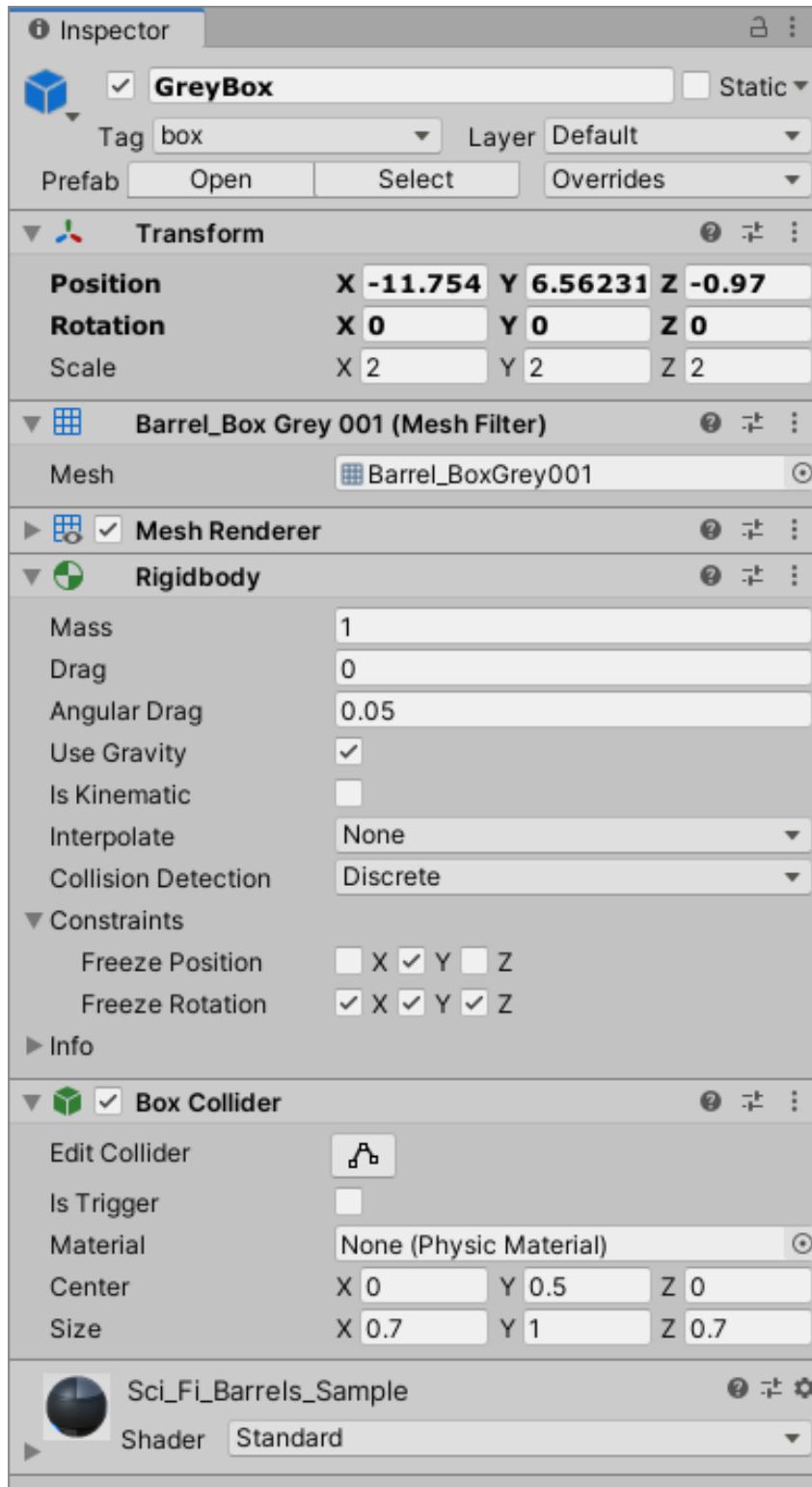
    private void Awake()
    {
        teleporterAudio = GetComponent<
```

## GameOver.cs Script (Level 2) Continued

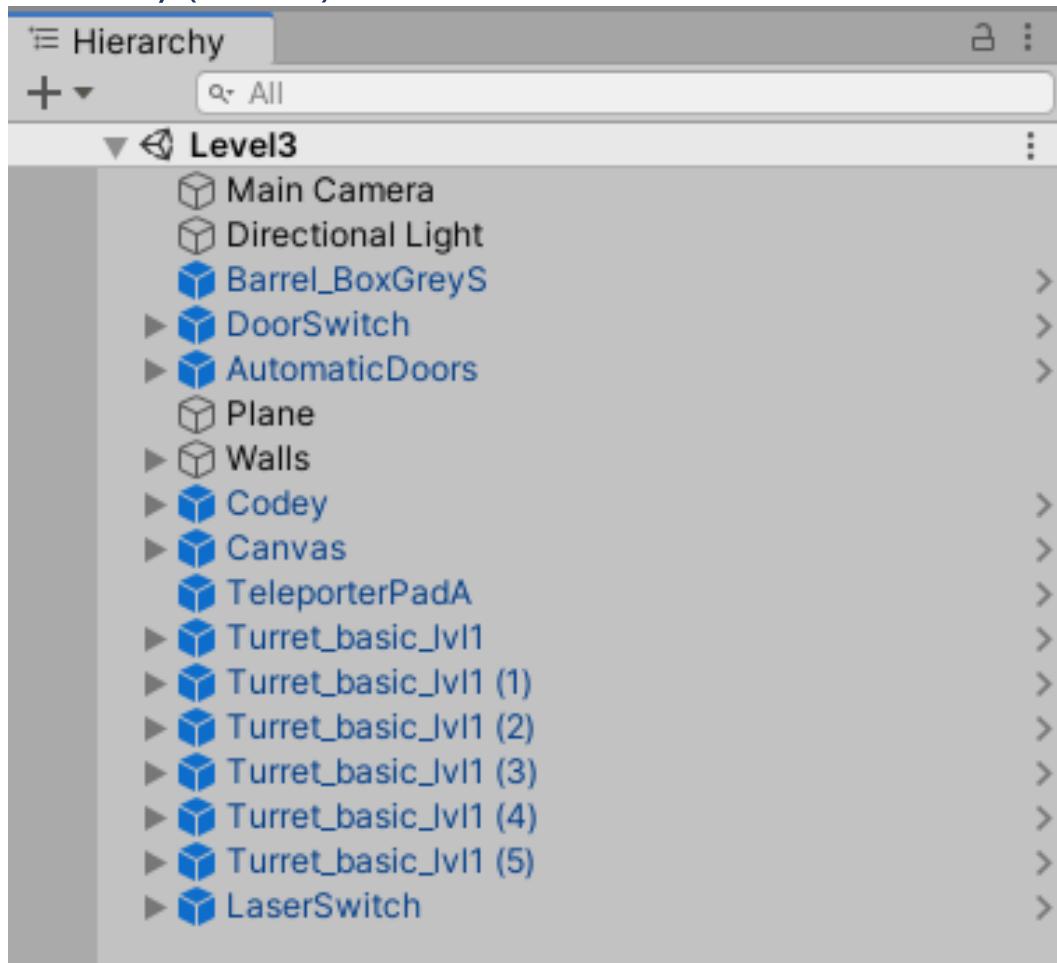
```
public void StopAllAudio()
{
    for (var audioS = 0; audioS < allAudioSources.Length; audioS++)
    {
        if (allAudioSources[audioS] != teleporterAudio)
        {
            allAudioSources[audioS].Stop();
        }
    }
}

public void RestartLevel()
{
    Scene scene = SceneManager.GetActiveScene();
    SceneManager.LoadScene(scene.name);
}
```

## GrayBox Object (Level 2)



## Hierarchy (Level 3)



## LaserSwitch.cs Script (Level 3)

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class LaserSwitch : MonoBehaviour
{
    private GameObject switchIcon;
    private AudioSource playBeep;
    public bool lasersAreOff = false;

    private void Start()
    {
        switchIcon = this.transform.Find("red").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = true;
        switchIcon = this.transform.Find("green").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = false;

        playBeep = GetComponent<AudioSource>();
    }

    public void OnTriggerEnter(Collider other)
    {
        playBeep.Play();
        lasersAreOff = true;
    }

    public void OnTriggerStay(Collider other)
    {
        StopAllCoroutines();
        switchIcon = this.transform.Find("green").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = true;
        switchIcon = this.transform.Find("red").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = false;
    }

    public void OnTriggerExit(Collider other)
    {
        switchIcon = this.transform.Find("red").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = true;
        switchIcon = this.transform.Find("green").gameObject;
        switchIcon.GetComponent<SpriteRenderer>().enabled = false;
    }
}
```

## TurretLook.cs Script (Level 3)

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class TurretLook : MonoBehaviour
{
    public Transform player;
    private LaserSwitch laserSwitch;
    private GameObject laser;

    private void Start()
    {
        laserSwitch = GameObject.Find("LaserSwitch").GetComponent<LaserSwitch>();
        laser = transform.Find("Laser").gameObject;
    }

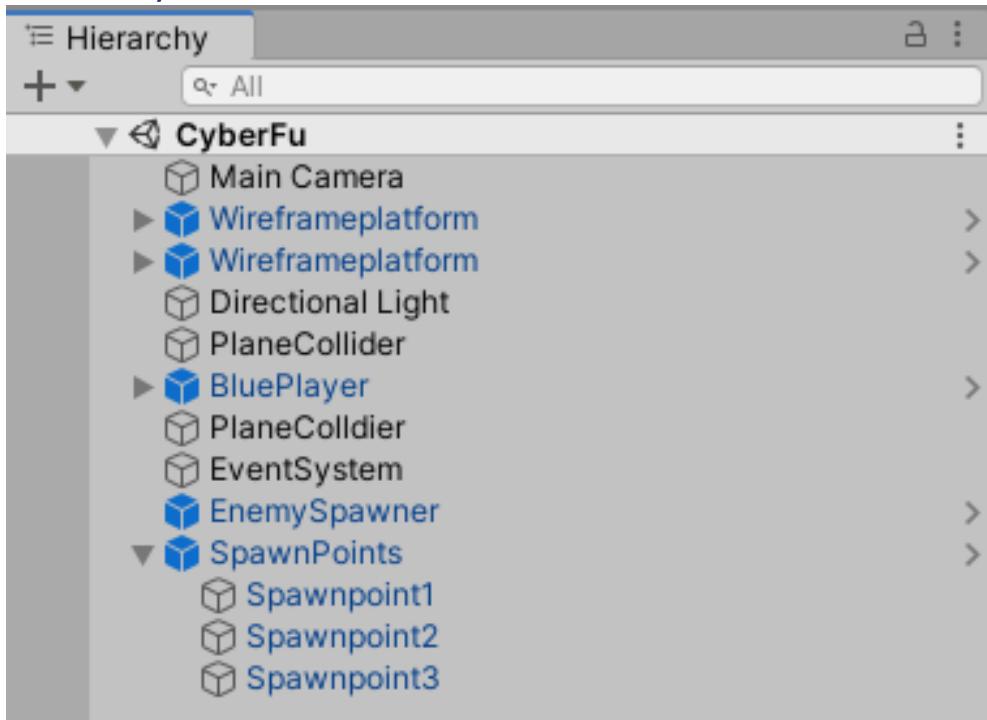
    void Update()
    {
        if (laserSwitch.lasersAreOff)
        {
            laser.SetActive(false);
            return;
        }
        transform.LookAt(player);
    }
}
```

## Activity Solution: Evil Fortress of Doctor Worm Prove Yourself

There is no provided solution for this activity. Each ninja must use what they learned in parts 1, 2, and 3 to compose their very own unique level.

# Activity Solution: CyberFu Part 1

## Hierarchy



## EnemyControls.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class EnemyControls : MonoBehaviour
{
    public float speed = 2f;
    public float attackingDistance = 0.6f;

    private Animator animatorEnemy;
    private Rigidbody rigidbodyEnemy;
    private Transform target;

    [SerializeField]
    private bool isFollowingTarget;

    private float currentAttackingTime = 0f;
    private float maxAttackingTime = 2f;

    // Start is called before the first frame update
    void Start()
    {
        animatorEnemy = GetComponent<Animator>();
        rigidbodyEnemy = GetComponent<Rigidbody>();
        target = GameObject.FindGameObjectWithTag("Player").transform;
    }

    // Update is called once per frame
    void Update()
    {
        transform.LookAt(target.position);

        isFollowingTarget = Vector3.Distance(transform.position, target.position) >=
attackingDistance;

        if (isFollowingTarget)
        {
            rigidbodyEnemy.velocity = transform.forward * speed;
        }
        else
        {
            Attack();
        }

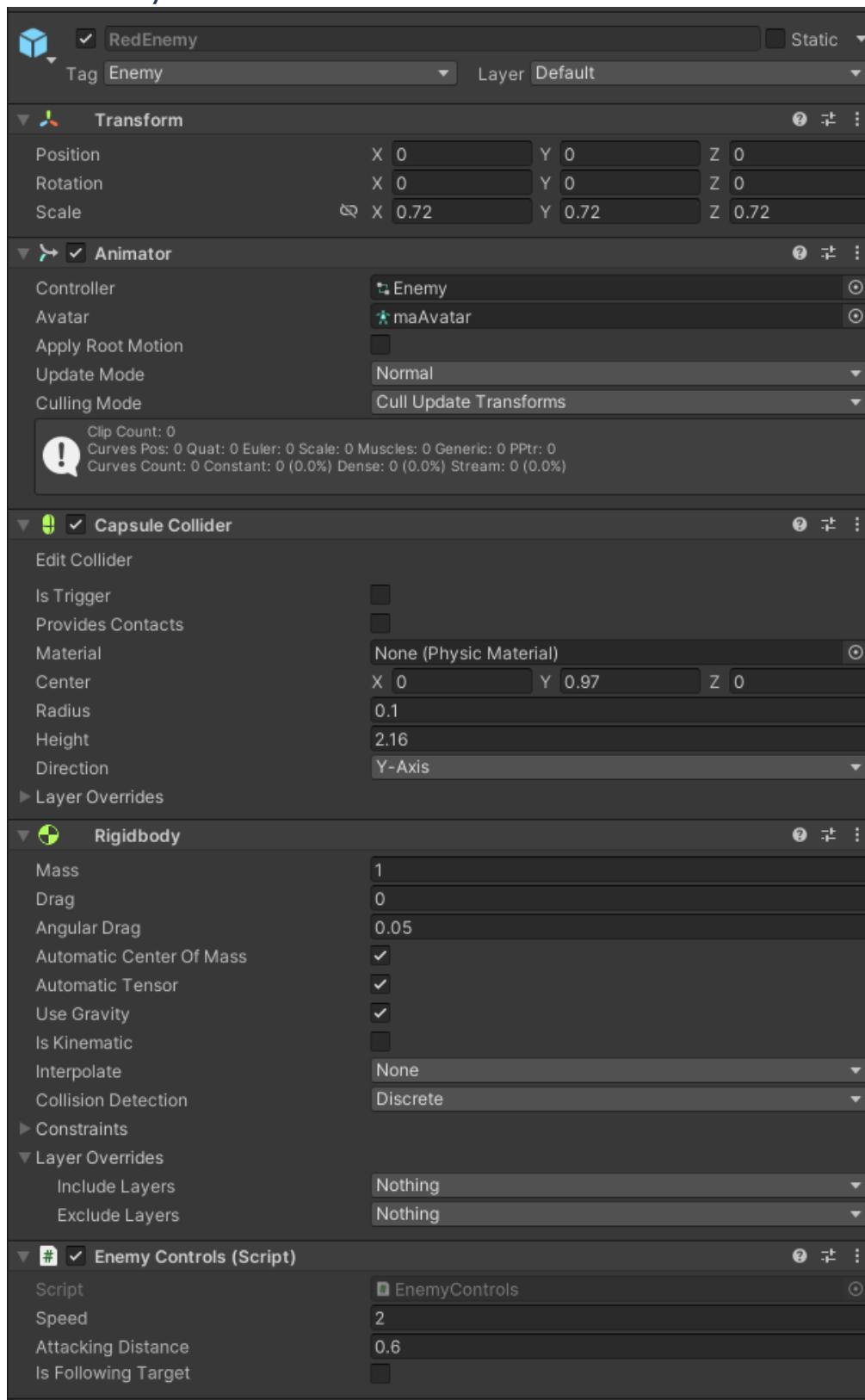
        animatorEnemy.SetBool("Walk", isFollowingTarget);
    }

    void Attack()
    {
        rigidbodyEnemy.velocity = Vector3.zero;

        currentAttackingTime += Time.deltaTime;
    }
}
```

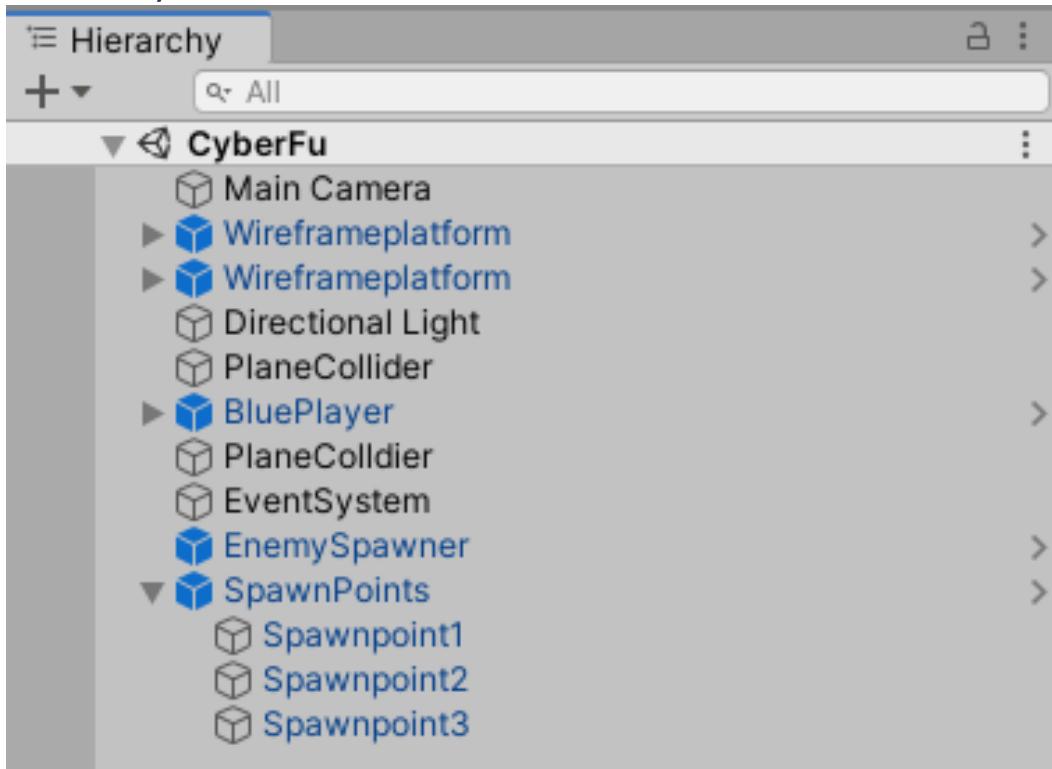
```
        if (currentAttackingTime > maxAttackingTime)
    {
        currentAttackingTime = 0f;
        int rand = Random.Range(1, 4);
        animatorEnemy.SetTrigger("Attack" + rand);
    }
}
```

## RedEnemy Prefab



## Activity Solution: CyberFu Part 1 Prove Yourself

### Hierarchy



## EnemyControls.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class EnemyControls : MonoBehaviour
{
    public float speed = 2f;
    public float attackingDistance = 0.6f;

    private Animator animatorEnemy;
    private Rigidbody rigidbodyEnemy;
    private Transform target;

    [SerializeField]
    private bool isFollowingTarget;

    private float currentAttackingTime = 0f;
    private float maxAttackingTime = 2f;

    // Start is called before the first frame update
    void Start()
    {
        animatorEnemy = GetComponent<Animator>();
        rigidbodyEnemy = GetComponent<Rigidbody>();
        target = GameObject.FindGameObjectWithTag("Player").transform;
    }

    // Update is called once per frame
    void Update()
    {
        transform.LookAt(target.position);

        isFollowingTarget = Vector3.Distance(transform.position, target.position) >=
attackingDistance;

        if (isFollowingTarget)
        {
            rigidbodyEnemy.velocity = transform.forward * speed;
        }
        else
        {
            Attack();
        }

        animatorEnemy.SetBool("Walk", isFollowingTarget);
    }

    void Attack()
    {
        rigidbodyEnemy.velocity = Vector3.zero;

        currentAttackingTime += Time.deltaTime;

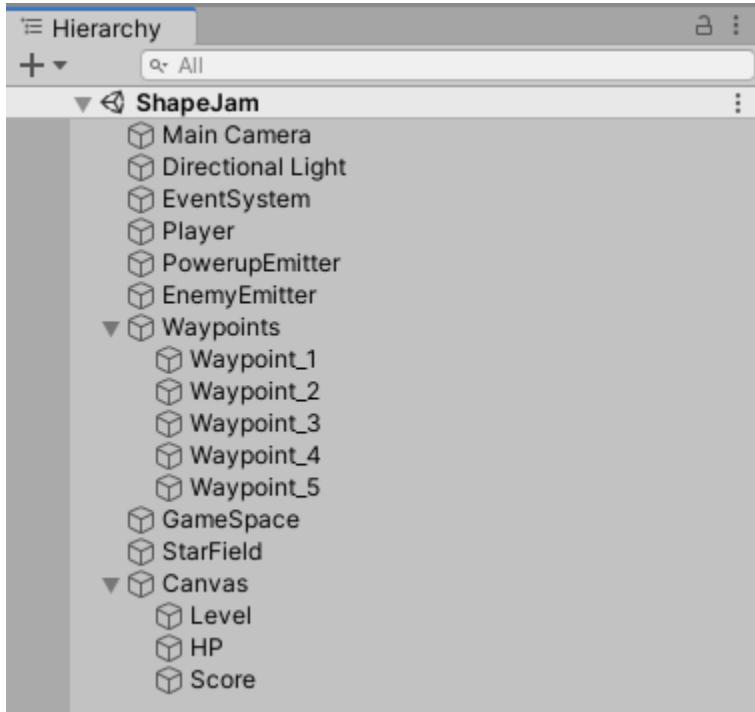
        if (currentAttackingTime > maxAttackingTime)
        {

```

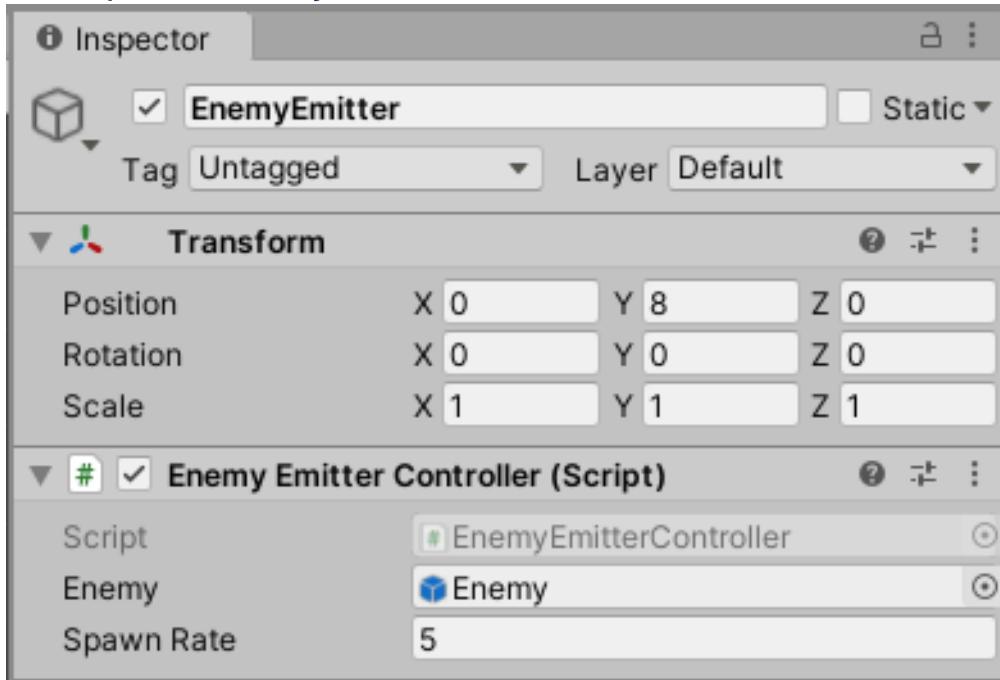
```
        currentAttackingTime = 0f;
        int rand = Random.Range(1, 7);
        animatorEnemy.SetTrigger("Attack" + rand);
    }
}
```

# Activity Solution: Shape Jam

## Hierarchy



## EnemyEmitter Object



## EnemyEmitterController.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class EnemyEmitterController : MonoBehaviour
{
    public GameObject Enemy;
    private PlayerControls playerController;
    public float spawnRate;
    private float nextSpawn = 5.0f;

    void Start()
    {
        GameObject player = GameObject.Find("Player");
        playerController = player.GetComponent<PlayerControls>();

    }
    void Update()
    {
        if (playerController.gameOver)
        {
            return;
        }
        if (Time.time > nextSpawn)
        {
            nextSpawn = Time.time + spawnRate;
            /***** Add your code below ****/
            | **** Add your code below ****|
            \***** Add your code below ****/
            for (int i = 0; i < playerController.currentLevel; i++)
            {
                float randomX = Random.Range(-6.0f, 6.0f);
                Vector3 enemyPosition = new Vector3(randomX, 6, 0);
            }
            /***** Add your code above ****/
            | **** Add your code above ****|
            \***** Add your code above ****/
        }
    }
}
```

## HazardFiring.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class HazardFiring : MonoBehaviour
{
    public GameObject hazard;
    public GameObject player;
    public Vector3 target;
    public Vector3 HazardMoveDirection;
    public Transform hazardSpawn;
    public float fireRate;
    private float nextFire;
    public float speed;
    private PlayerControls playerController;

    void Start()
    {
        player = GameObject.Find("Player");
        playerController = player.GetComponent<PlayerControls>();
    }
    void Update()
    {
        if (playerController.gameOver)
        {
            return;
        }

        target = player.transform.position;

        HazardMoveDirection = target - transform.position;

        if (Time.time > nextFire)
        {
            nextFire = Time.time + fireRate;

            /***** Add your code below ****/
            // **** Add your code below ****
            // **** Add your code below ****

            GameObject hazardClone = Instantiate(hazard, transform.position,
            transform.rotation);

            Rigidbody hazardRigidbody = hazardClone.GetComponent< Rigidbody>();
            hazardRigidbody.velocity = HazardMoveDirection.normalized * speed;

            /***** Add your code above ****/
            // **** Add your code above ****
            // **** Add your code above ****
        }
    }
}
```

## PlayerControls.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

[System.Serializable]
public class Boundaries
{
    public float leftBorder, rightBorder, bottomBorder, topBorder;
}
public class PlayerControls : MonoBehaviour
{
    public float speed;
    public float projectileForce;
    public float fireRate;
    public int currentLevel;
    private float nextFire;
    public int playerHealth;
    public int score;
    public bool gameOver = false;
    private Vector2 moveDirection = Vector2.zero;
    public GameObject projectile;
    public Boundaries boundary;
    private Rigidbody myRigidbody;

    void Start()
    {
        currentLevel = 1;
        score = 0;
        myRigidbody = GetComponent<Rigidbody>();
    }

    void FixedUpdate()
    {
        moveDirection = new Vector2(
            Input.GetAxis("Horizontal"), Input.GetAxis("Vertical"));
        if (!gameOver)
        {
            myRigidbody.velocity = moveDirection * speed;
        }
        myRigidbody.position = new Vector2(
            Mathf.Clamp(
                myRigidbody.position.x, boundary.leftBorder, boundary.rightBorder),
            Mathf.Clamp(
                myRigidbody.position.y, boundary.bottomBorder, boundary.topBorder));
    }
}
```

```

void Update()
{
    if (gameOver)
    {
        return;
    }

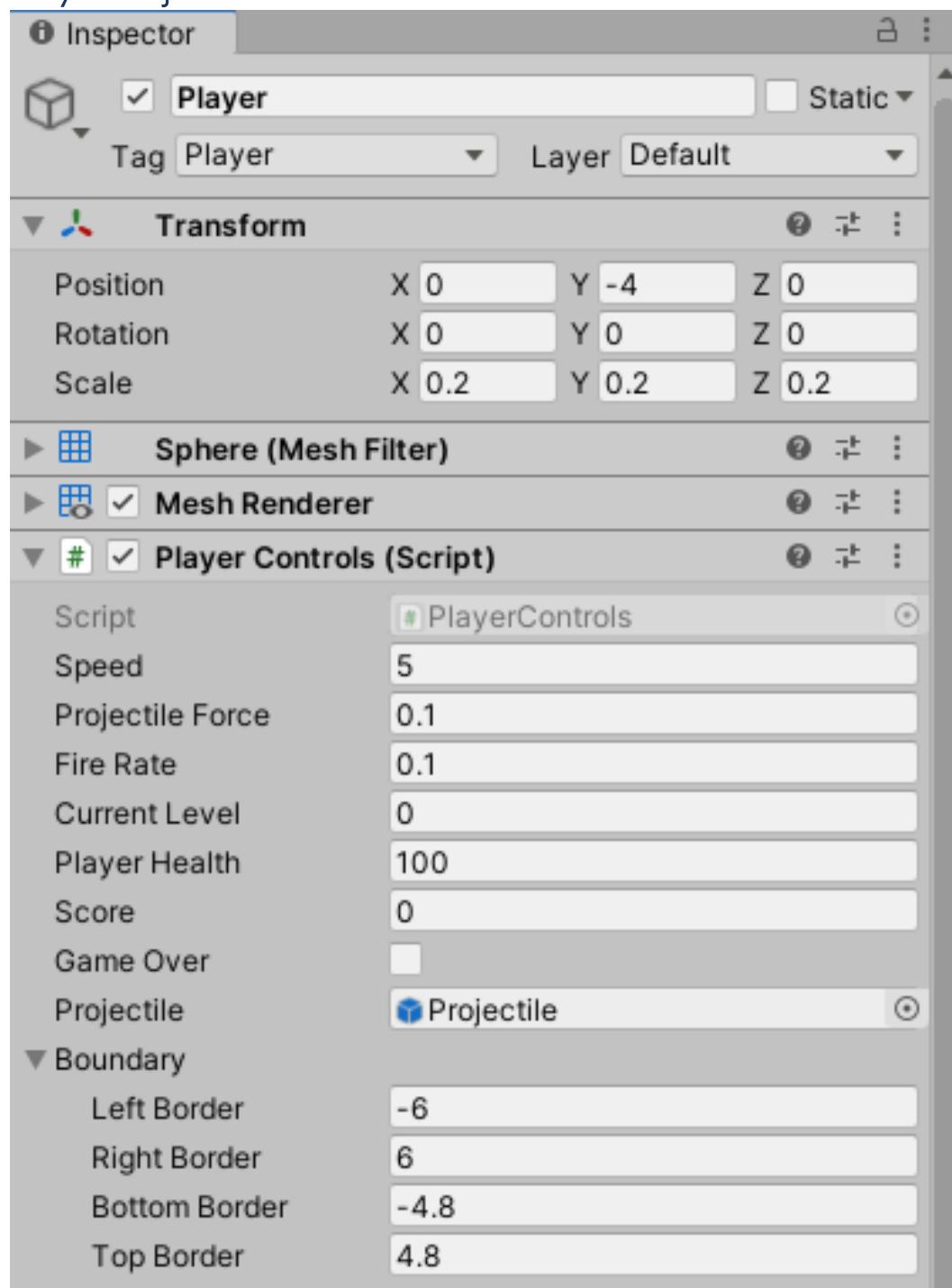
    if ((Input.GetKey("space") || Input.GetKey("z")) && (Time.time > nextFire))
    {
        nextFire = Time.time + fireRate;

        /***** Add your code below ****/
        Instantiate(projectile, transform.position, transform.rotation);
        if (currentLevel >= 3)
        {
            Vector3 rightOffset = new Vector3(0.2f, 0, 0);
            Vector3 leftOffset = new Vector3(-0.2f, 0, 0);
            Instantiate(projectile, transform.position + rightOffset,
transform.rotation);
            Instantiate(projectile, transform.position + leftOffset,
transform.rotation);
        }
        if (currentLevel >= 3)
        {
            Vector3 rightOffset = new Vector3(0.2f, 0.2f, 0);
            Vector3 leftOffset = new Vector3(-0.2f, 0.2f, 0);
            Instantiate(
                projectile, transform.position + rightOffset, transform.rotation);
            Instantiate(
                projectile, transform.position + leftOffset, transform.rotation);
        }
        /***** Add your code above ****/
    }
    if (playerHealth <= 0)
    {
        gameOver = true;
    }
}

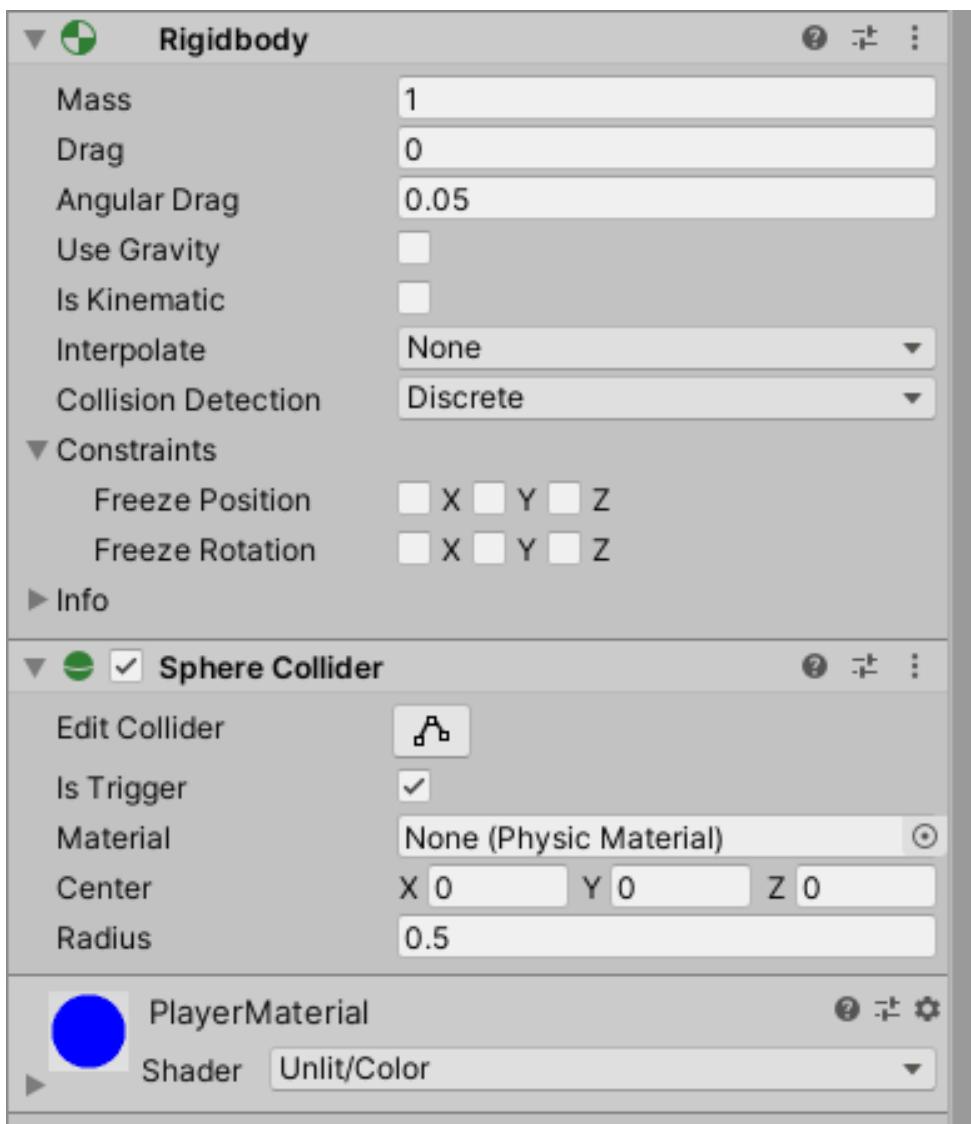
void OnTriggerEnter(Collider other)
{
    if (other.gameObject.tag == "Hazard")
    {
        Debug.Log("Player hit!");
        Destroy(other.gameObject);
        playerHealth--;
    }
}

```

## Player Object



## Player Object Continued



## PowerupController.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PowerupController : MonoBehaviour
{
    private float nextDrop = 1.0f;
    public float dropRate;
    public GameObject powerup;
    public GameObject powerupEmitter;
    private GameObject player;
    private PlayerControls playerController;

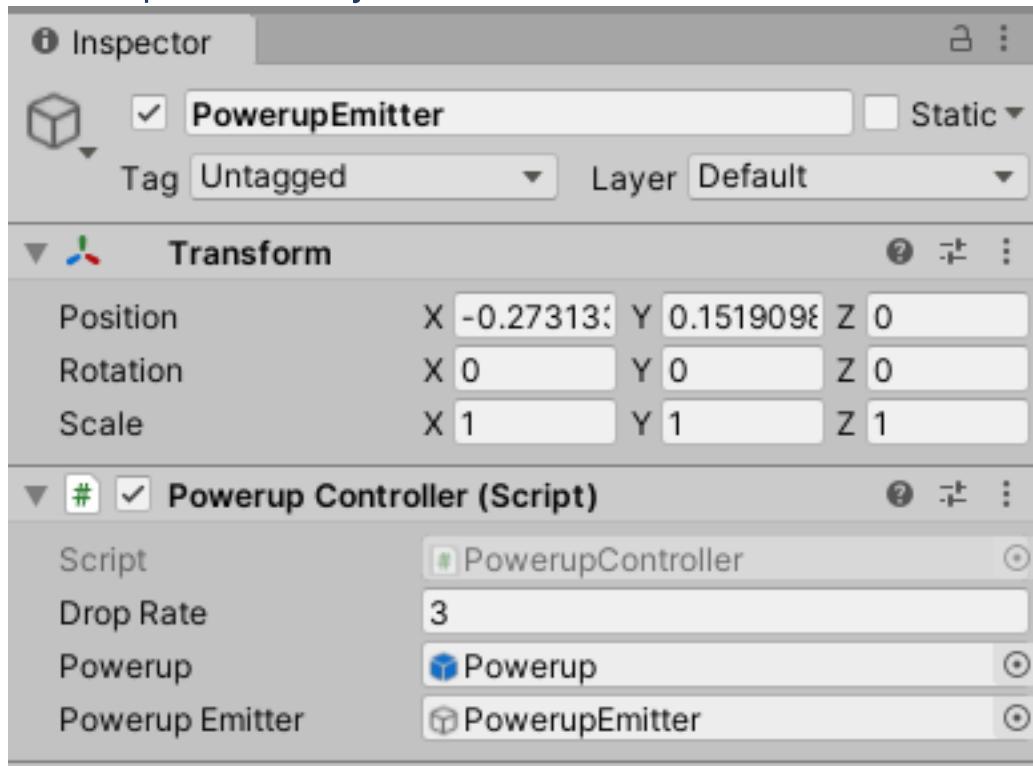
    void Start()
    {
        powerupEmitter = GameObject.Find("PowerupEmitter");
        player = GameObject.Find("Player");
        playerController = player.GetComponent<PlayerControls>();
    }

    void Update()
    {
        if (playerController.gameOver)
        {
            return;
        }
        if (Time.time > nextDrop)
        {
            float randomX = Random.Range(-6.0f, 6.0f);
            Vector3 powerupPosition = new Vector3(randomX, 6.0f, 0.0f);
            transform.position = powerupPosition;
            nextDrop = Time.time + dropRate;

            *****
            | Add your code below |
            *****
            Instantiate(powerup, transform.position, transform.rotation);

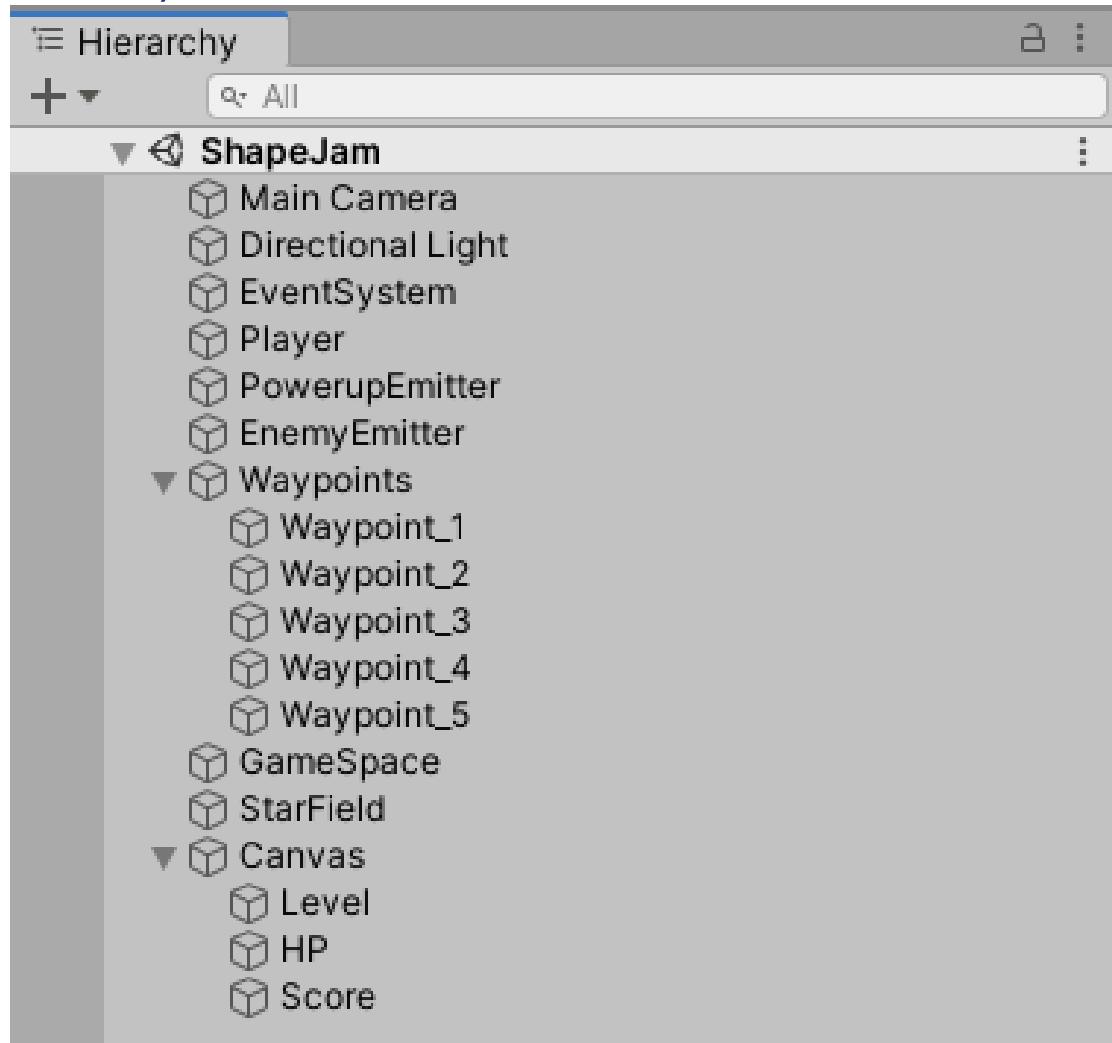
            *****
            | Add your code above |
            *****
        }
    }
}
```

## PowerupEmitter Object



## Activity Solution: Shape Jam Prove Yourself

### Hierarchy



## EnemyEmitterController.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

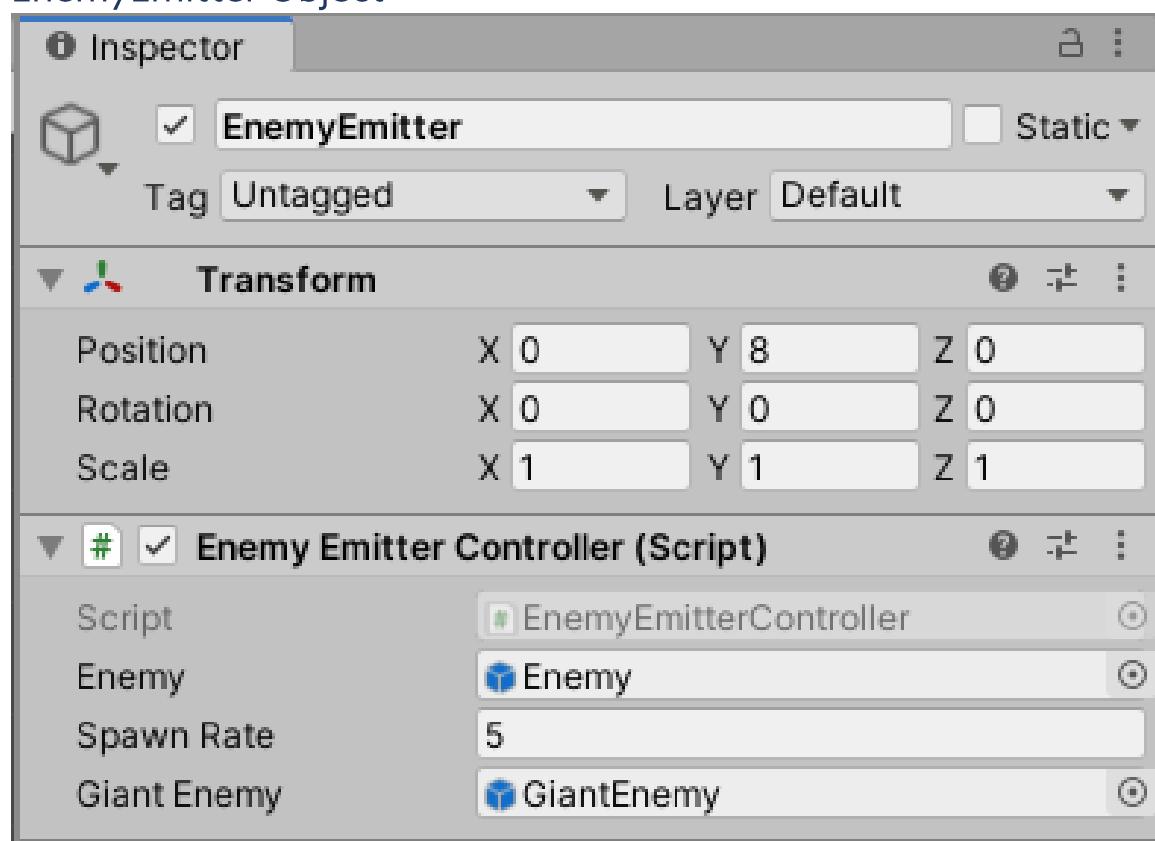
public class EnemyEmitterController : MonoBehaviour
{
    public GameObject Enemy;
    private PlayerControls playerController;
    public float spawnRate;
    private float nextSpawn = 5.0f;
    public GameObject GiantEnemy;

    void Start()
    {
        GameObject player = GameObject.Find("Player");
        playerController = player.GetComponent<PlayerControls>();

    }

    void Update()
    {
        if (playerController.gameOver)
        {
            return;
        }
        if (Time.time > nextSpawn)
        {
            nextSpawn = Time.time + spawnRate;
            for (int i = 0; i < playerController.currentLevel; i++)
            {
                float randomX = Random.Range(-6.0f, 6.0f);
                Vector3 enemyPosition = new Vector3(randomX, 6, 0);
                transform.position = enemyPosition;
                Instantiate(Enemy, transform.position, transform.rotation);
            }
            if (Random.value > 0.5)
            {
                float randomX = Random.Range(-6.0f, 6.0f);
                Vector3 enemyPosition = new Vector3(randomX, 6, 0);
                transform.position = enemyPosition;
                Instantiate(GiantEnemy, transform.position, transform.rotation);
            }
        }
    }
}
```

## EnemyEmitter Object



## PlayerControls.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

[System.Serializable]
public class Boundaries
{
    public float leftBorder, rightBorder, bottomBorder, topBorder;
}
public class PlayerControls : MonoBehaviour
{
    public float speed;
    public float projectileForce;
    public float fireRate;
    public int currentLevel;
    private float nextFire;
    public int playerHealth;
    public int score;
    public bool gameOver = false;
    private Vector2 moveDirection = Vector2.zero;
    public GameObject projectile;
    public Boundaries boundary;
    private Rigidbody myRigidbody;

    void Start()
    {
        currentLevel = 1;
        score = 0;
        myRigidbody = GetComponent<Rigidbody>();
    }

    void FixedUpdate()
    {
        moveDirection = new Vector2(
            Input.GetAxis("Horizontal"), Input.GetAxis("Vertical"));
        if (!gameOver)
        {
            myRigidbody.velocity = moveDirection * speed;
        }
        myRigidbody.position = new Vector2(
            Mathf.Clamp(
                myRigidbody.position.x,
                boundary.leftBorder,
                boundary.rightBorder),
            Mathf.Clamp(myRigidbody.position.y,
                boundary.bottomBorder,
                boundary.topBorder));
    }
}
```

```

void Update()
{
    if (gameOver)
    {
        return;
    }
    if ((Input.GetKey("space") || Input.GetKey("z")) && (Time.time > nextFire))
    {
        nextFire = Time.time + fireRate;

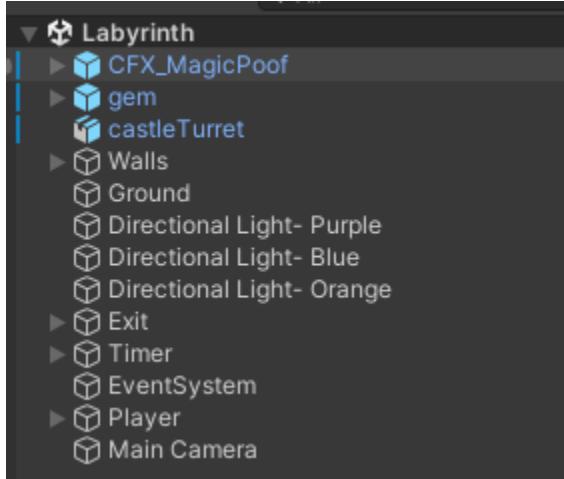
        Instantiate(projectile, transform.position, transform.rotation);
        if (currentLevel >= 1)
        {
            Vector3 rightOffset = new Vector3(0.2f, -0.2f, 0);
            Vector3 leftOffset = new Vector3(-0.2f, -0.2f, 0);
            Instantiate(
                projectile, transform.position + rightOffset, transform.rotation);
            Instantiate(
                projectile, transform.position + leftOffset, transform.rotation);
        }
        if (currentLevel >= 3)
        {
            Vector3 rightOffset = new Vector3(0.2f, 0.2f, 0);
            Vector3 leftOffset = new Vector3(-0.2f, 0.2f, 0);
            Instantiate(
                projectile, transform.position + rightOffset, transform.rotation);
            Instantiate(
                projectile, transform.position + leftOffset, transform.rotation);
        }
        if (currentLevel >= 5)
        {
            Vector3 rightOffset = new Vector3(0.4f, 0.4f, 0);
            Vector3 leftOffset = new Vector3(-0.4f, 0.4f, 0);
            Instantiate(
                projectile, transform.position + rightOffset, transform.rotation);
            Instantiate(
                projectile, transform.position + leftOffset, transform.rotation);
        }
    }
    if (playerHealth <= 0)
    {
        gameOver = true;
    }
}

void OnTriggerEnter(Collider other)
{
    if (other.gameObject.tag == "Hazard")
    {
        Debug.Log("Player hit!");
        Destroy(other.gameObject);
        playerHealth--;
    }
}

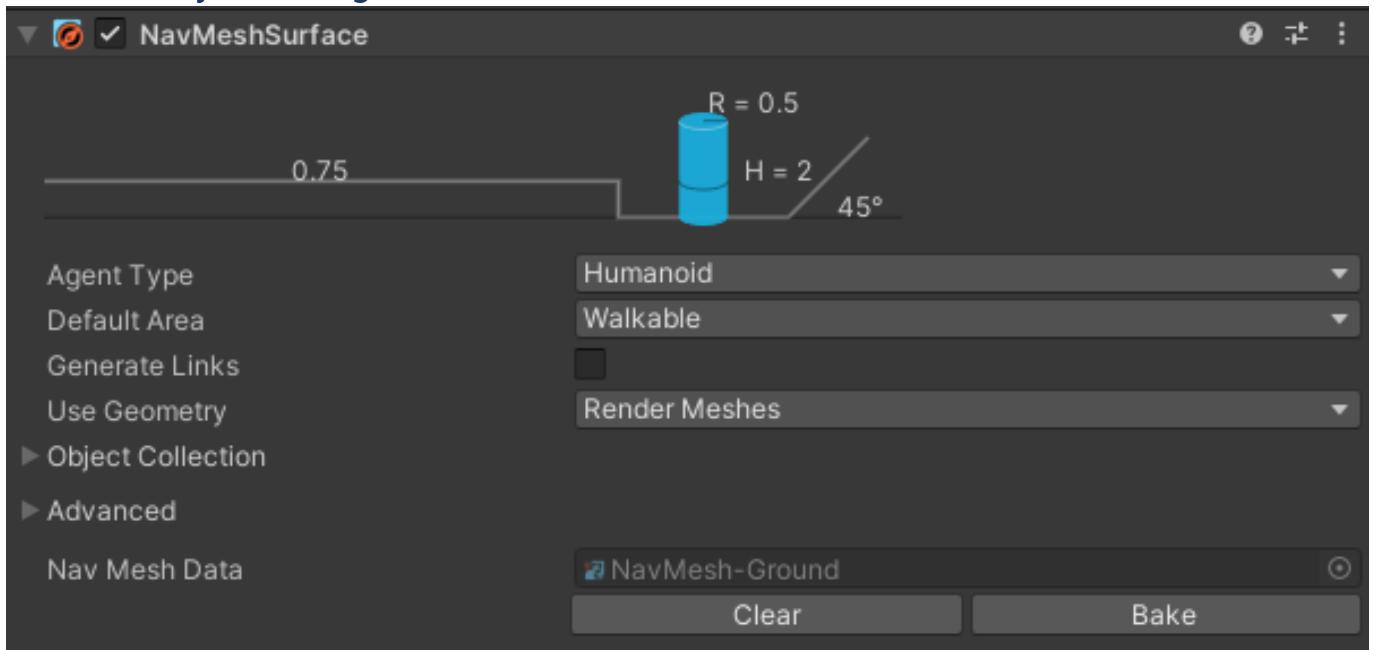
```

# Activity Solution: Labyrinth

## Hierarchy



## Ground Object Navigation



## MoveToGoal.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.AI;
```

```

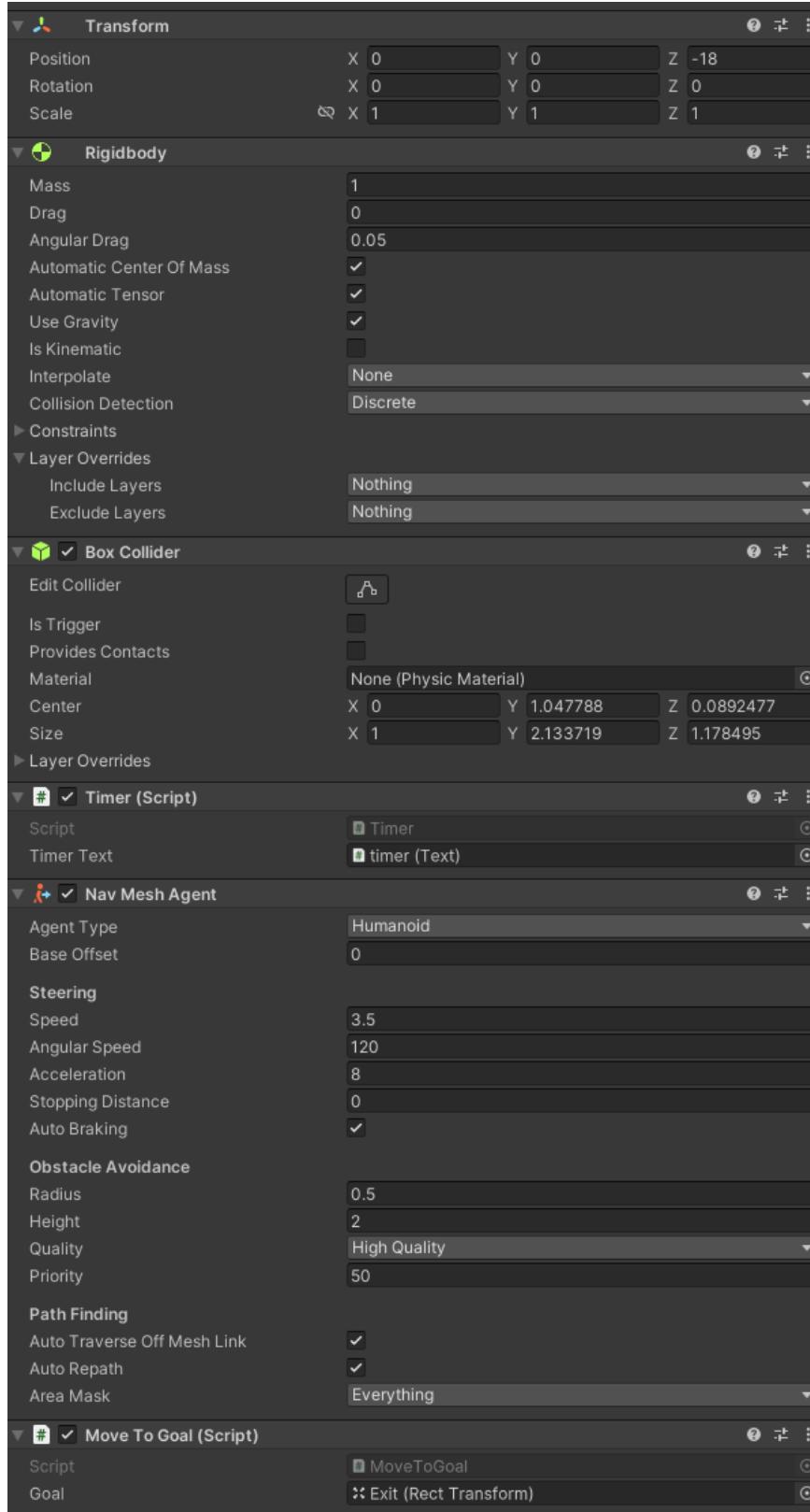
public class MoveToGoal : MonoBehaviour
{
    // goal is the destination for the NavMeshAgent,
    // animator is the Player object's Animator
    // agent contains the NavMeshAgent
    public Transform goal;
    Animator animator;
    NavMeshAgent agent;

    void Start()
    {
        // Animator and Agent initialized, Agent's destination set
        // goal.position is set in interface.
        animator = GetComponentInChildren<Animator>();
        agent = GetComponent<NavMeshAgent>();
        agent.destination = goal.position;
    }

    void Update()
    {
        if (agent.hasPath)
        {
            animator.SetBool("isRunning", true);
        }
        else
        {
            animator.SetBool("isRunning", false);
        }
    }
}

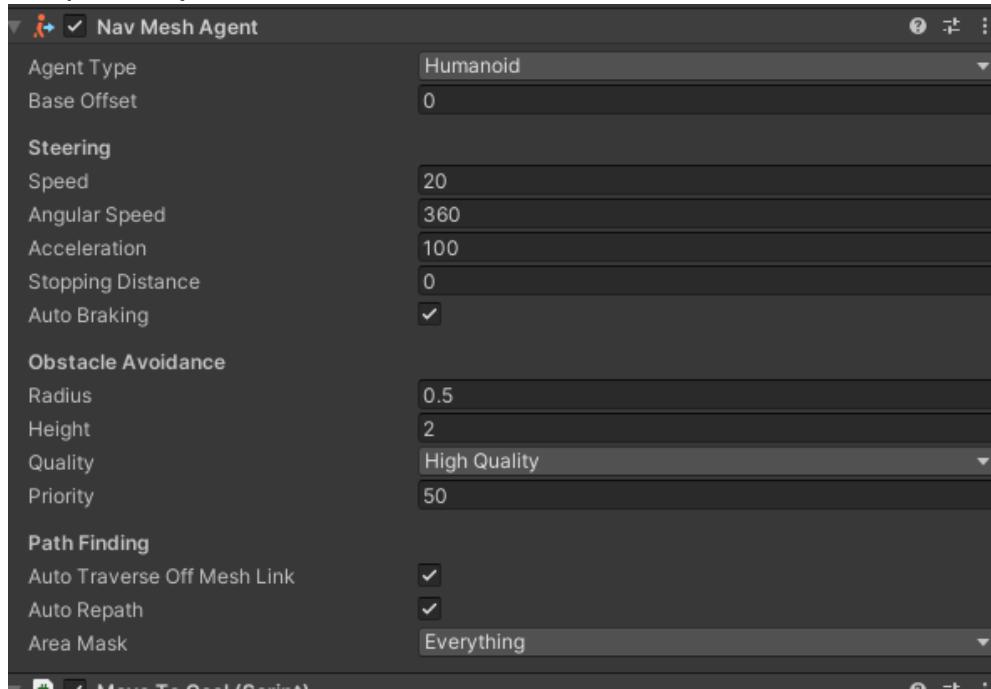
```

## Player Object



# Activity Solution: Labyrinth Prove Yourself

## Step 1 Player



## Step 2 Pickup Script

```
using System.Collections;
```

```
using System.Collections.Generic;
```

```
using UnityEngine;
```

```
using UnityEngine.AI;
```

```
public class Pickup : MonoBehaviour
```

```
{
```

```
    public Transform goal;
```

```
    // Start is called before the first frame update
```

```
    private void OnCollisionEnter(Collision collision)
```

```
{
```

```
    if (collision.gameObject.CompareTag("Player"))
```

```
{
```

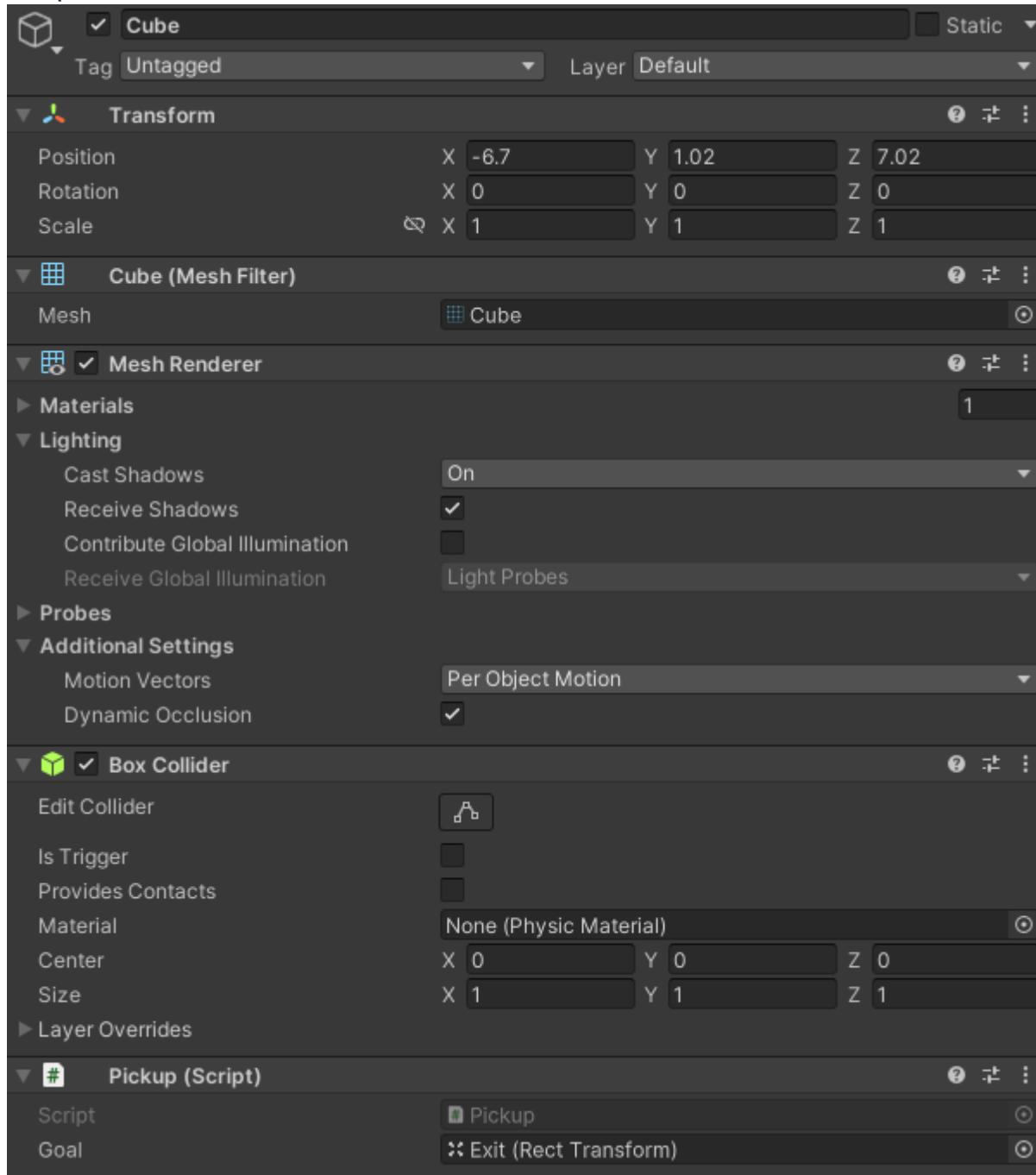
```
        collision.gameObject.GetComponent<NavMeshAgent>().destination = goal.position;
```

```

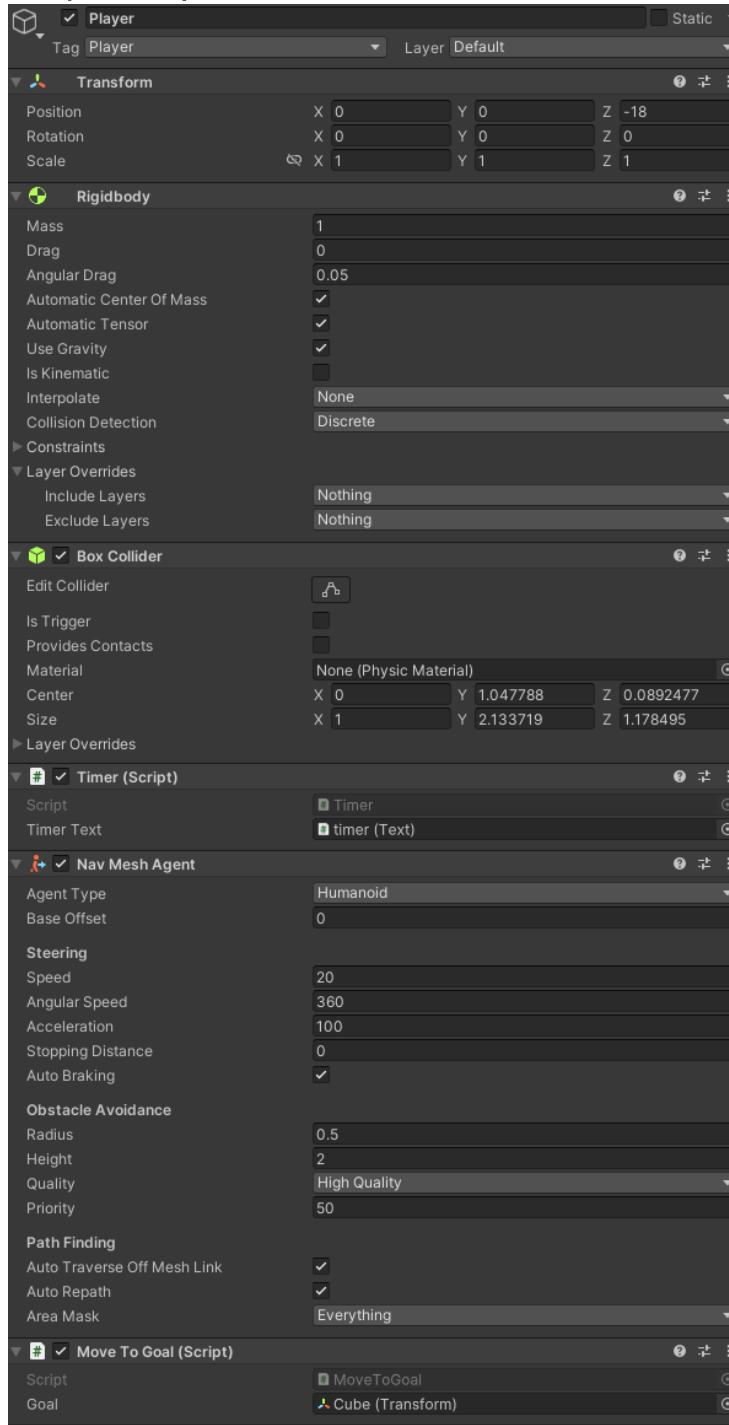
        Destroy(gameObject);
    }
}
}

```

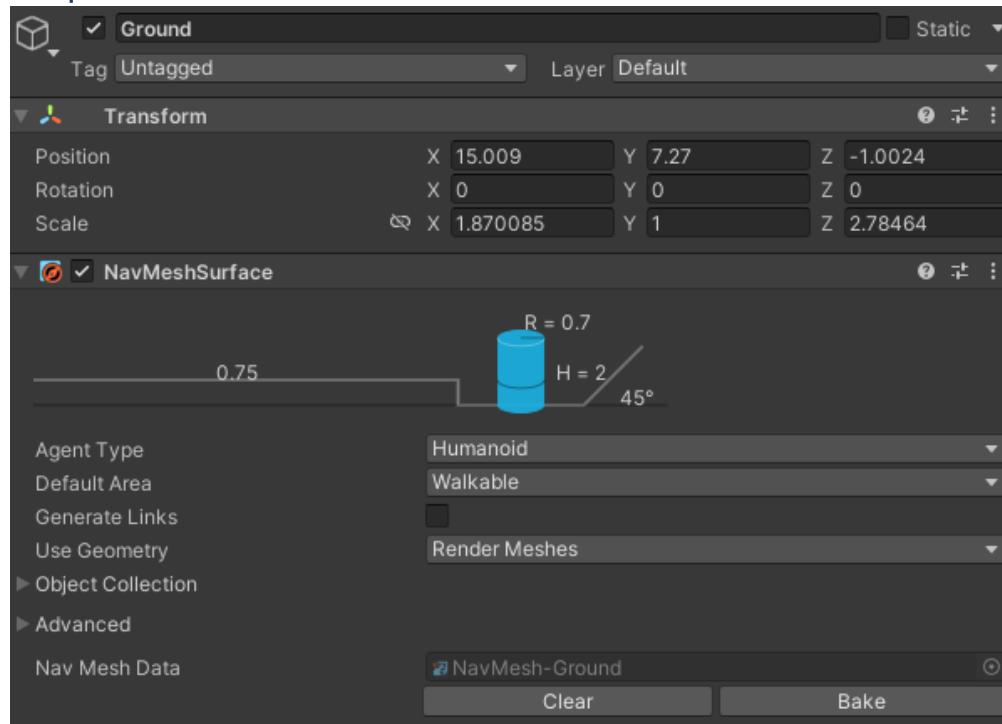
## Step 2 Cube



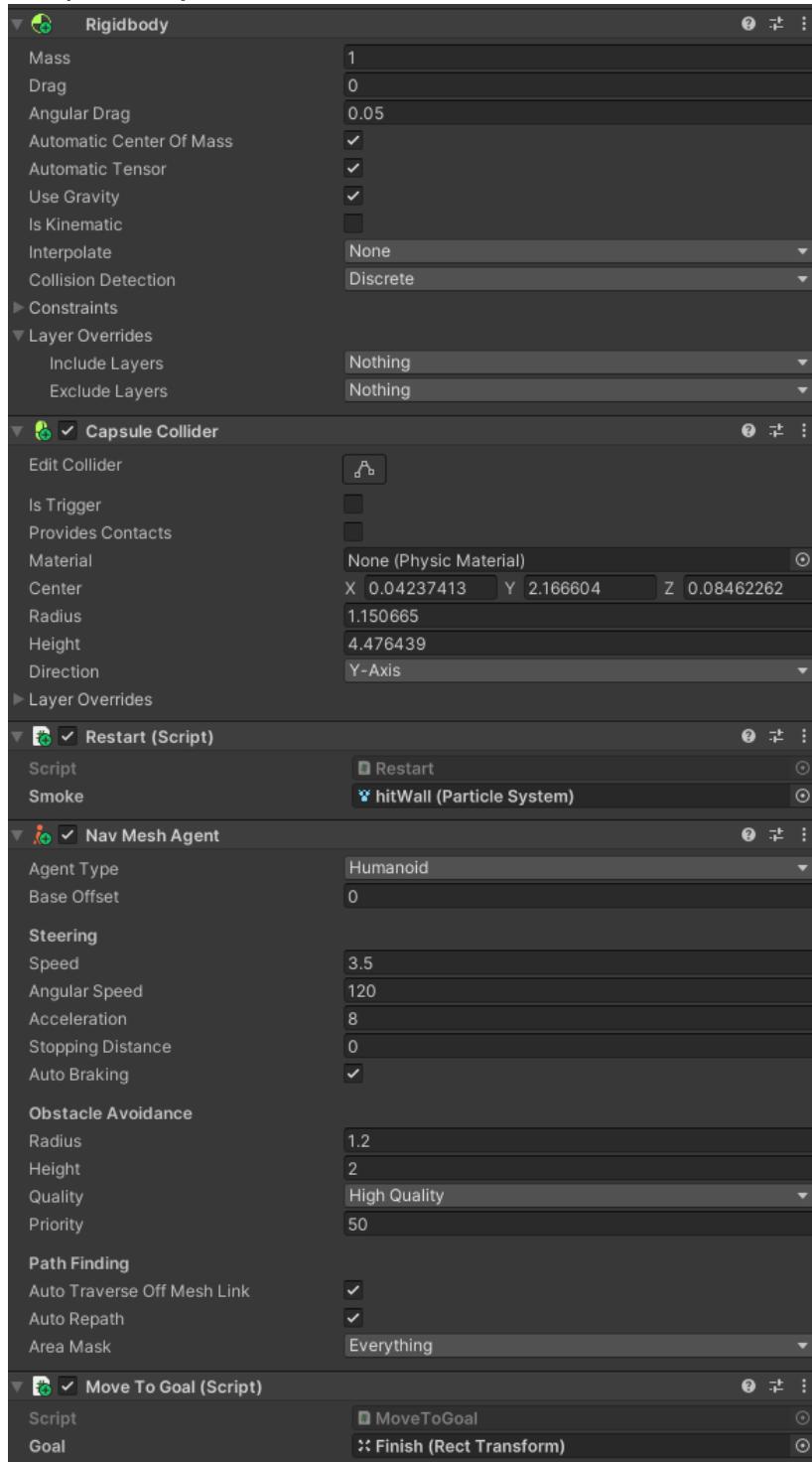
## Step 2 Player



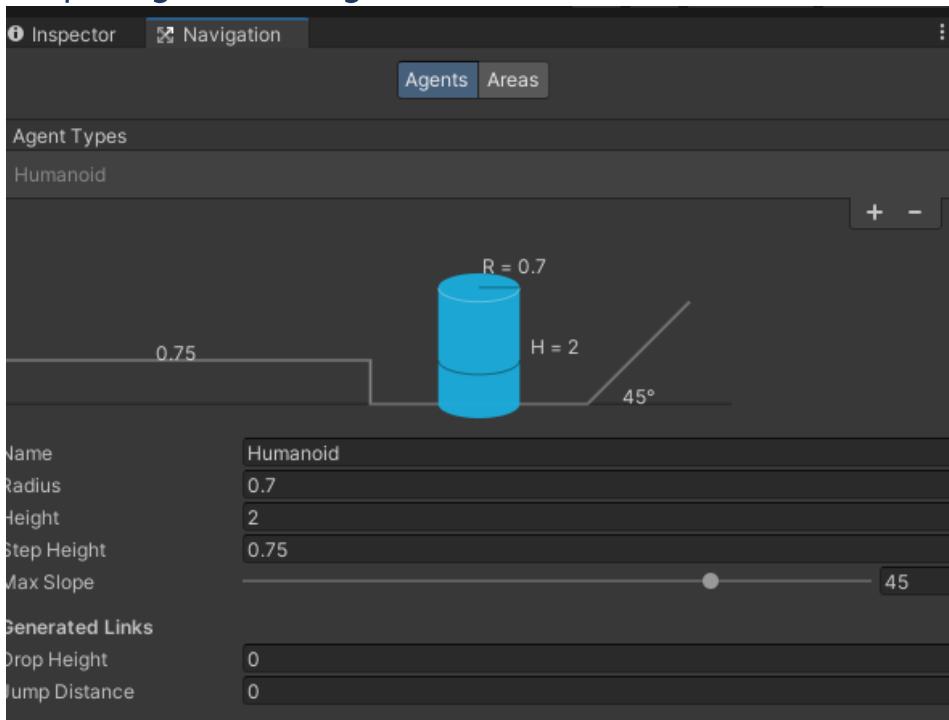
## Step 3 Ground



## Step 3 Player

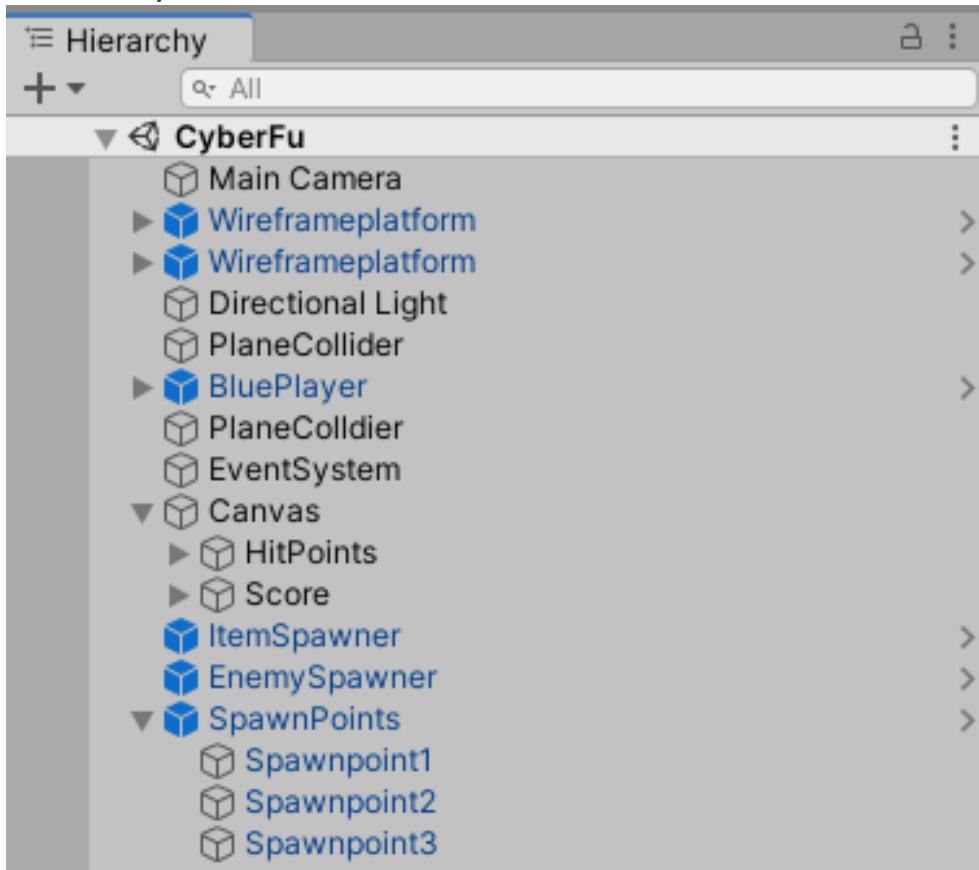


## Step 3 Agent Settings



## Activity Solution: CyberFu Part 2

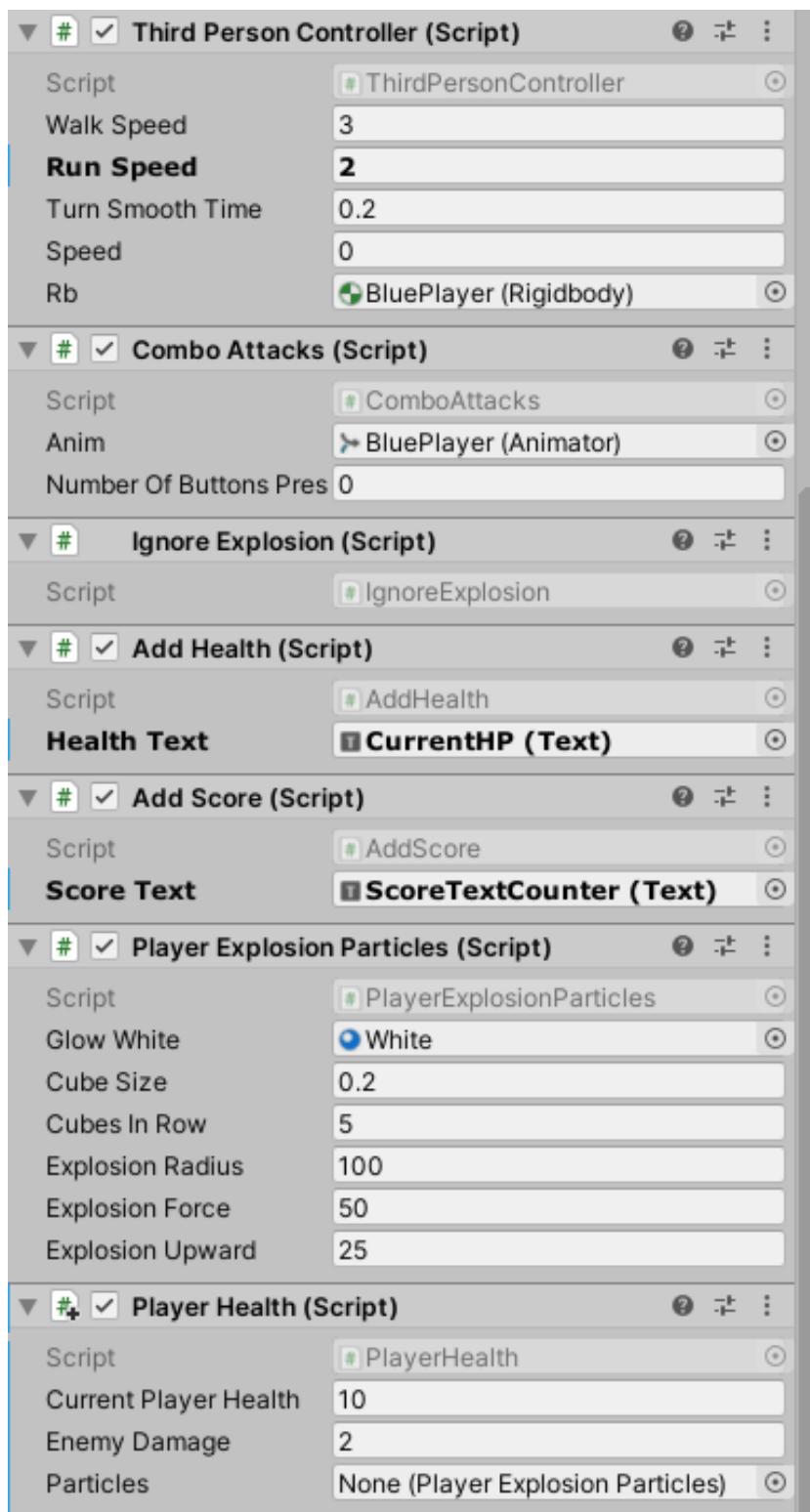
### Hierarchy



## BluePlayer Object



## BluePlayer Object Continued



## PlayerHealth.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class PlayerHealth : MonoBehaviour
{
    public int maxPlayerHealth = 10;
    public int currentPlayerHealth;
    public int enemyDamage = 2;
    public PlayerExplosionParticles particles;
    private Animator playerAnimator;

    void Start()
    {
        currentPlayerHealth = maxPlayerHealth;
        playerAnimator = GetComponent<Animator>();
        particles = GetComponent<PlayerExplosionParticles>();
    }

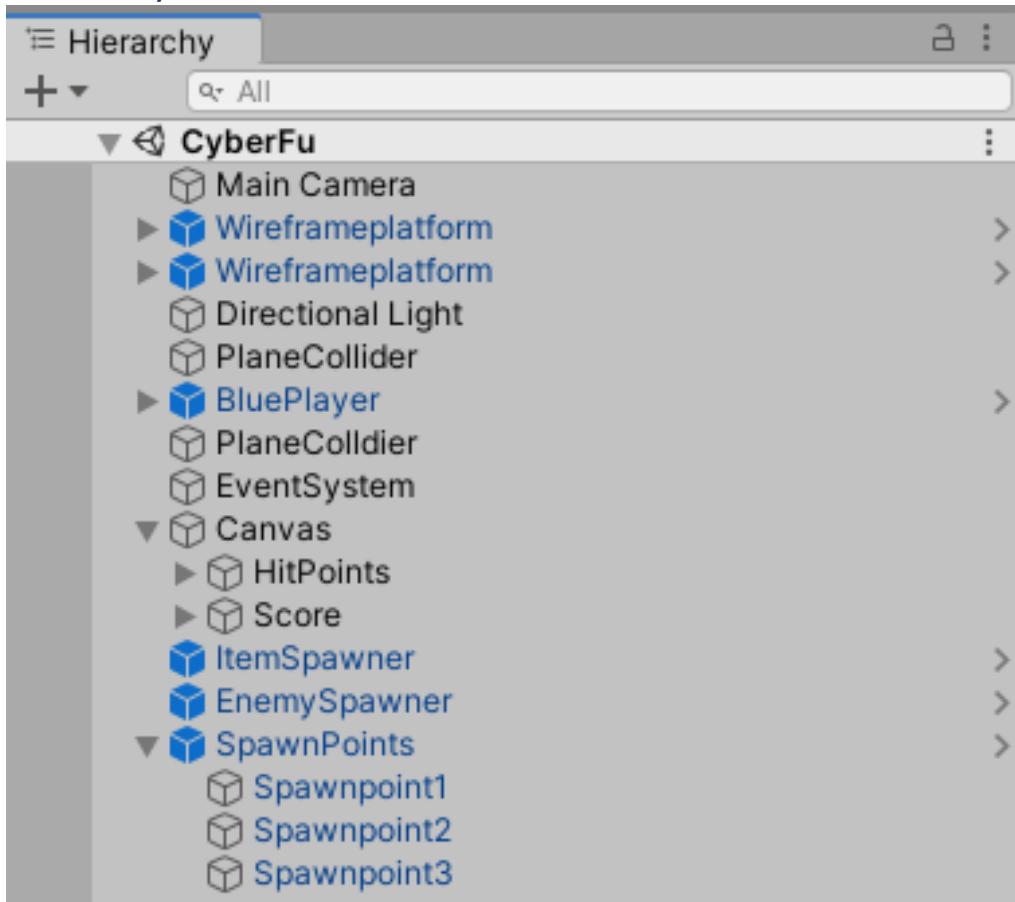
    public void HurtPlayer()
    {
        currentPlayerHealth -= enemyDamage;
        playerAnimator.SetTrigger("Hit");
        if (currentPlayerHealth <= 0)
        {
            particles.Explode();
            Invoke("ReloadScene", 5);
        }
    }

    private void ReloadScene()
    {
        SceneManager.LoadScene("CyberFu");
    }

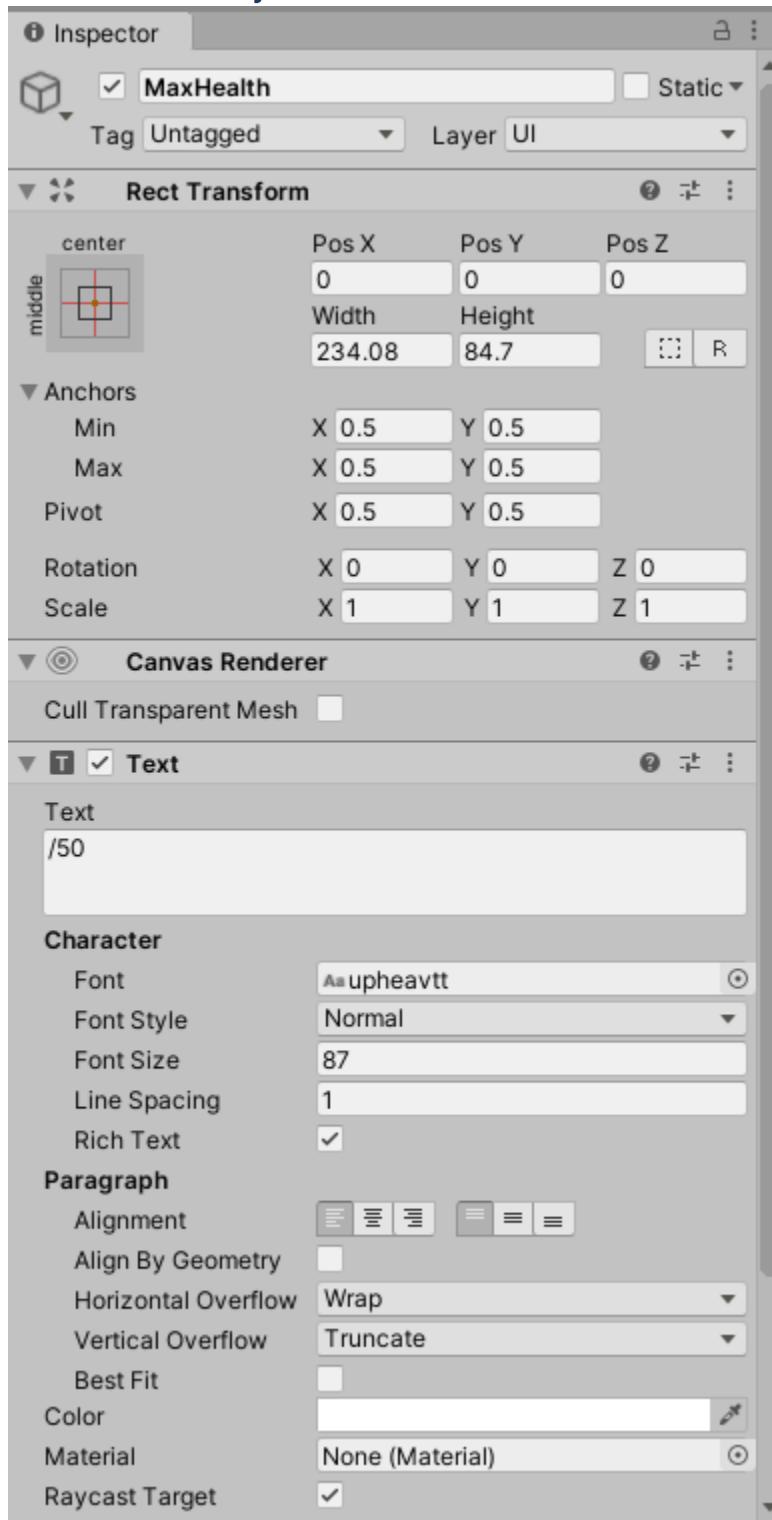
    private void OnTriggerEnter(Collider other)
    {
        if (other.tag == "HitCollider")
        {
            HurtPlayer();
        }
    }
}
```

## Activity Solution: CyberFu Part 2 Prove Yourself

### Hierarchy



## MaxHealth Object



## PlayerHealth.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class PlayerHealth : MonoBehaviour
{
    public int currentPlayerHealth = 50;
    public int enemyDamage = 5;
    public PlayerExplosionParticles particles;
    private Animator playerAnimator;

    void Start()
    {
        playerAnimator = GetComponent<Animator>();
        particles = GetComponent<PlayerExplosionParticles>();
    }

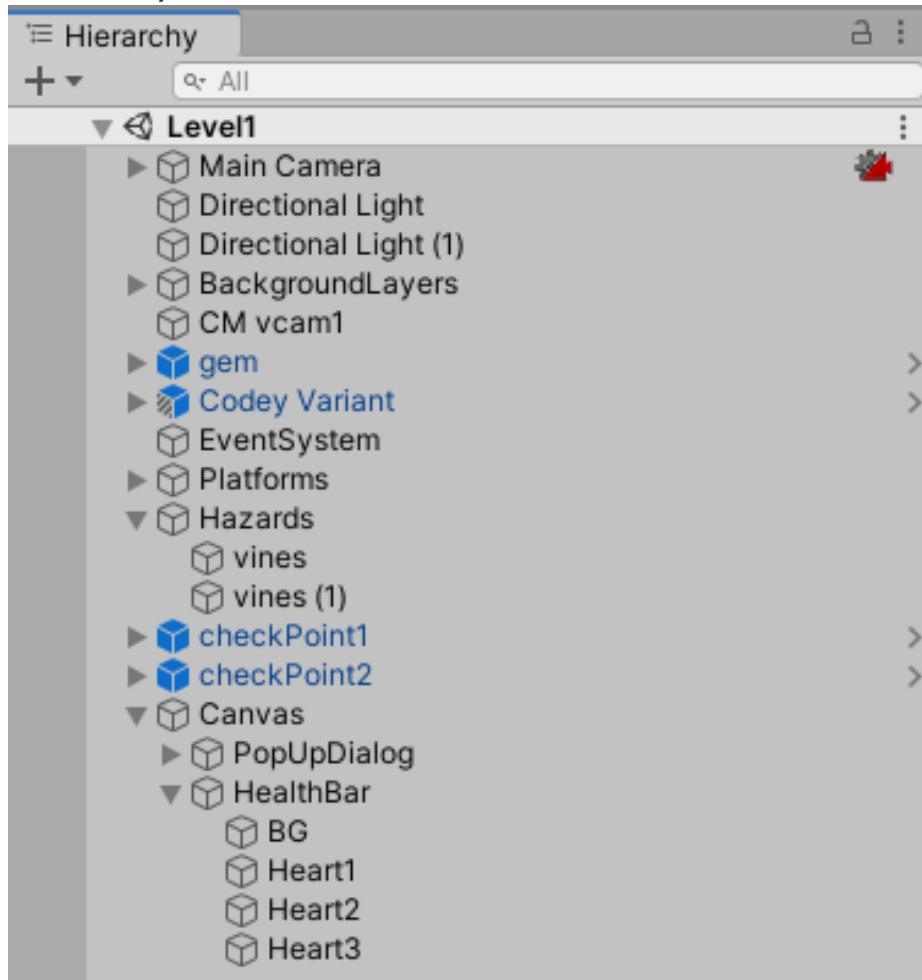
    public void HurtPlayer()
    {
        currentPlayerHealth -= enemyDamage;
        playerAnimator.SetTrigger("Hit");
        if (currentPlayerHealth <= 0)
        {
            particles.Explode();
            Invoke("ReloadScene", 5);
        }
    }

    private void ReloadScene()
    {
        SceneManager.LoadScene("CyberFu");
    }

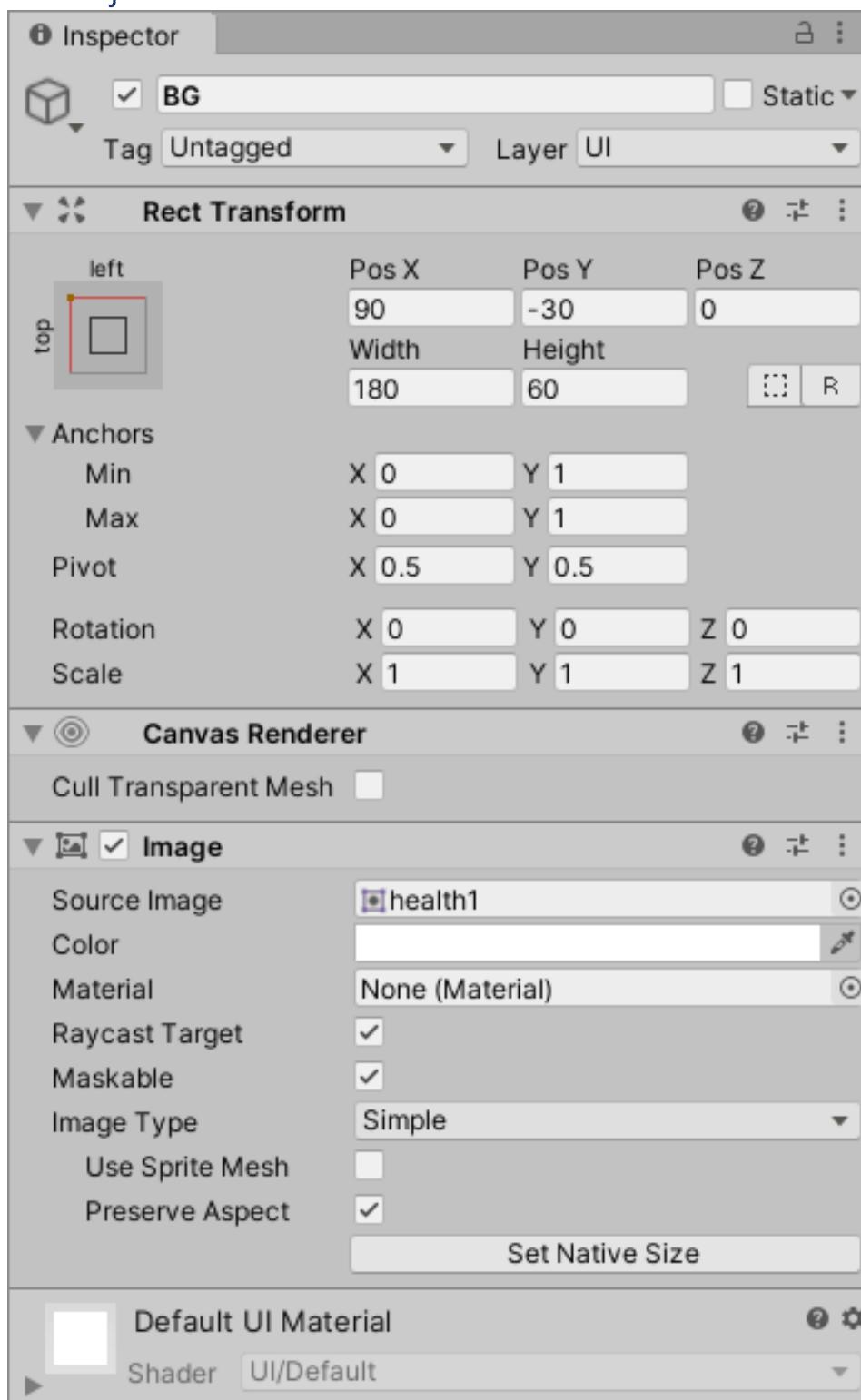
    private void OnTriggerEnter(Collider other)
    {
        if (other.CompareTag("HitCollider"))
        {
            HurtPlayer();
        }
    }
}
```

# Activity Solution: Amazing Ninja Worlds Part 1

## Hierarchy



## BG Object



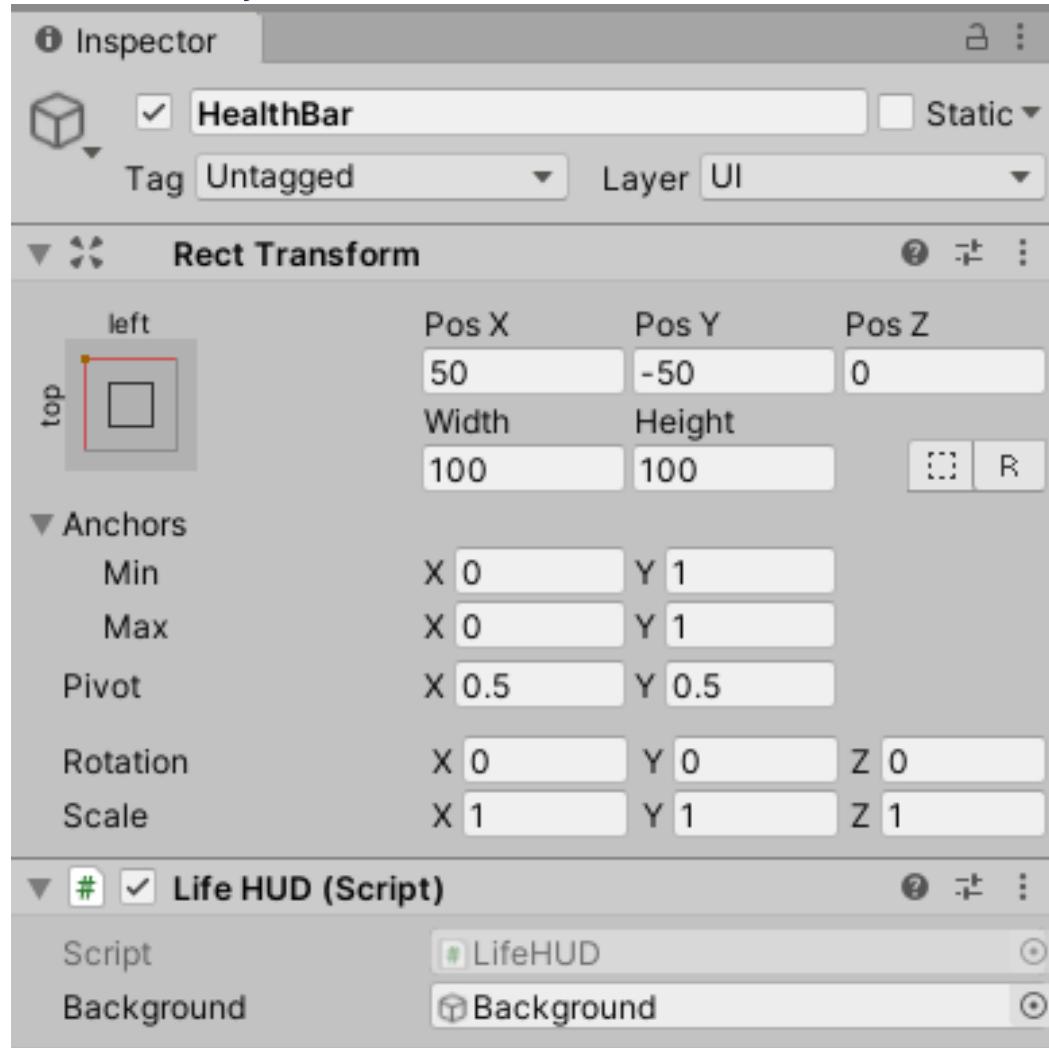
## Hazard.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

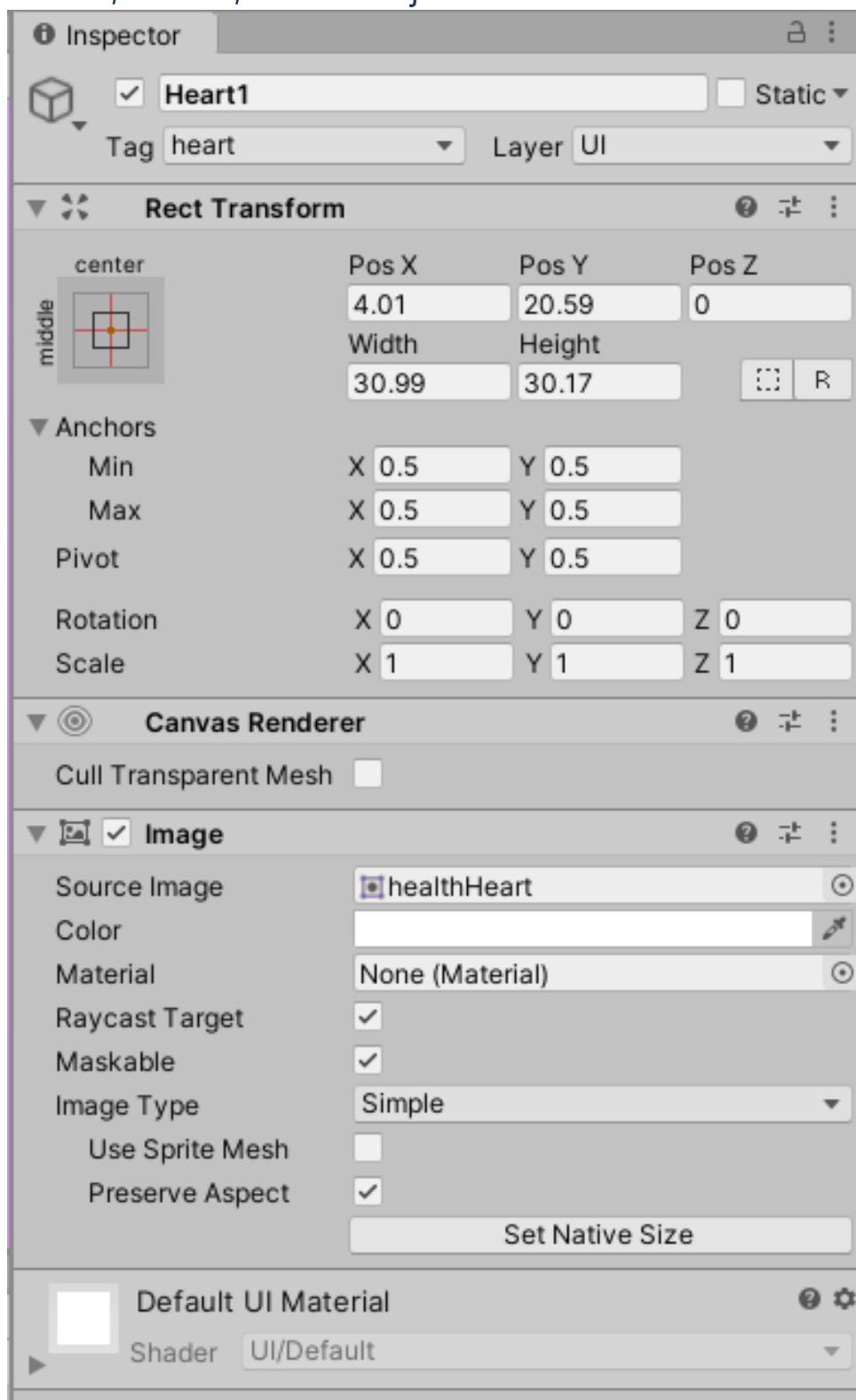
public class Hazard : MonoBehaviour
{
    public GameObject background;
    public GameObject HealthBar;

    private void OnTriggerEnter(Collider other)
    {
        background.GetComponent<GameManager>().moveToCheckPoint();
        HealthBar.GetComponent<LifeHUD>().HurtPlayer();
    }
}
```

## HealthBar Object



## Heart1, Heart2, Heart3 Objects



## LifeHUD.cs Script

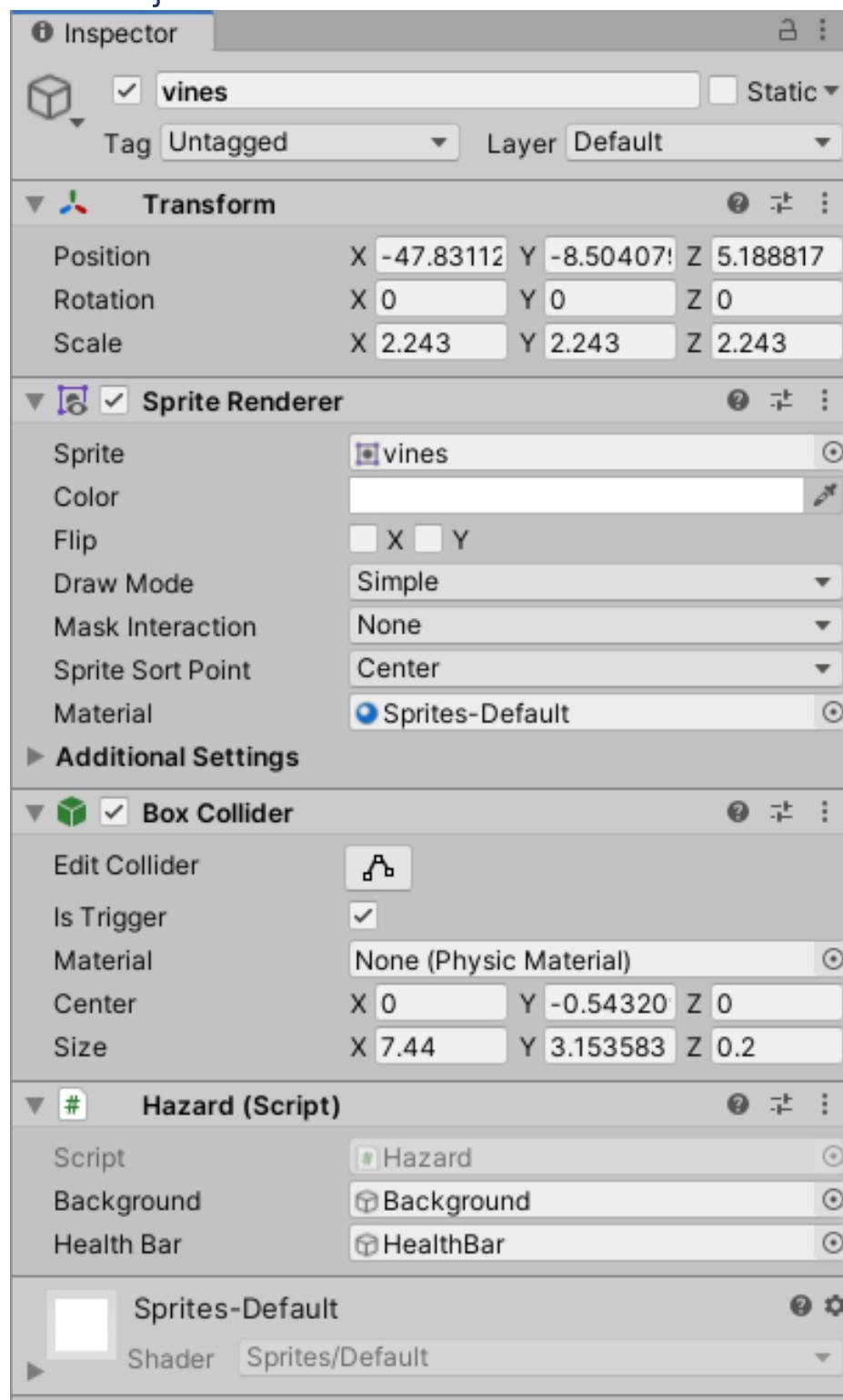
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class LifeHUD : MonoBehaviour
{
    private GameObject[] hearts;
    private int lives = 3;
    public GameObject background;

    void Awake()
    {
        hearts = GameObject.FindGameObjectsWithTag("heart");
    }

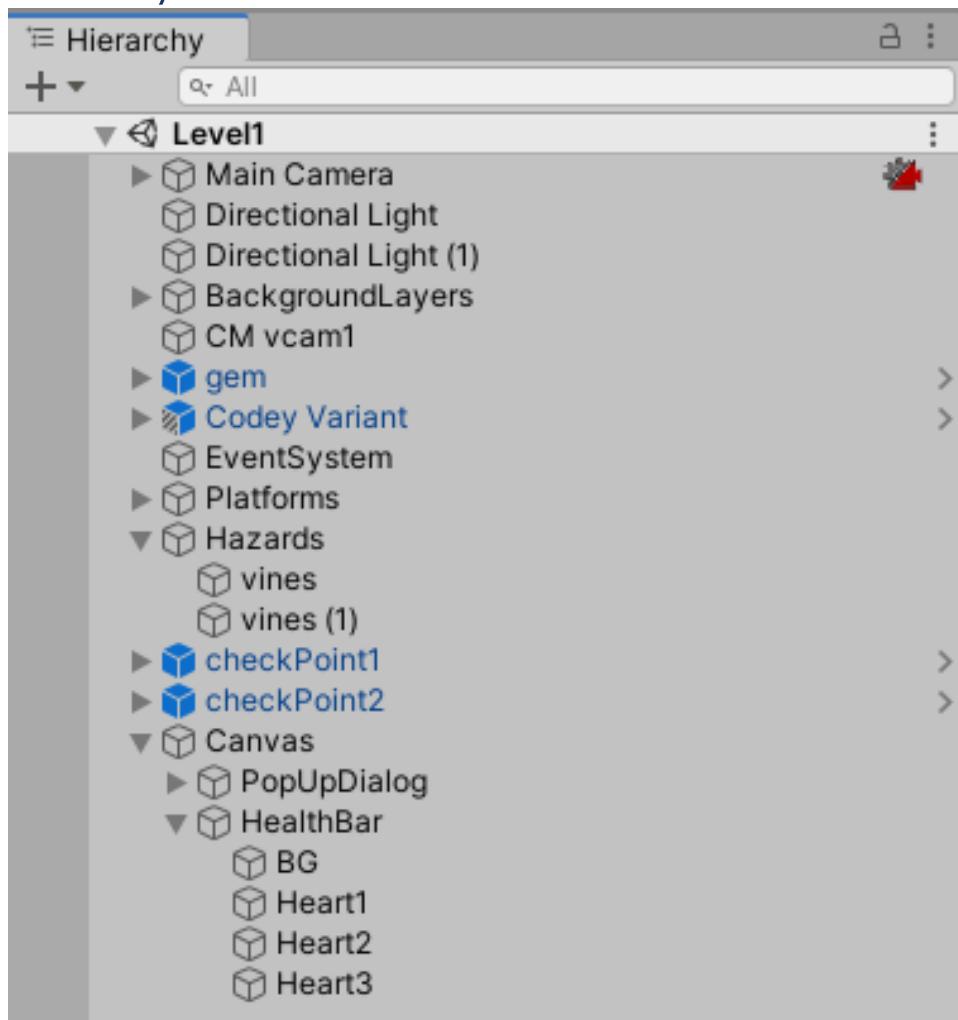
    public void HurtPlayer()
    {
        Debug.Log("Ouch!");
        lives -= 1;
        hearts[lives].SetActive(false);
        if (lives == 0)
        {
            background.GetComponent<GameManager>().GameOver();
        }
    }
}
```

## Vines Object

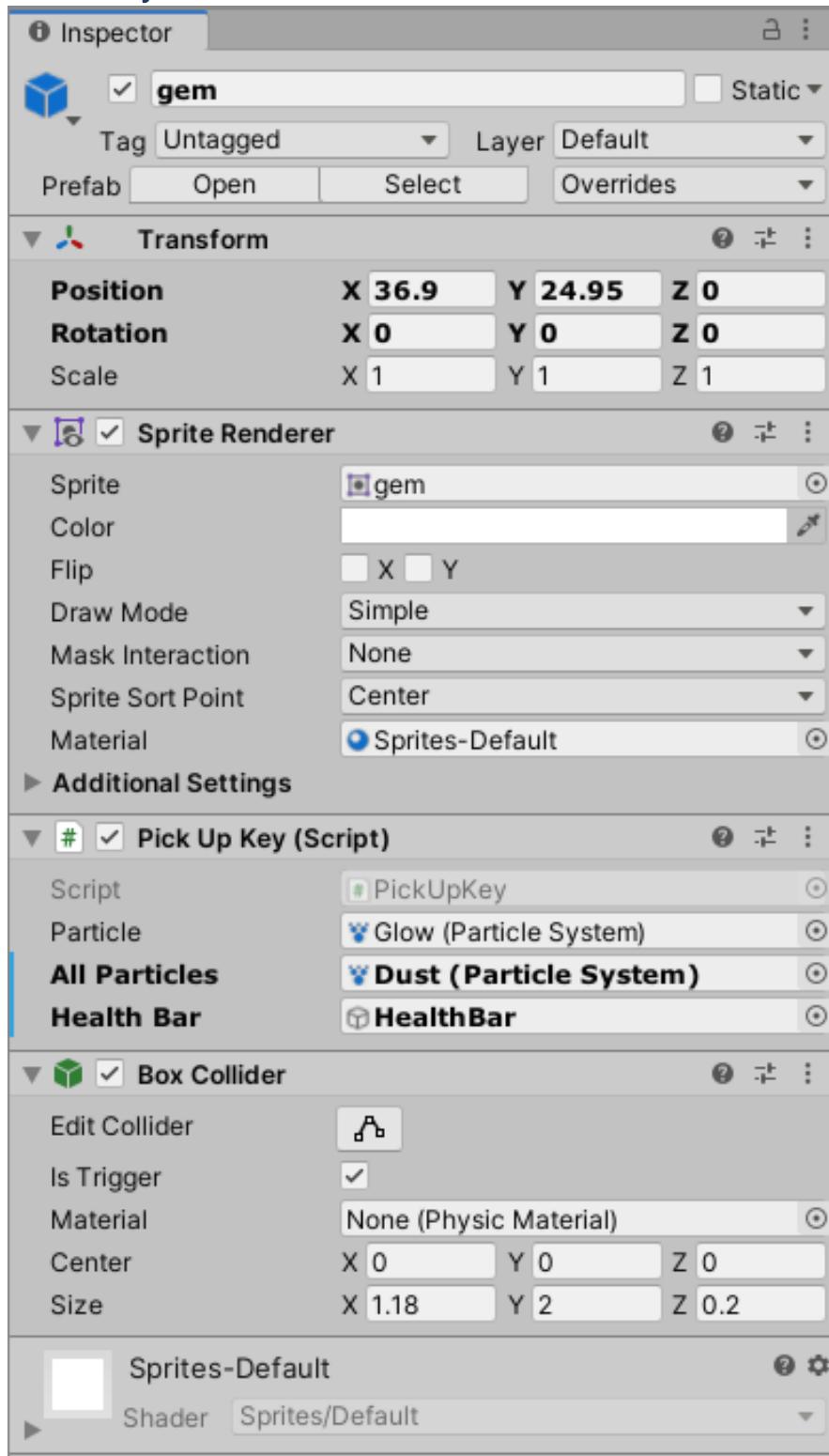


# Activity Solution: Amazing Ninja Worlds Part 1 Prove Yourself

## Hierarchy



## Gem Object



## LifeHUD.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class LifeHUD : MonoBehaviour
{
    private GameObject[] hearts;
    private int lives = 3;
    public GameObject background;

    void Awake()
    {
        hearts = GameObject.FindGameObjectsWithTag("heart");
    }

    public void HurtPlayer()
    {
        Debug.Log("Ouch!");
        lives -= 1;
        hearts[lives].SetActive(false);
        if (lives == 0)
        {
            background.GetComponent<GameManager>().GameOver();
        }
    }

    public void HealPlayer()
    {
        Debug.Log("Yay!");
        if (lives < 3)
        {
            hearts[lives].SetActive(true);
            lives += 1;
        }
    }
}
```

## PickUpKey.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

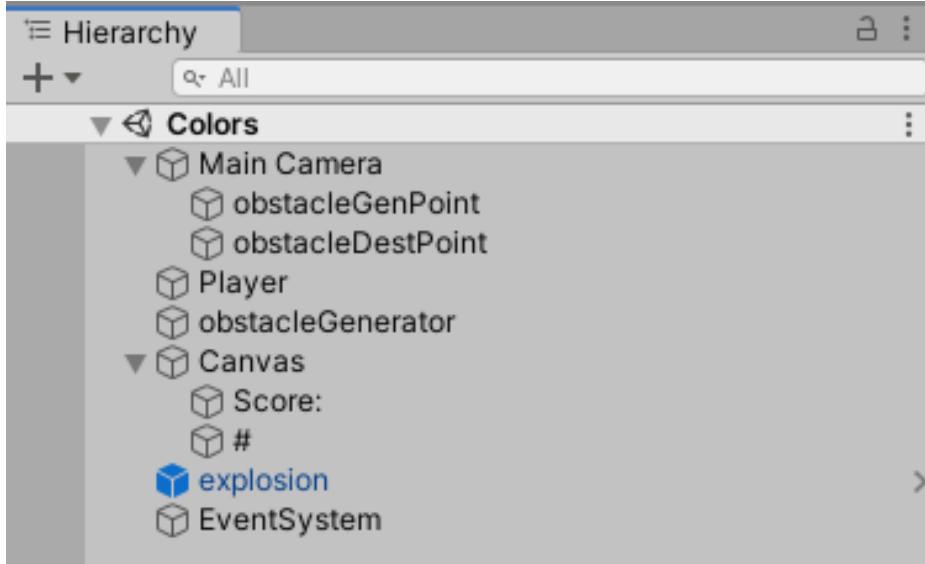
public class PickUpKey : MonoBehaviour
{
    SpriteRenderer m_renderer;
    public ParticleSystem m_particle;
    public ParticleSystem allParticles;
    public GameObject HealthBar;

    private void Start()
    {
        m_renderer = GetComponentInParent<SpriteRenderer>();
    }

    private void OnTriggerEnter(Collider other)
    {
        m_renderer.enabled = false;
        m_particle.Stop();
        allParticles.Play();
        HealthBar.GetComponent<LifeHUD>().HealPlayer();
    }
}
```

# World of Color

## Hierarchy



## LevelReset.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

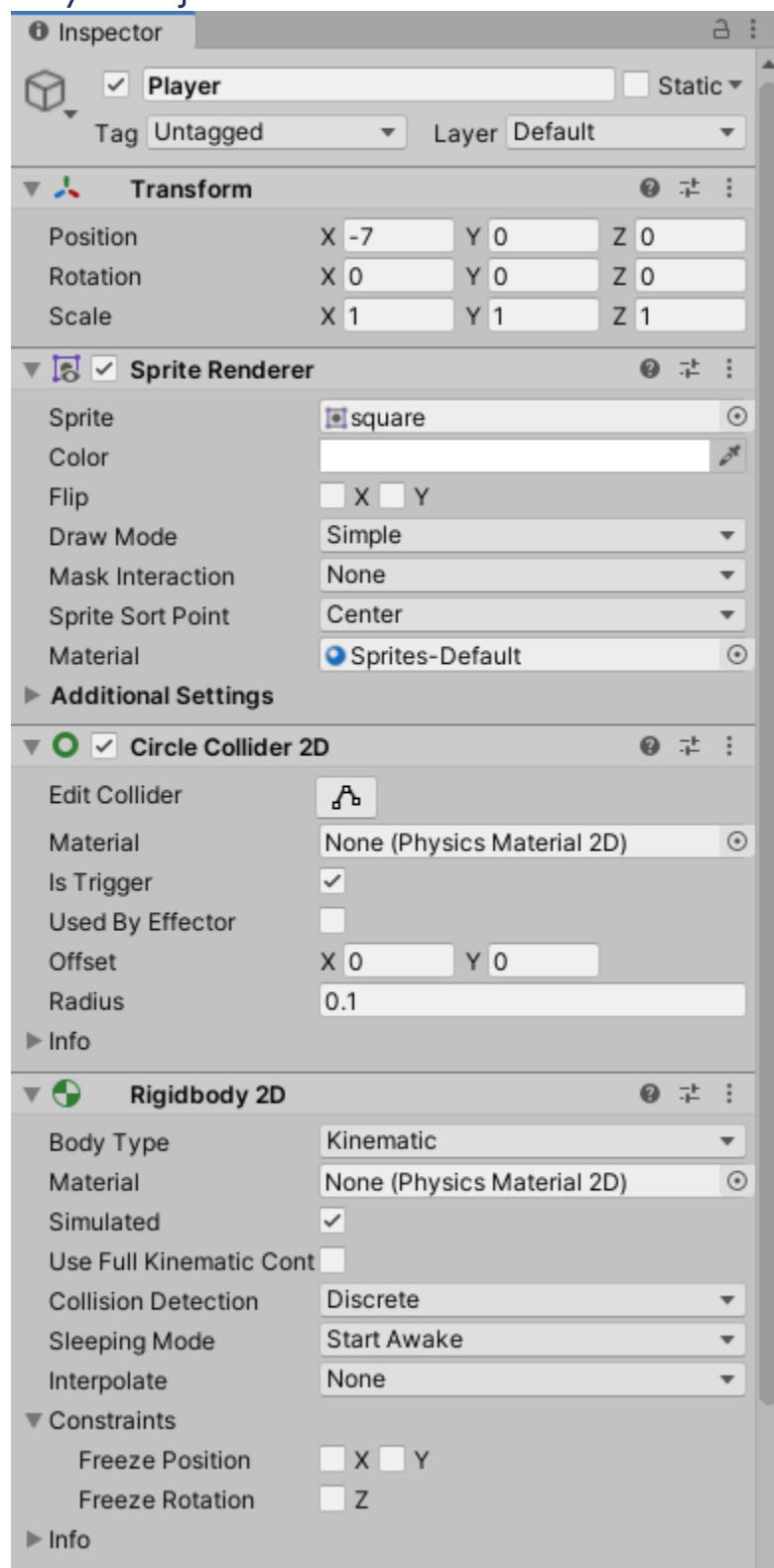
public class LevelReset : MonoBehaviour
{
    ParticleSystem explosion;

    private void Start()
    {
        explosion.Stop();
    }

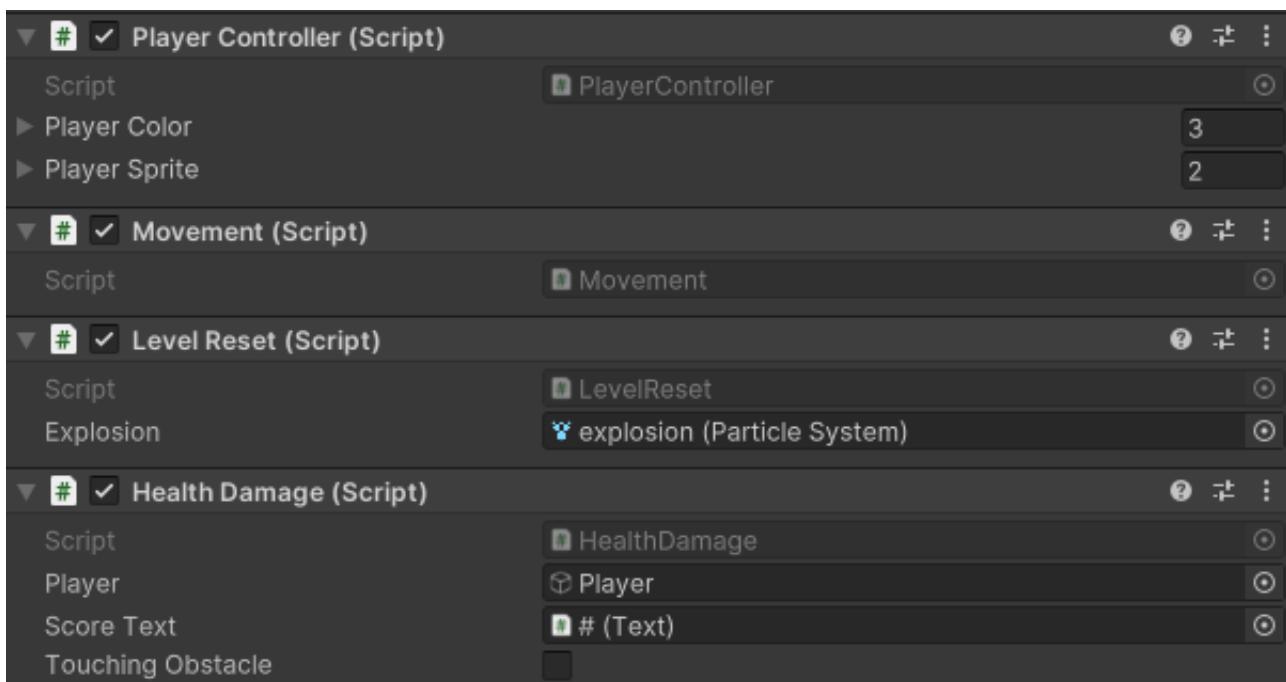
    public void GameOver()
    {
        gameObject.SetActive(false);
        Invoke("Reload", 2);
        explosion.transform.position = transform.position;
        explosion.Play();
    }

    void Reload()
    {
        SceneManager.LoadScene(0);
    }
}
```

## Player Object

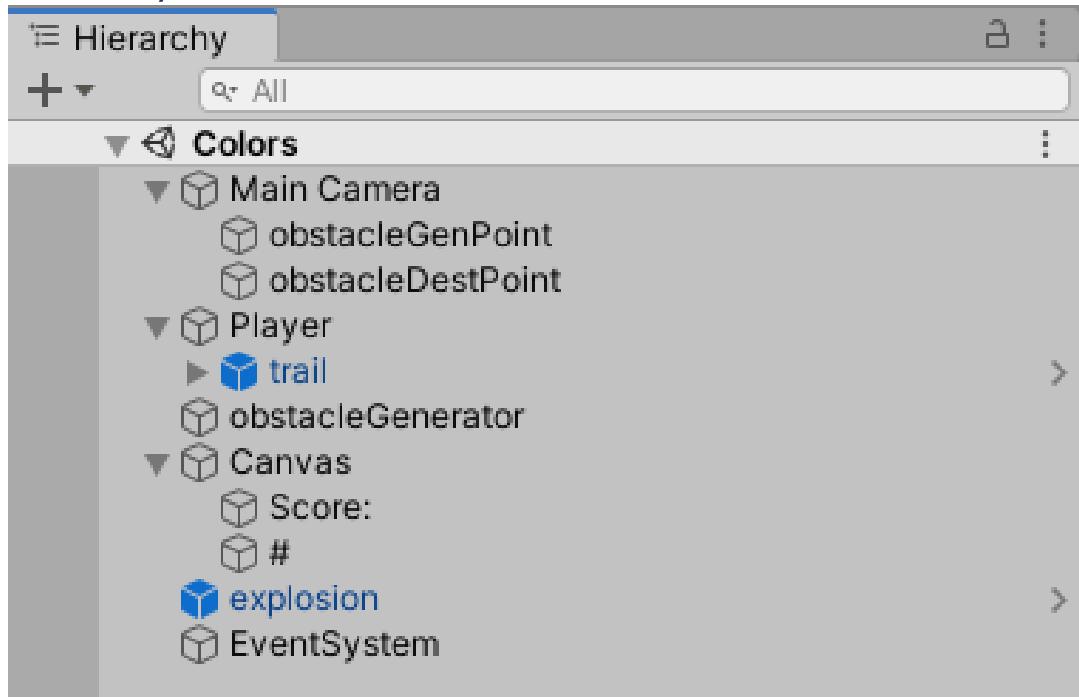


## Player Object Continued

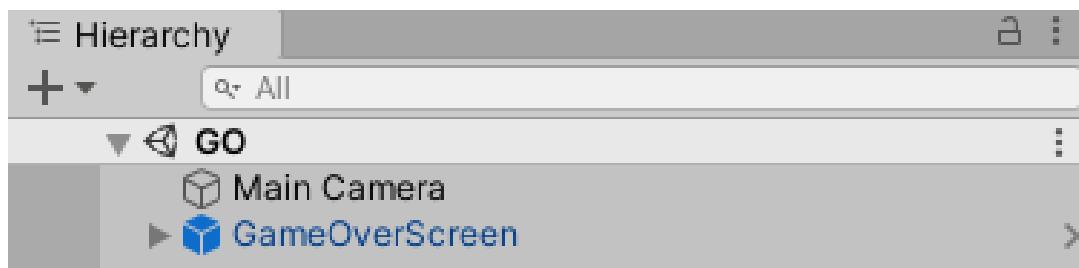


## Activity Solution: World of Color Prove Yourself

### Hierarchy



### Game Over Scene



## LevelReset.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class LevelReset : MonoBehaviour
{
    ParticleSystem explosion;

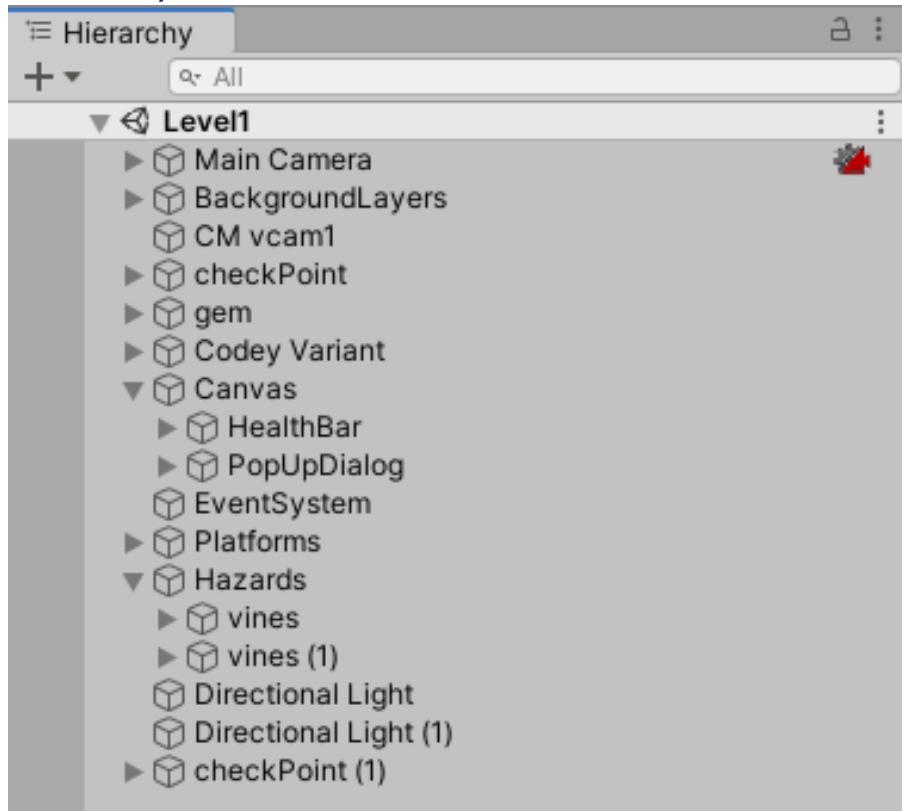
    private void Start()
    {
        explosion.Stop();
    }

    public void GameOver()
    {
        gameObject.SetActive(false);
        Invoke("Reload", 2);
        explosion.transform.position = transform.position;
        explosion.Play();
    }

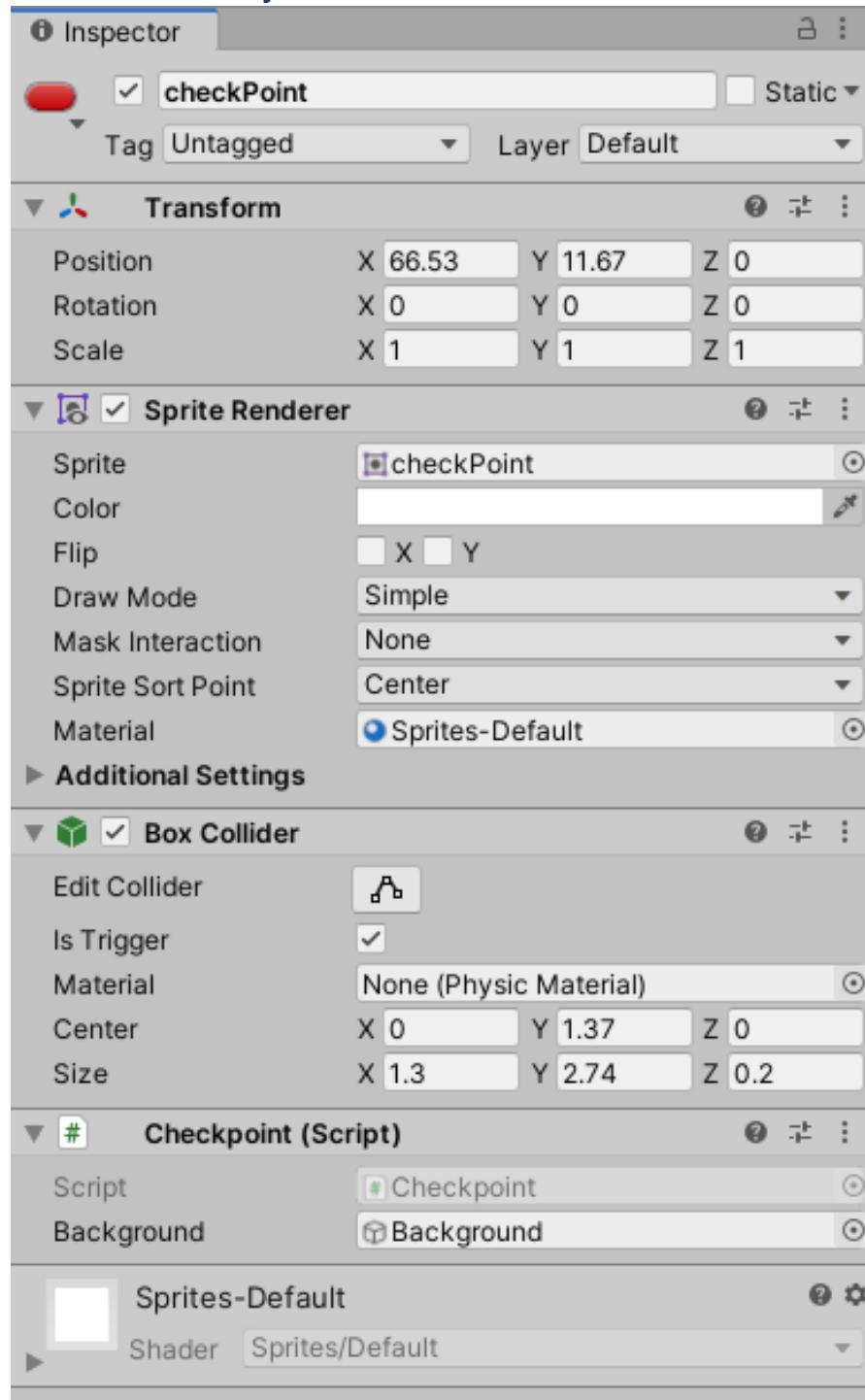
    void Reload()
    {
        SceneManager.LoadScene("GO");
    }
}
```

## Activity Solution: Amazing Ninja Worlds Part 2

### Hierarchy



## CheckPoint Object



## Checkpoint.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Checkpoint : MonoBehaviour
{
    public GameObject background;

    private void OnTriggerEnter(Collider other)
    {
        Vector3 newCheckpoint = transform.position;
        background.GetComponent<GameManager>().checkPoint = newCheckpoint;
    }
}
```

## Exit.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Exit : MonoBehaviour
{
    public GameObject gem;
    public GameObject background;
    public string teleportDestination;

    private void OnTriggerEnter(Collider other)
    {
        if (gem.activeInHierarchy == false)
        {
            background.GetComponent<GameManager>().TeleportOpen(teleportDestination);
        }
    }
}
```

## Gem Object

The screenshot shows the Unity Editor's Inspector window for a GameObject named "gem".

**gem** (Untagged, Default)

**Transform**

- Position: X 36.9, Y 24.95, Z 0
- Rotation: X 0, Y 0, Z 0
- Scale: X 1, Y 1, Z 1

**Sprite Renderer**

- Sprite: gem
- Color: (Color picker)
- Flip: X, Y
- Draw Mode: Simple
- Mask Interaction: None
- Sprite Sort Point: Center
- Material: Sprites-Default

**Additional Settings**

**Box Collider**

- Edit Collider: (Icon)
- Is Trigger: checked
- Material: None (Physic Material)
- Center: X 0, Y 0, Z 0
- Size: X 1.18, Y 2, Z 0.2

**Pick Up Key (Script)**

- Script: PickUpKey
- Teleporter Dust: Dust (Particle System)

**Sprites-Default**

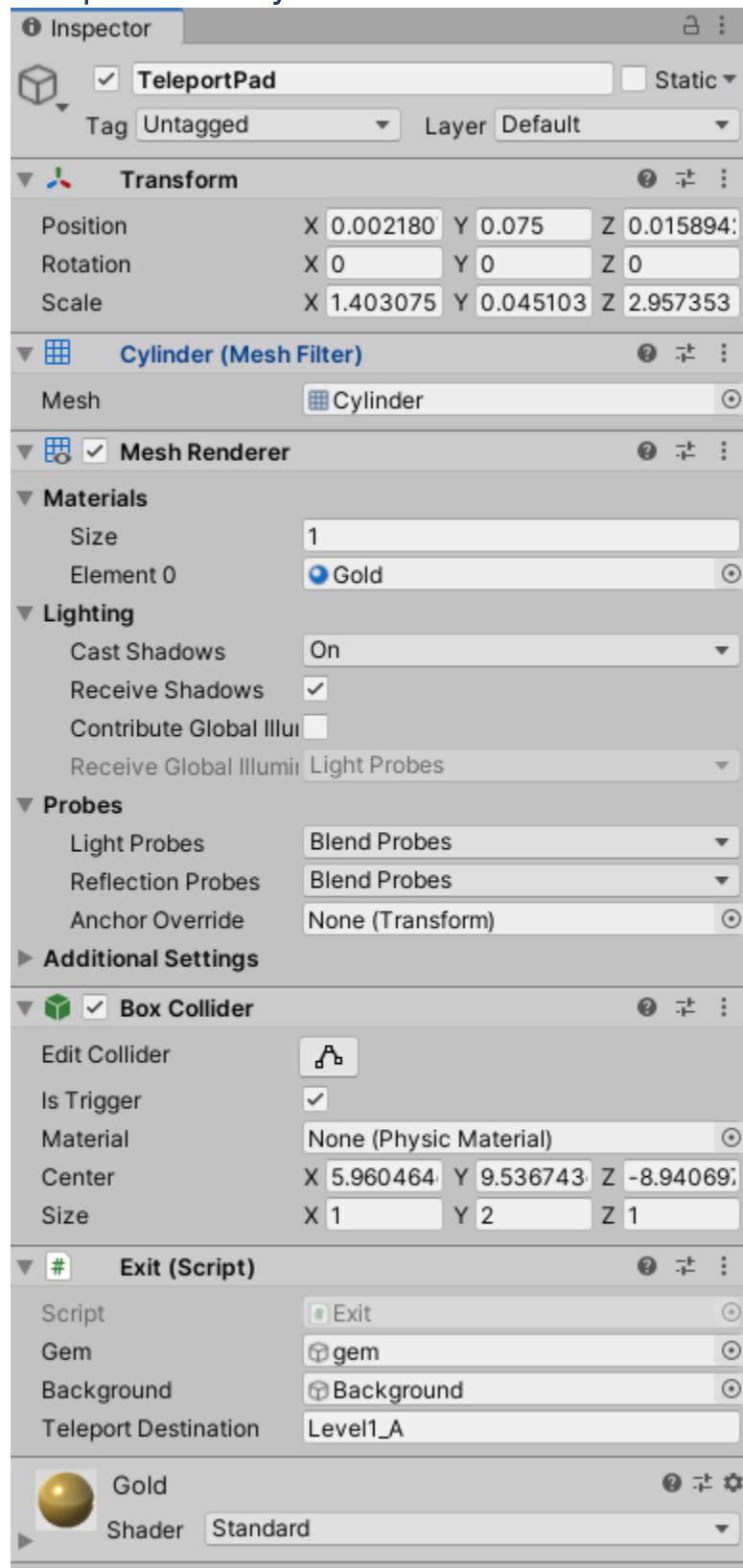
- Shader: Sprites/Default

## PickUpKey.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PickUpKey : MonoBehaviour
{
    public ParticleSystem teleporterDust;
    private void OnTriggerEnter(Collider other)
    {
        gameObject.SetActive(false);
        teleporterDust.Play();
    }
}
```

## TeleportPad Object

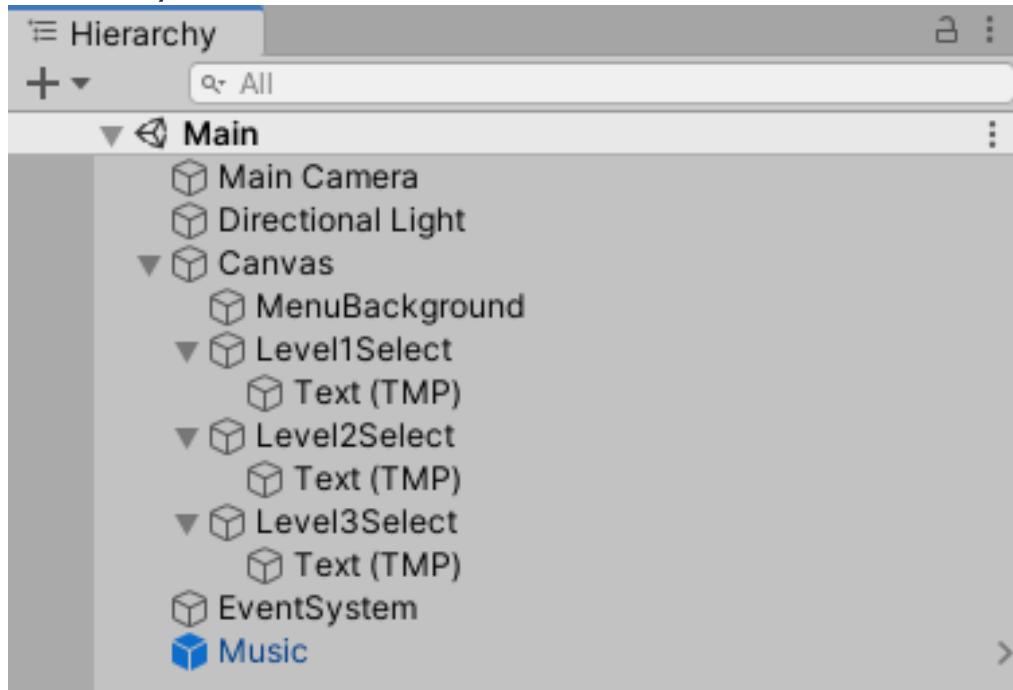


## Activity Solution: Amazing Ninja Worlds Part 2 Prove Yourself

There is no provided solution for this activity. Each ninja must use what they learned to create a custom Level1\_B.

## Activity Solution: Amazing Ninja Worlds Part 3

### Hierarchy



## GameManager.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using TMPro;
using UnityEngine.SceneManagement;
using UnityEngine.UI;

public class GameManager : MonoBehaviour
{
    public GameObject popUp;
    public TextMeshProUGUI textMessage;
    public GameObject player;
    public Vector3 checkPoint = new Vector3(-4.7f, 0.6f, 0);
    public GameObject retryButton;
    public TextMeshProUGUI buttonText;
    private AudioSource buttonSound;
    public AudioClip ButtonClick;
    public AudioClip Win;

    void Start()
    {
        popUp.SetActive(false);
        buttonSound = GetComponent<AudioSource>();
    }
    private void Update()
    {
        if (Input.GetButton("Cancel"))
        {
            SceneManager.LoadScene(0);
        }
    }
    public void GameOver()
    {
        textMessage.text = "Keep Trying!";
        retryButton.GetComponent<Button>().onClick.AddListener(
            delegate { Reset("Level1"); }
        );
        buttonText.text = "Click to try again";
        popUp.SetActive(true);
        PlayerPrefs.DeleteKey("LIVES_LEFT");
    }
    public void TeleportOpen(string nextScene)
    {
        textMessage.text = "Good Job!";
        retryButton.GetComponent<Button>().onClick.AddListener(
            delegate { Reset(nextScene); }
        );
        buttonText.text = "Click to continue";
        popUp.SetActive(true);
        buttonSound.PlayOneShot(Win);
        if (nextScene == "Level1")
        {
            PlayerPrefs.DeleteKey("LIVES_LEFT");
        }
    }
}
```

```
public void moveToCheckPoint()
{
    player.transform.position = checkPoint;
}

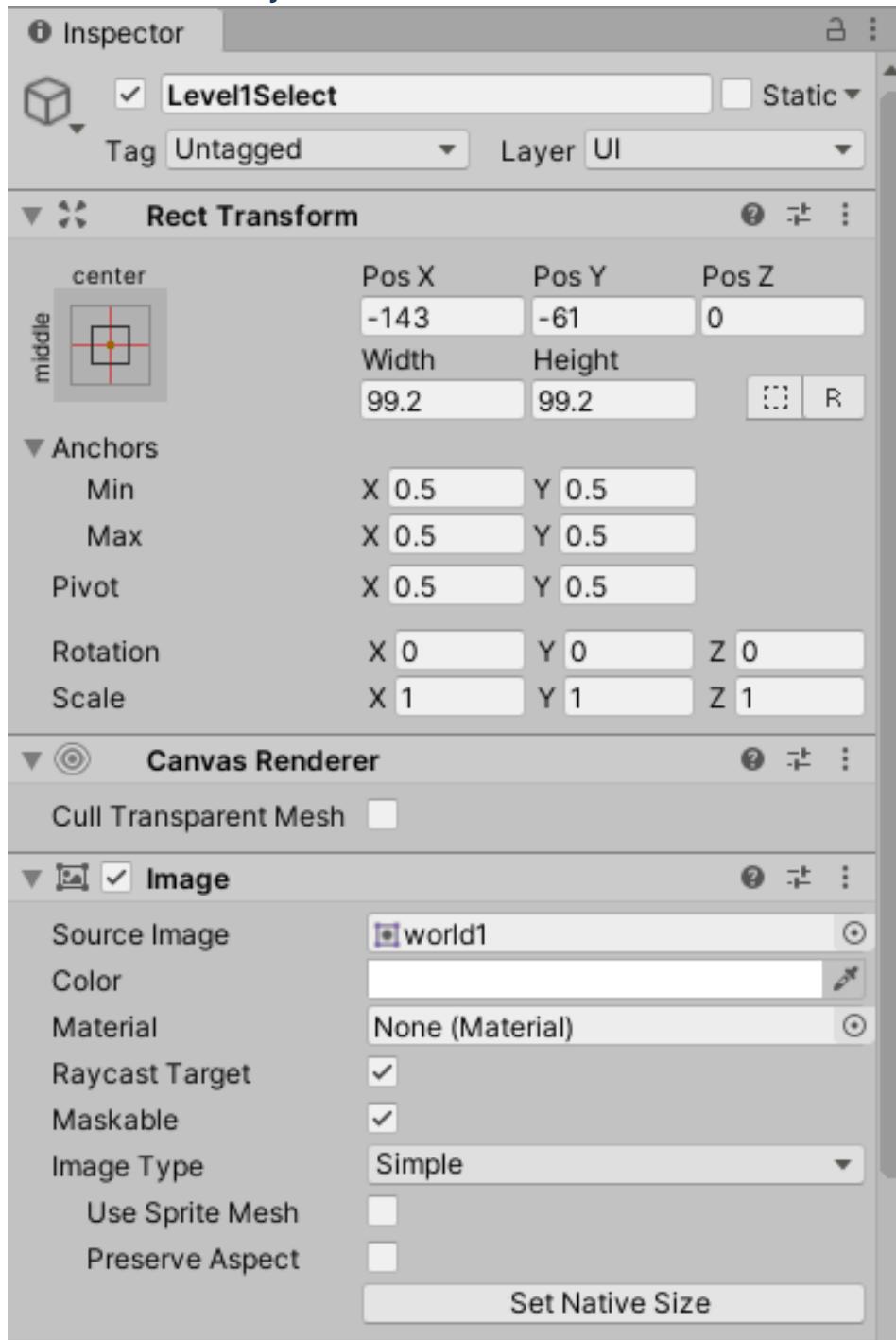
public void UpdateCheckPoint(Vector3 newCheckPoint)
{
    checkPoint = newCheckPoint;
}

public void Reset(string sceneName)
{
    buttonSound.clip = ButtonClick;
    buttonSound.Play();
    StartCoroutine(buttonPress(sceneName));
}

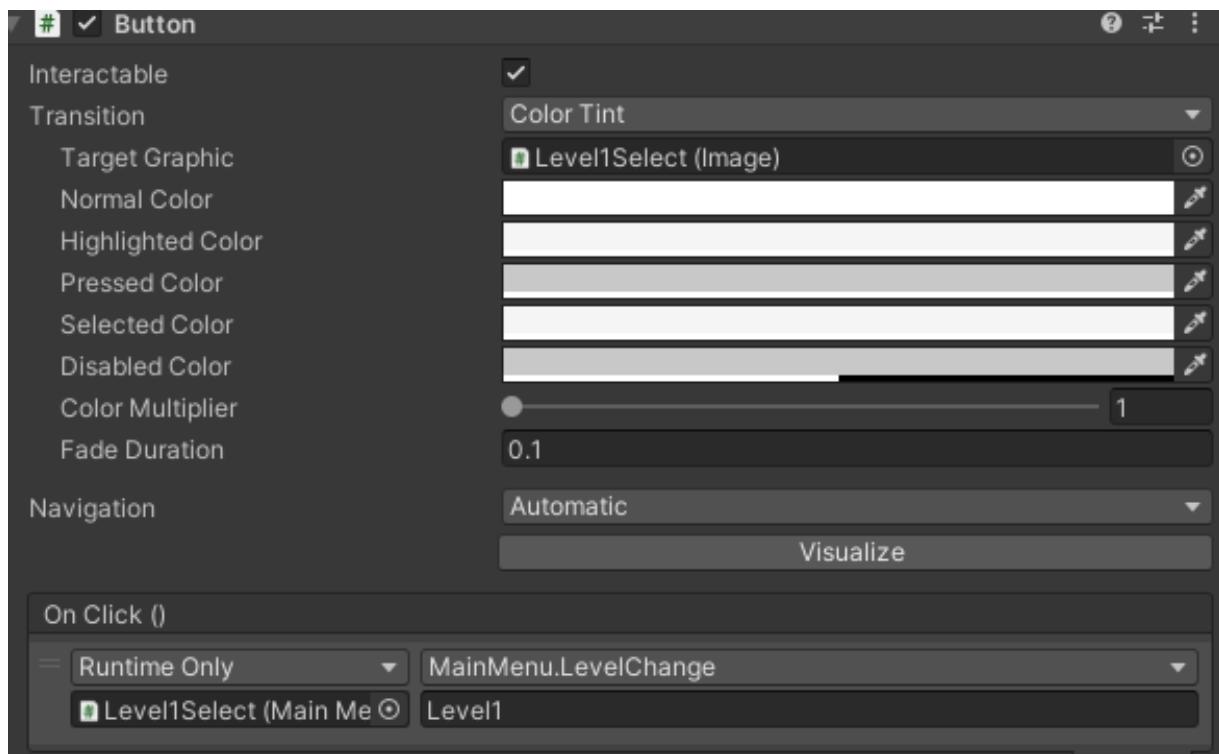
IEnumerator buttonPress(string name)
{
    yield return new WaitForSeconds(2);
    SceneManager.LoadScene(name);
}

}
```

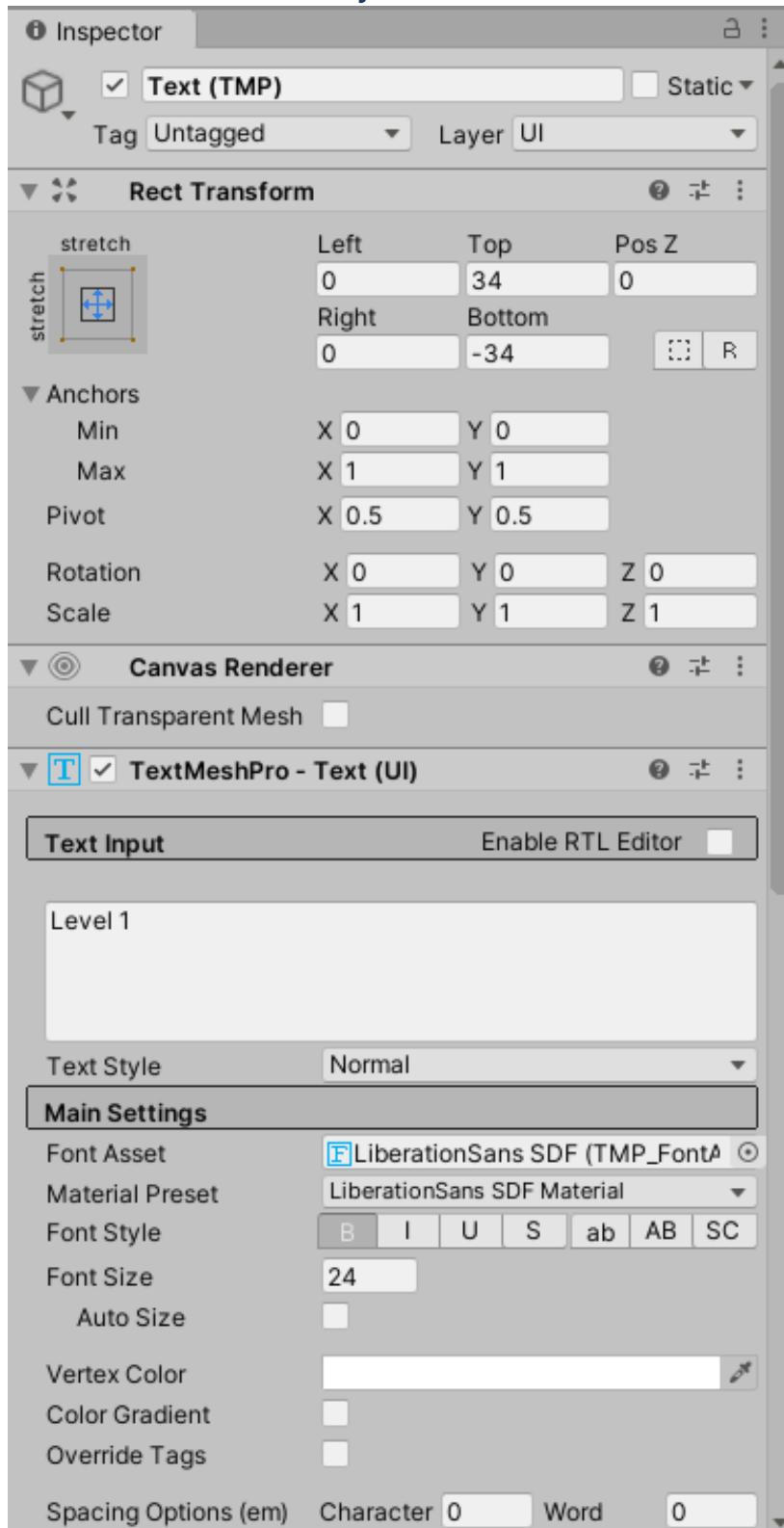
## Level1Select Object



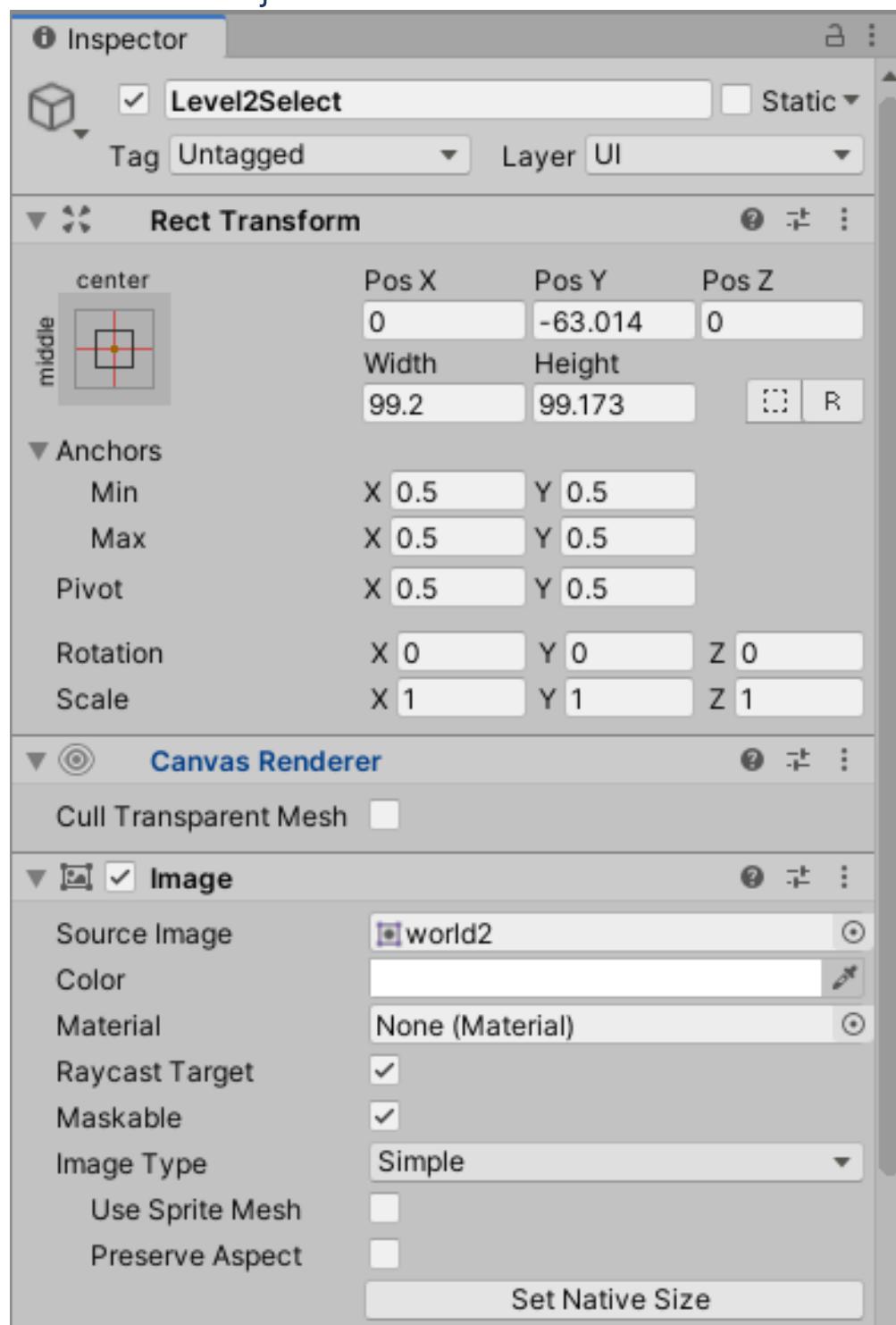
## Level1Select Object Continued



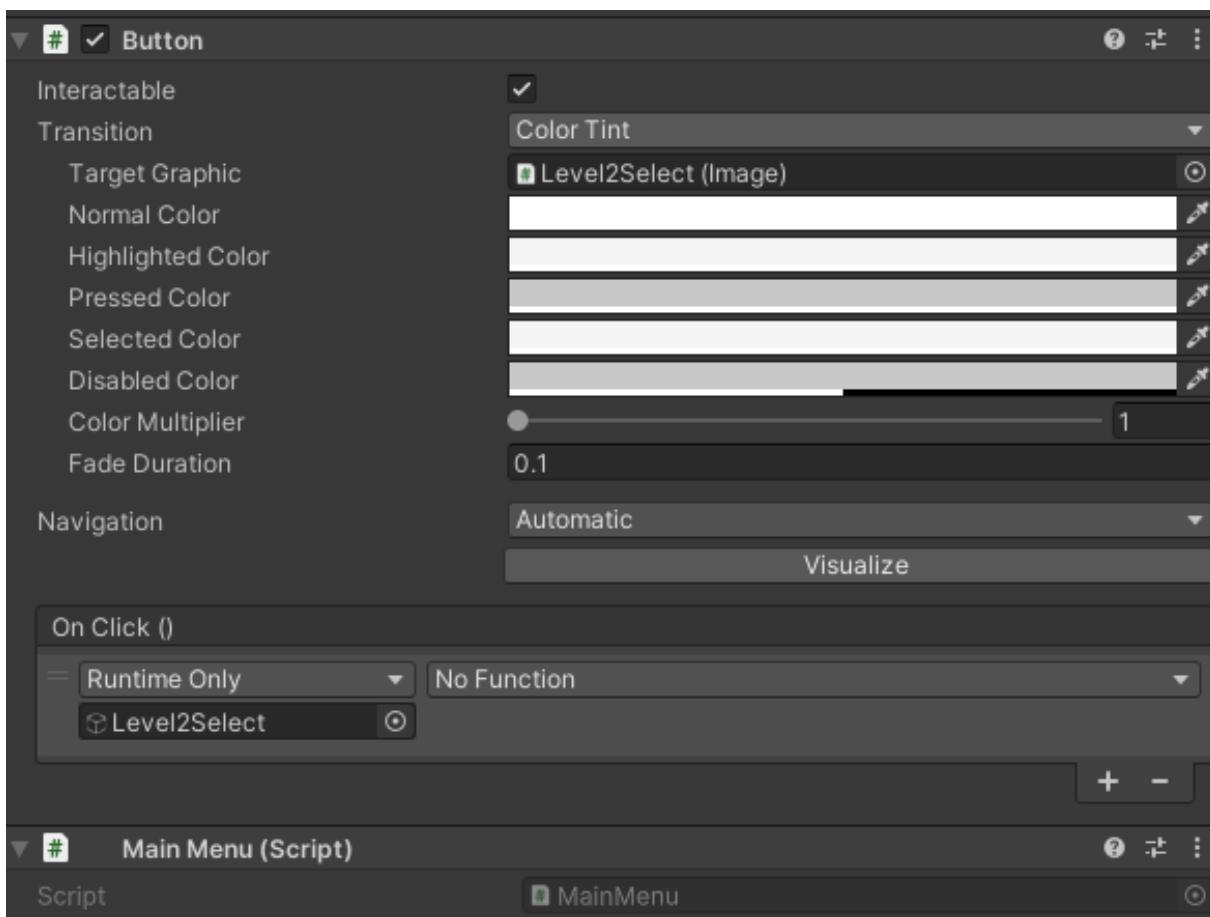
## Level1Select Text Object



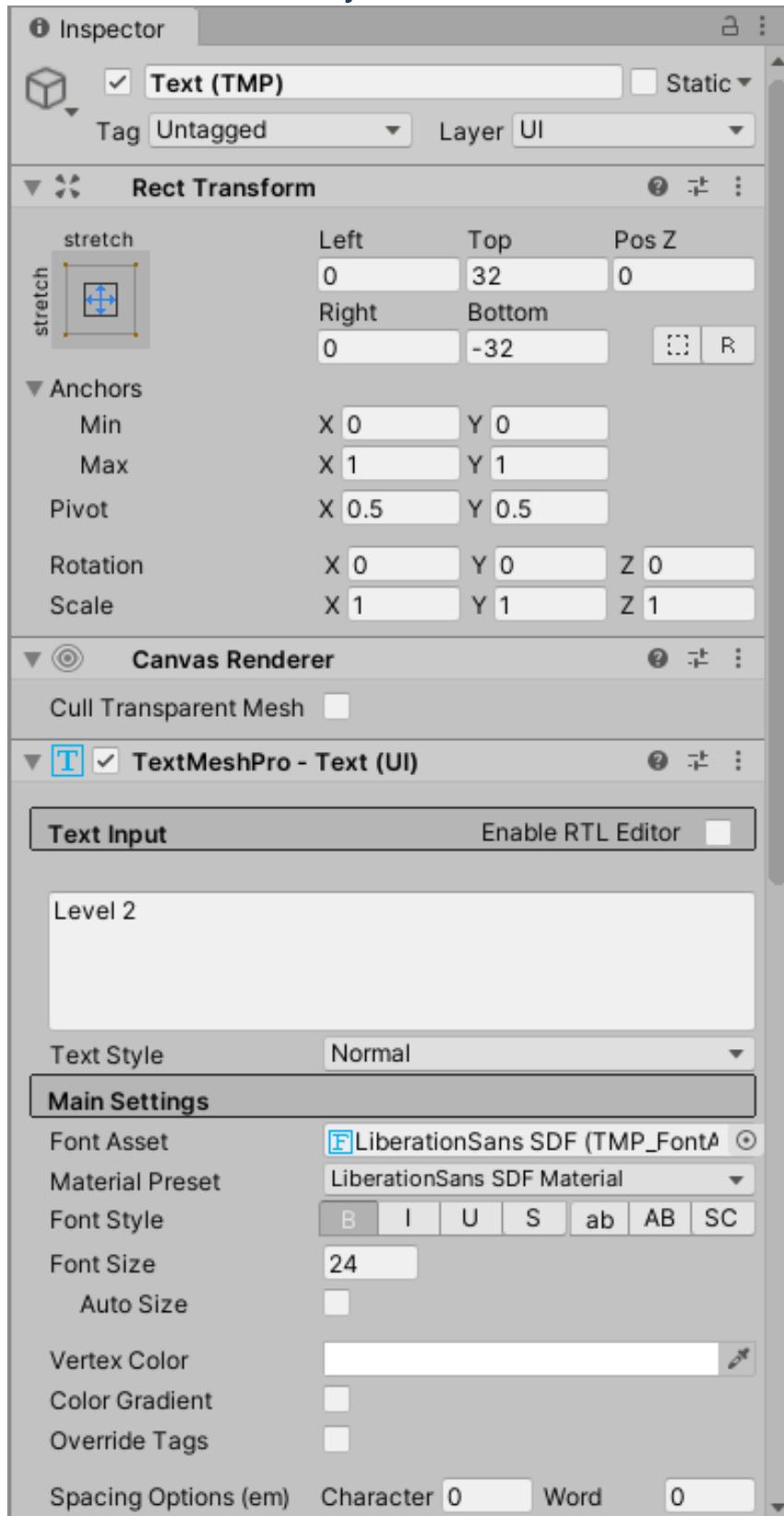
## Level2Select Object



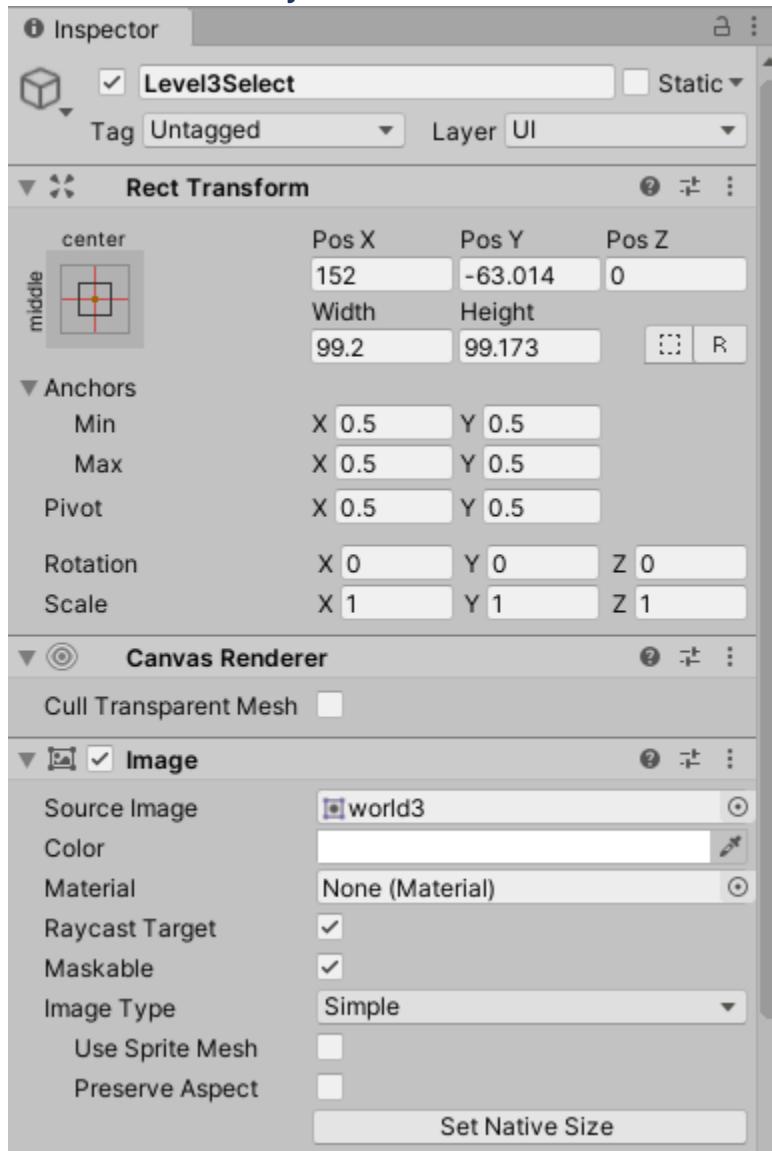
## Level2Select Object Continued



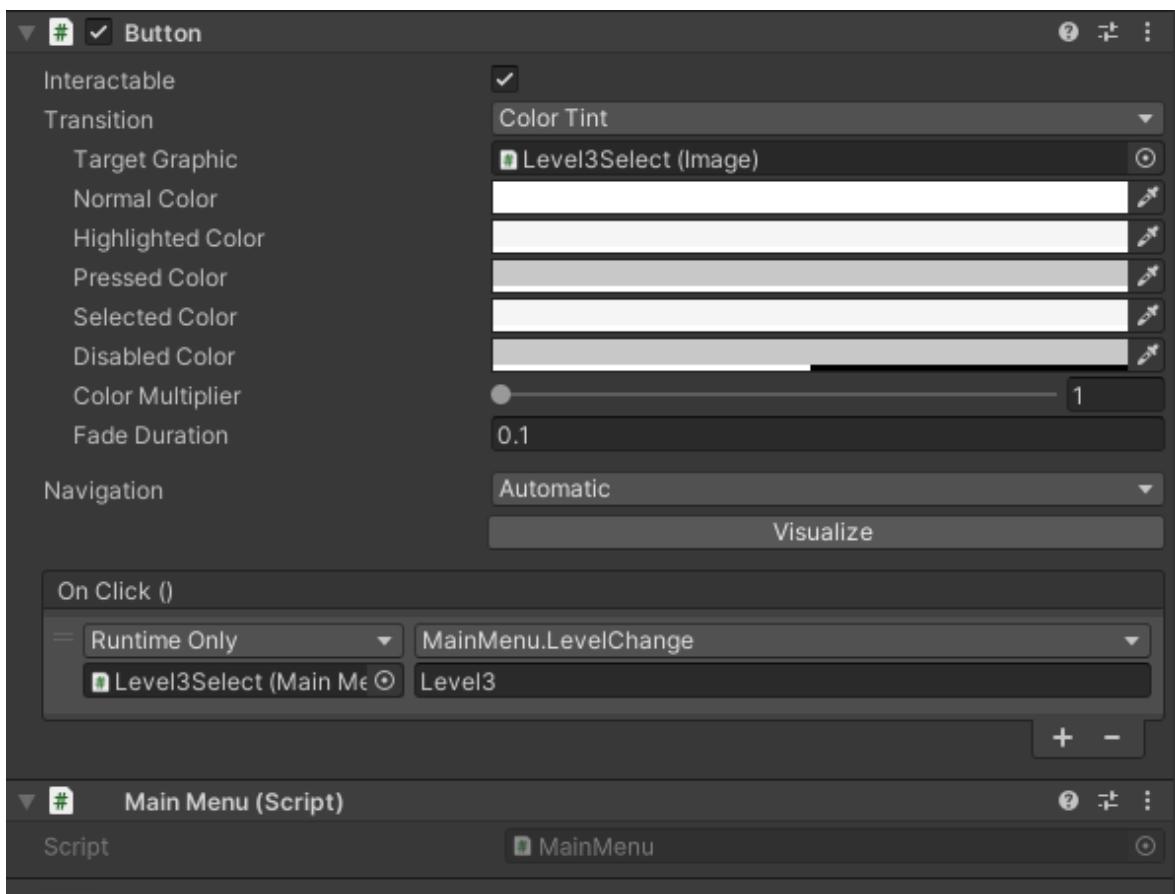
## Level2Select Text Object



## Level3Select Object



## Level3Select Continued

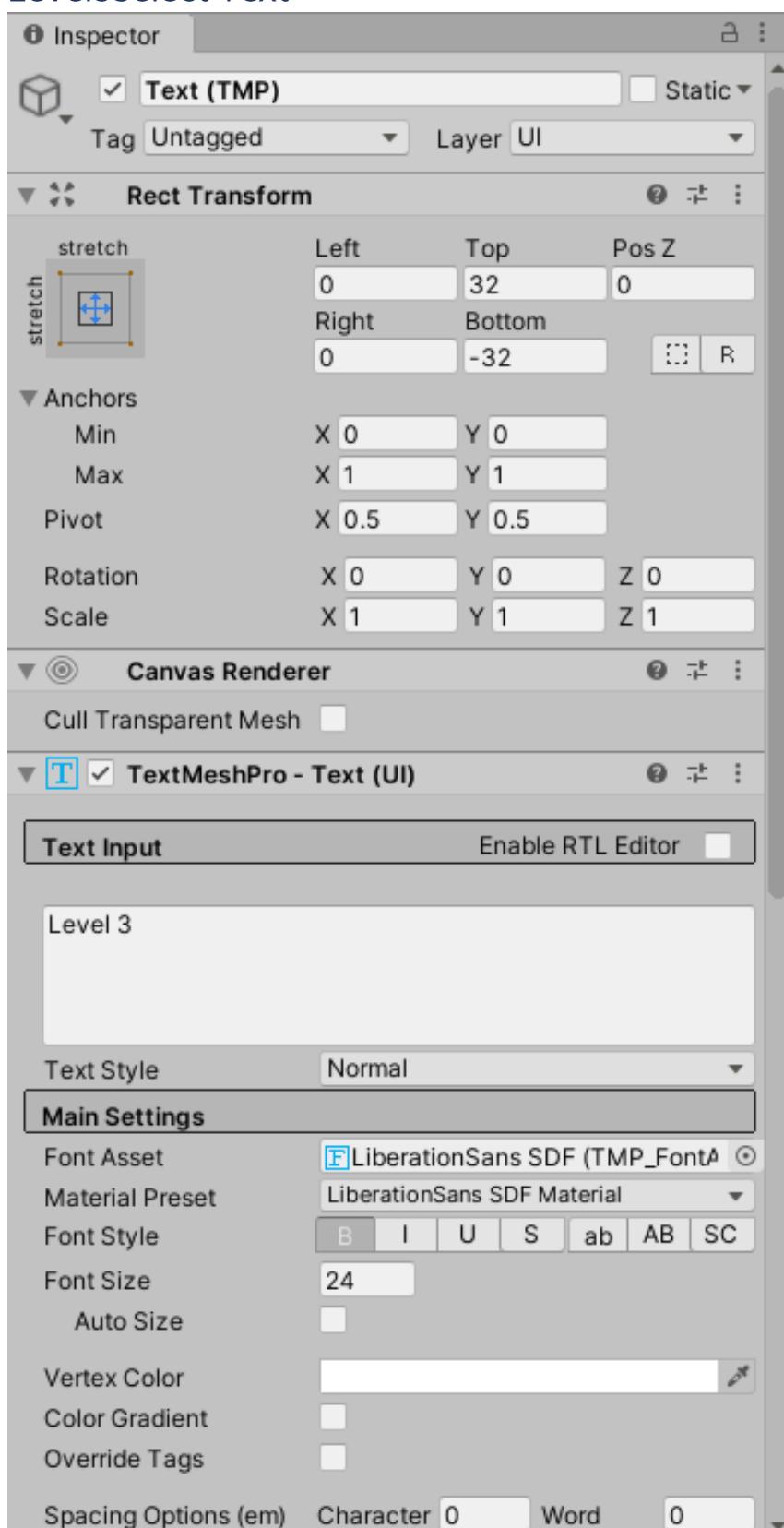


123

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## Level3Select Text



## MainMenu.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour
{
    public void LevelChange(string level)
    {
        SceneManager.LoadScene(level);
        PlayerPrefs.DeleteKey("LIVES_LEFT");
    }
}
```

## Activity Solution: Amazing Ninja Worlds Part 3 Prove Yourself

There is no provided solution for this activity. Each ninja must use what they learned to complete the tasks and create a game that has at least 3 levels.

# Activity Solution: Scavenger Hunt Deluxe

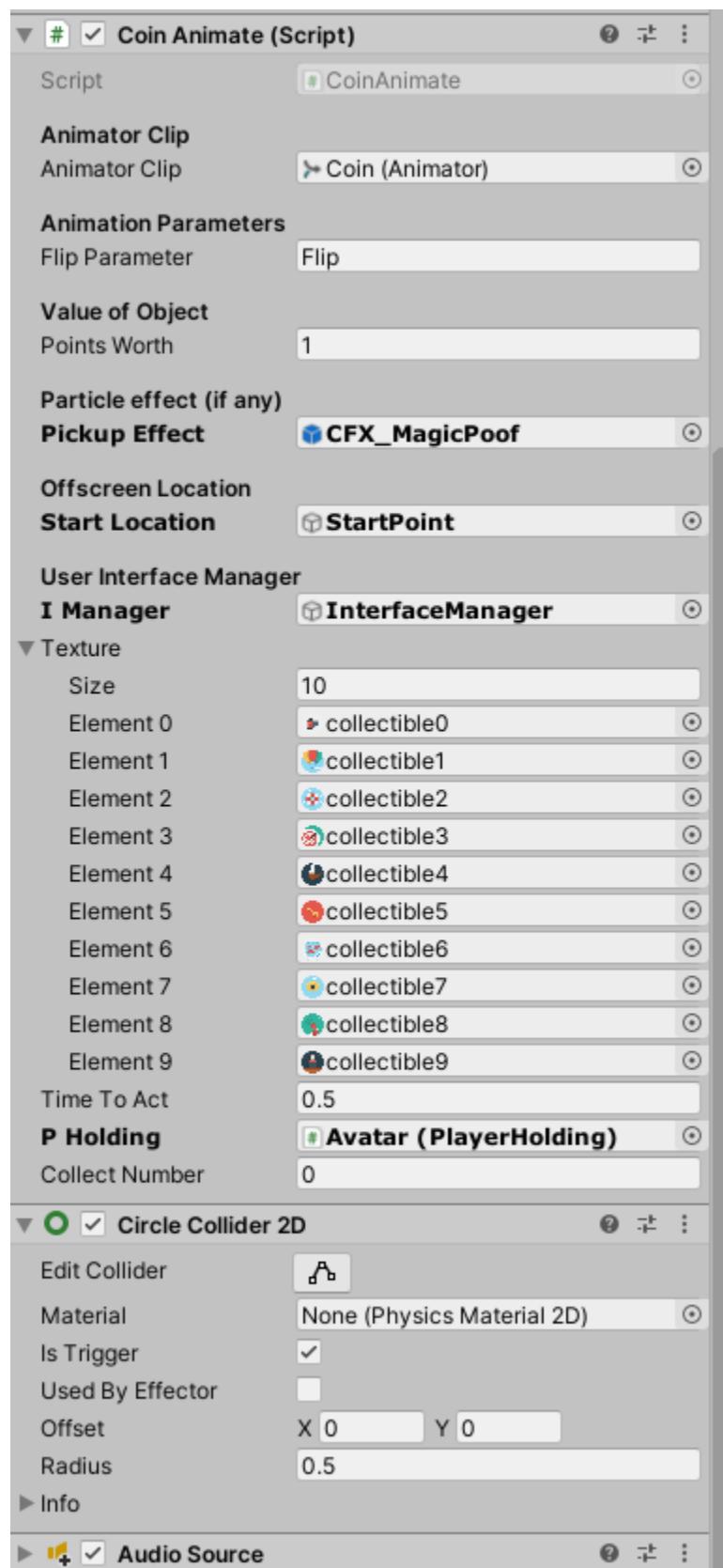
## Hierarchy



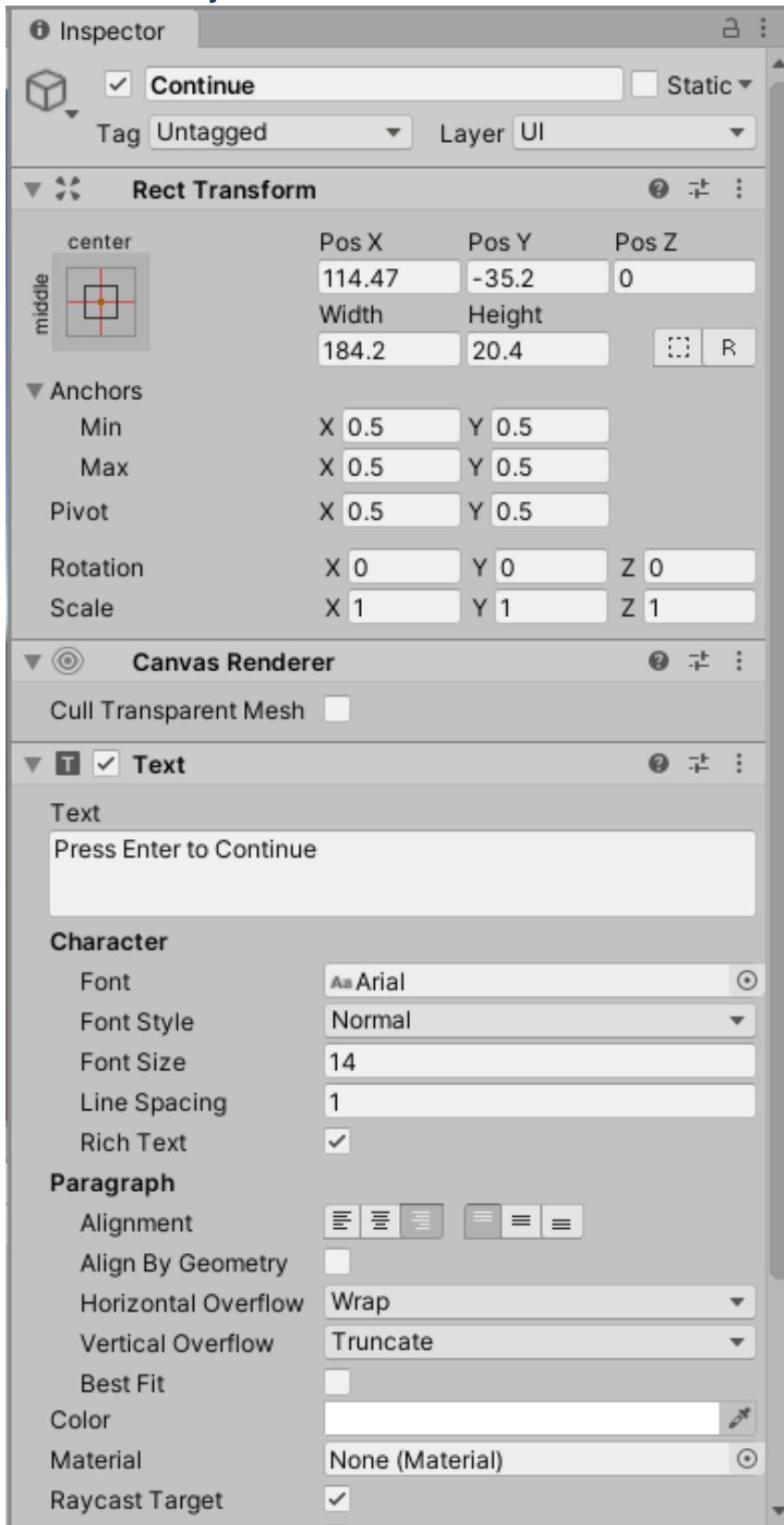
## Coin Object



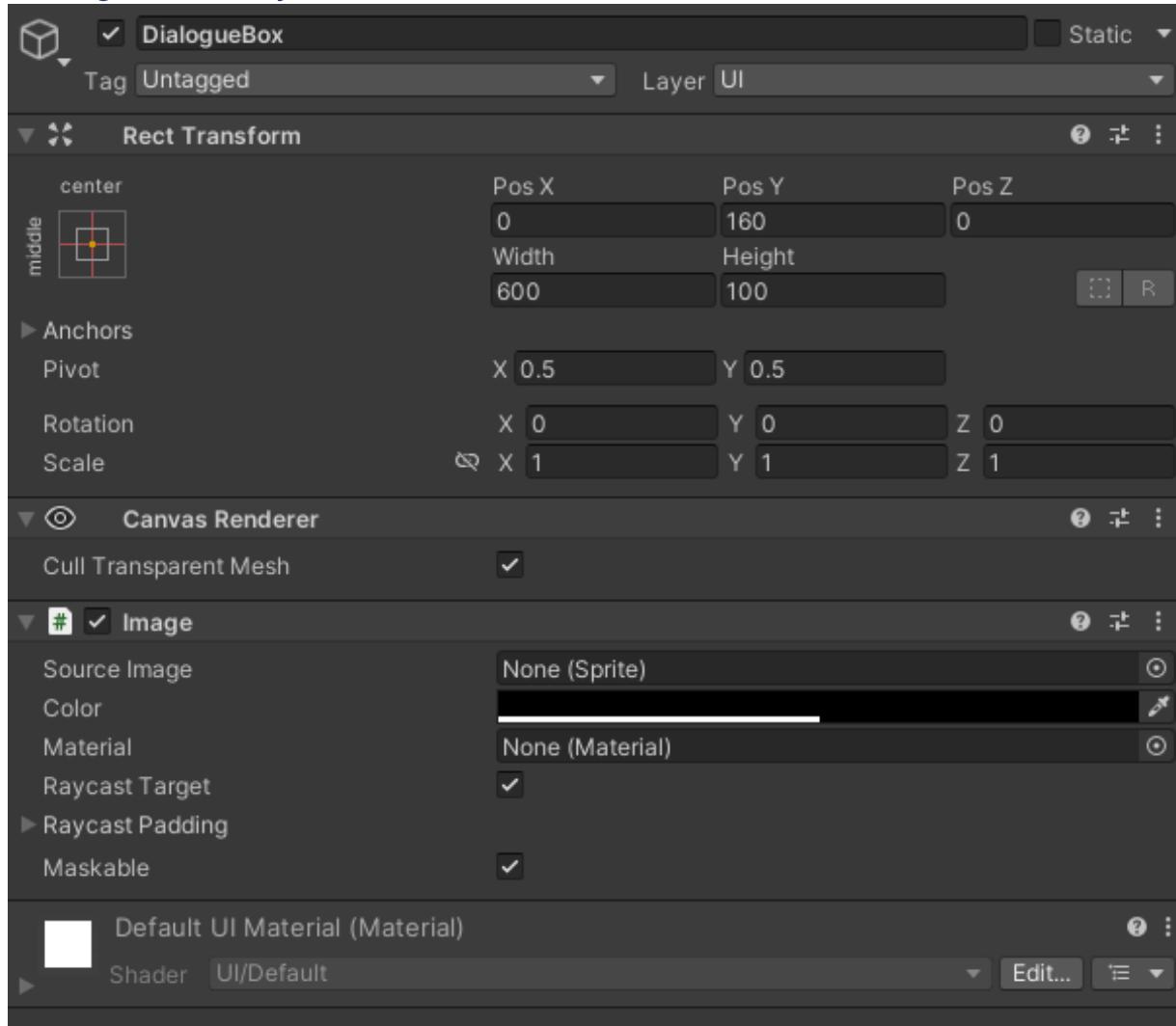
## Coin Object Continued



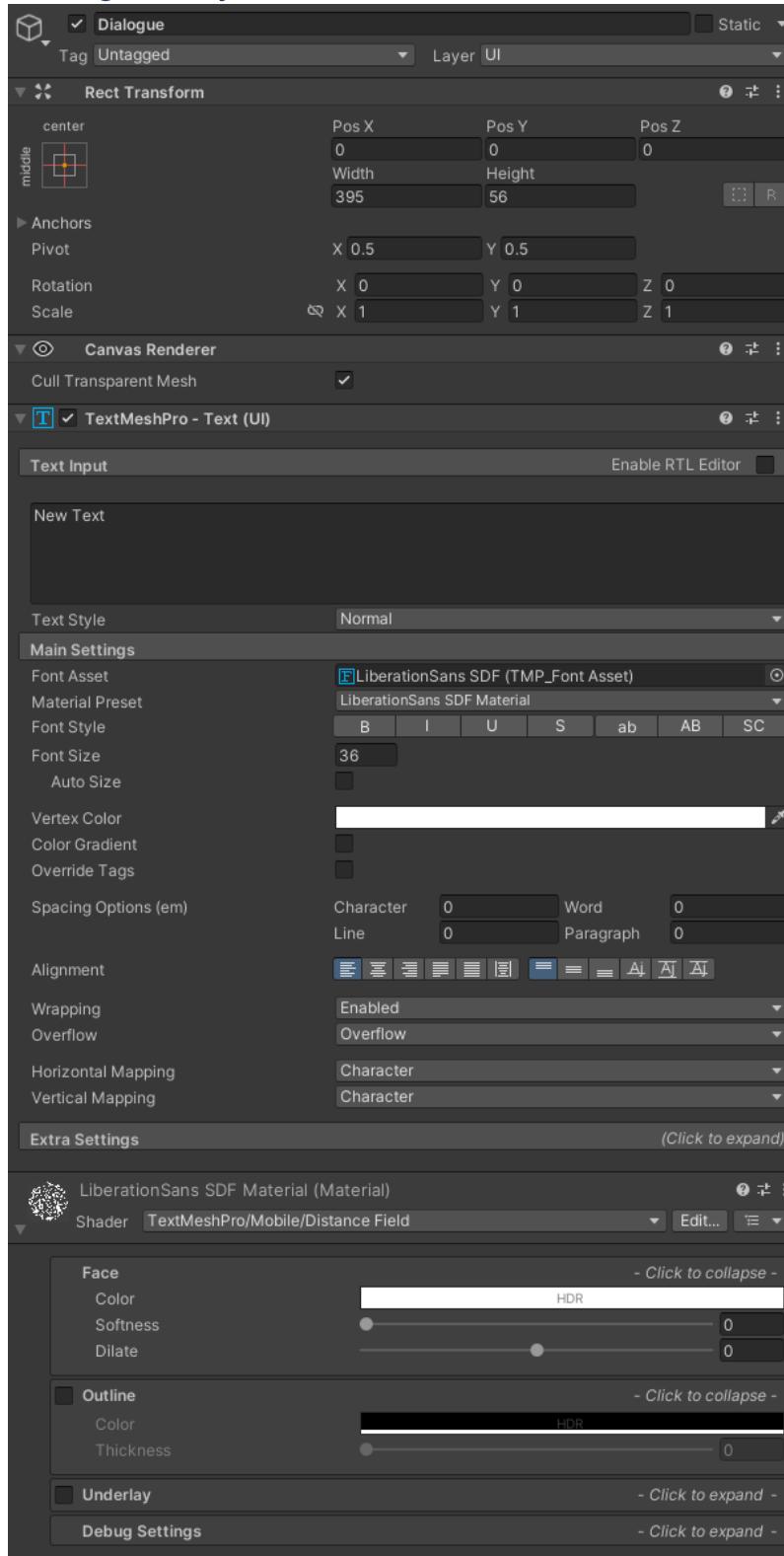
## Continue Object



## DialogueBox Object



## Dialogue Object



## DialogueOpen.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class DialogueOpen : MonoBehaviour
{

    public string dialogue;
    public GameObject interfaceManager;
    public PlayerHolding pHolding;
    public bool begin = true;
    public bool end = false;
    private string[] collectibles;
    private int clue;

    private AudioSource greeting;

    // Start is called before the first frame update
    void Start()
    {
        greeting = GetComponent<AudioSource>();
        collectibles = new string[] { "film", "balloons", "life saver", "bull's eye",
"pipe", "key", "fish", "birdhouse", "red airhorn", "magic hat" };
        createClue();
    }

    public void createClue()
    {
        clue = Random.Range(0, 9);
        searchDialogue();
    }

    public void searchDialogue()
    {
        dialogue = "Hi! Can you help me find my " + collectibles[clue] + "?";
    }

    private void OnTriggerEnter2D(Collider2D other)
    {
        if (!begin && pHolding.Verify())
        {
            checkClue();
        }
        greeting.Play(0);
        interfaceManager.GetComponent<InterfaceManager>().ShowBox(dialogue, clue);
    }

    private void checkClue()
    {
        if (pHolding.holdValue == clue)
        {
            dialogue = "You found my " + collectibles[clue] + "! Hooray!";
            end = true;
        }
        else
    }
}
```

```
{  
    dialogue = "No, that's not my " + collectibles[clue] + ".";  
}  
  
}  
  
public void coinsScattered()  
{  
    begin = false;  
}  
  
}
```

## HoldingBG Object

The screenshot shows the Unity Inspector window for the "HoldingBG" object. The object is a "Rect Transform" component attached to a "Image" component.

**Inspector Tab:**

- Static:** Unchecked
- Tag:** Untagged
- Layer:** UI

**Rect Transform Component:**

	Pos X	Pos Y	Pos Z
left	60.99501	-59.7005	0
top	121.9	119.4	
Width		Height	

**Anchors:**

Min	X 0	Y 1
Max	X 0	Y 1
Pivot	X 0.5	Y 0.5

**Rotation:** X 0, Y 0, Z 0

**Scale:** X 1, Y 1, Z 1

**Canvas Renderer Component:**

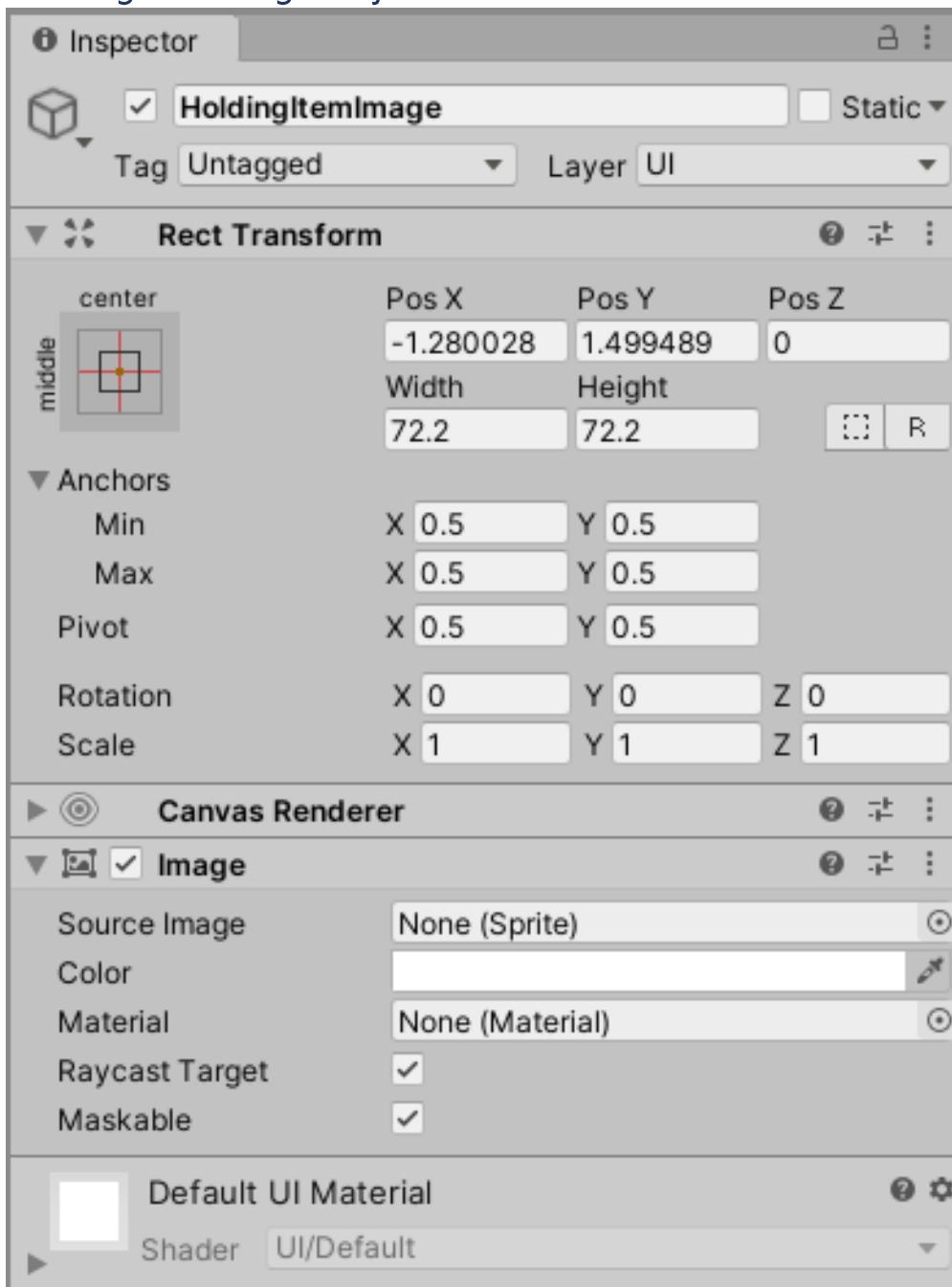
**Image Component:**

- Source Image:** holding
- Color:** (Color swatch)
- Material:** None (Material)
- Raycast Target:** Checked
- Maskable:** Checked
- Image Type:** Simple
- Use Sprite Mesh:** Unchecked
- Preserve Aspect:** Unchecked

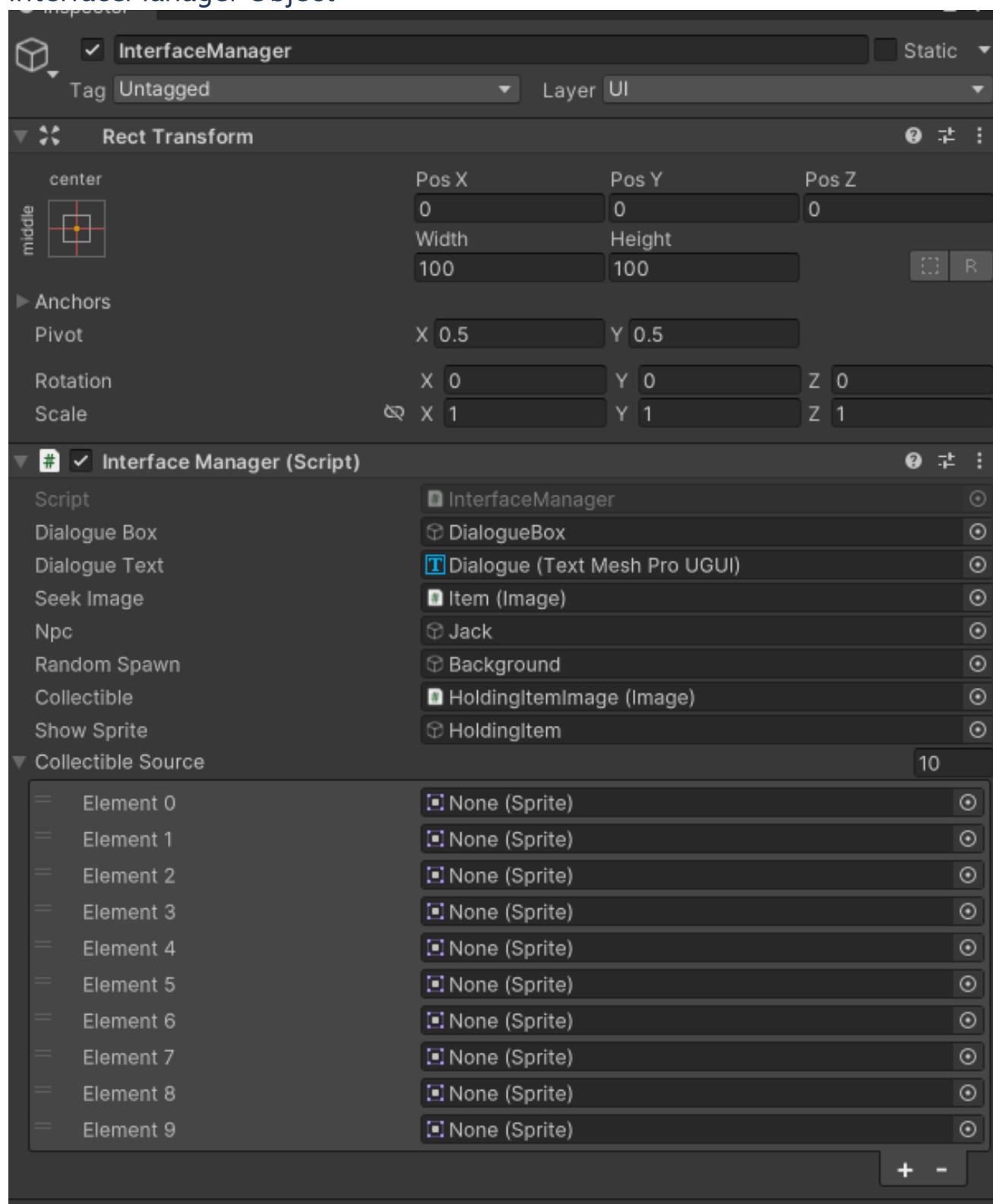
**Default UI Material:**

- Shader:** UI/Default

## HoldingItemImage Object



## InterfaceManager Object



## InterfaceManager.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;
using TMPro;

public class InterfaceManager : MonoBehaviour
{
    public GameObject dialogueBox;
    public TMP_Text dialogueText;
    public Image seekImage;
    public GameObject npc;
    public GameObject randomSpawn;

    public Image collectible;
    public GameObject showSprite;

    [SerializeField]
    private Sprite[] collectibleSource;

    // Start is called before the first frame update
    void Start()
    {
        dialogueBox.SetActive(false);
        showSprite.SetActive(false);
    }

    // Update is called once per frame
    void Update()
    {
        if (Input.GetButton("Submit") && dialogueBox.activeInHierarchy)
        {
            dialogueBox.SetActive(false);

            if (npc.GetComponent<DialogueOpen>().end)
            {
                SceneManager.LoadScene(0);
            }
        }
    }

    public void CollectibleUpdate(int item)
    {
        showSprite.SetActive(true);
        collectible.GetComponent<Image>().sprite = collectibleSource[item];
    }

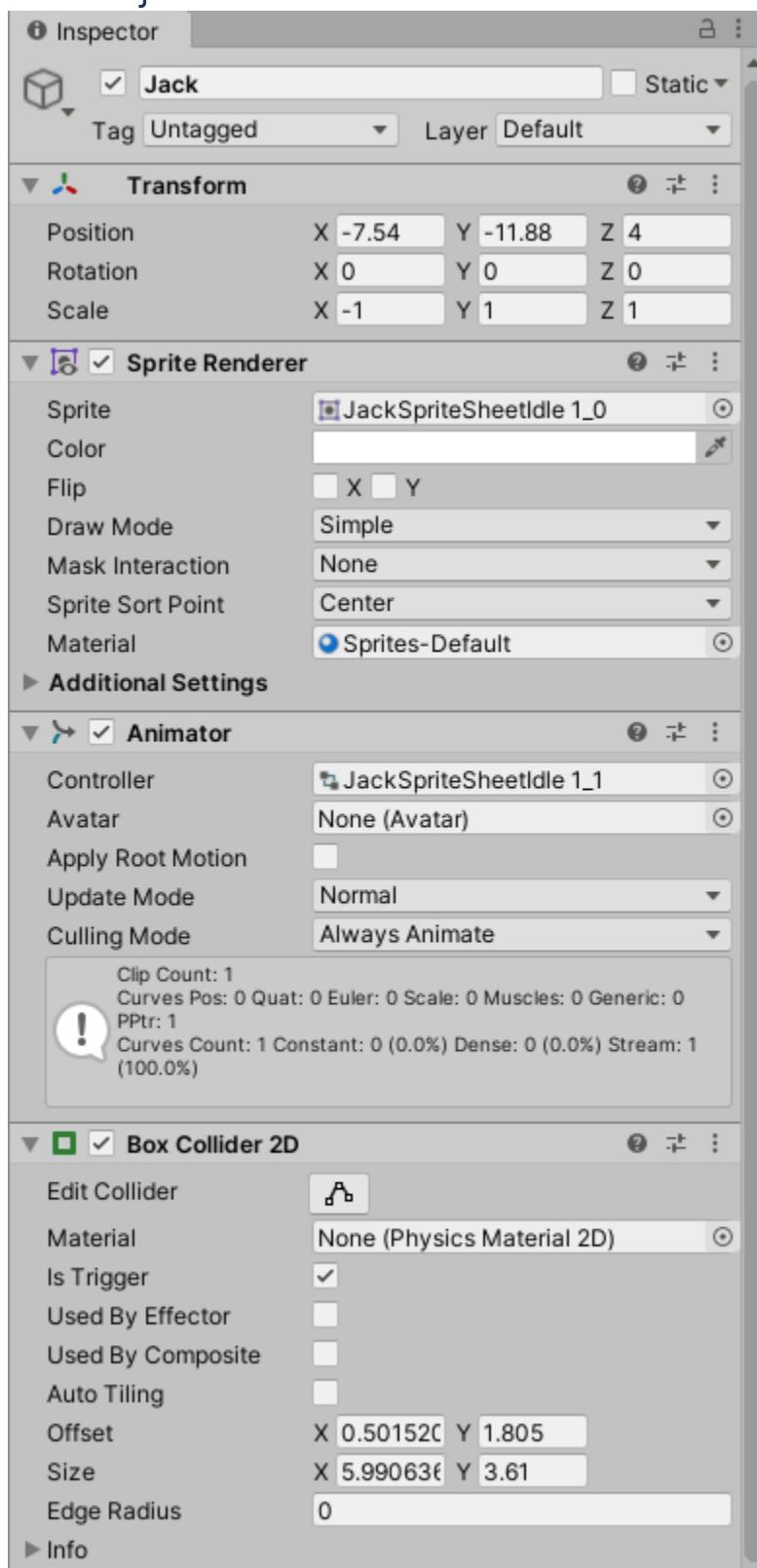
    public void ShowBox(string dialogue, int item)
    {
        dialogueBox.SetActive(true);
        dialogueText.text = dialogue;
        seekImage.GetComponent<Image>().sprite = collectibleSource[item];

        if (npc.GetComponent<DialogueOpen>().begin)
    }
```

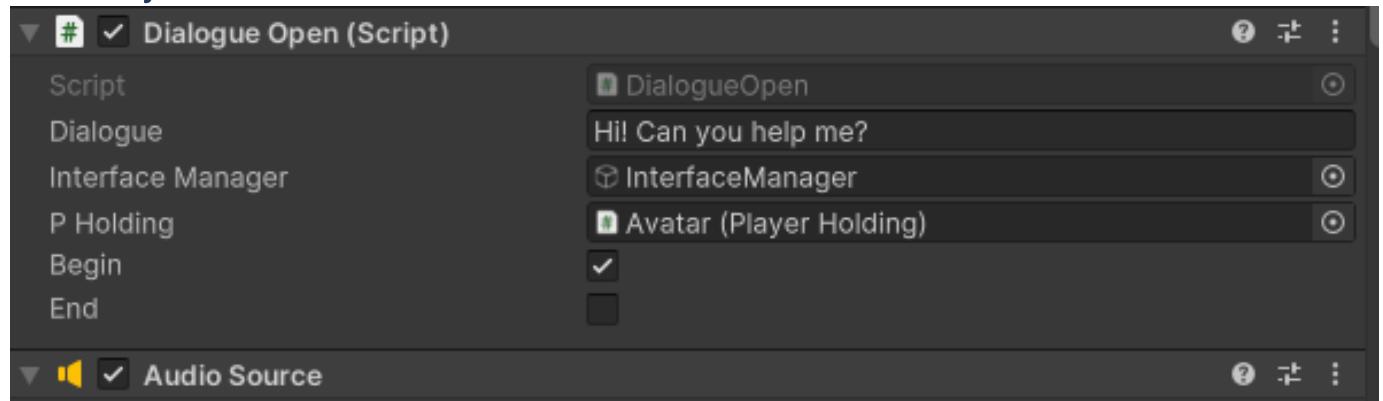
```
        {
            scatterCoins();
        }

    public void scatterCoins()
    {
        randomSpawn.GetComponent<RandomSpawn>().DistributeCollectibles();
        npc.GetComponent<DialogueOpen>().coinsScattered();
    }
}
```

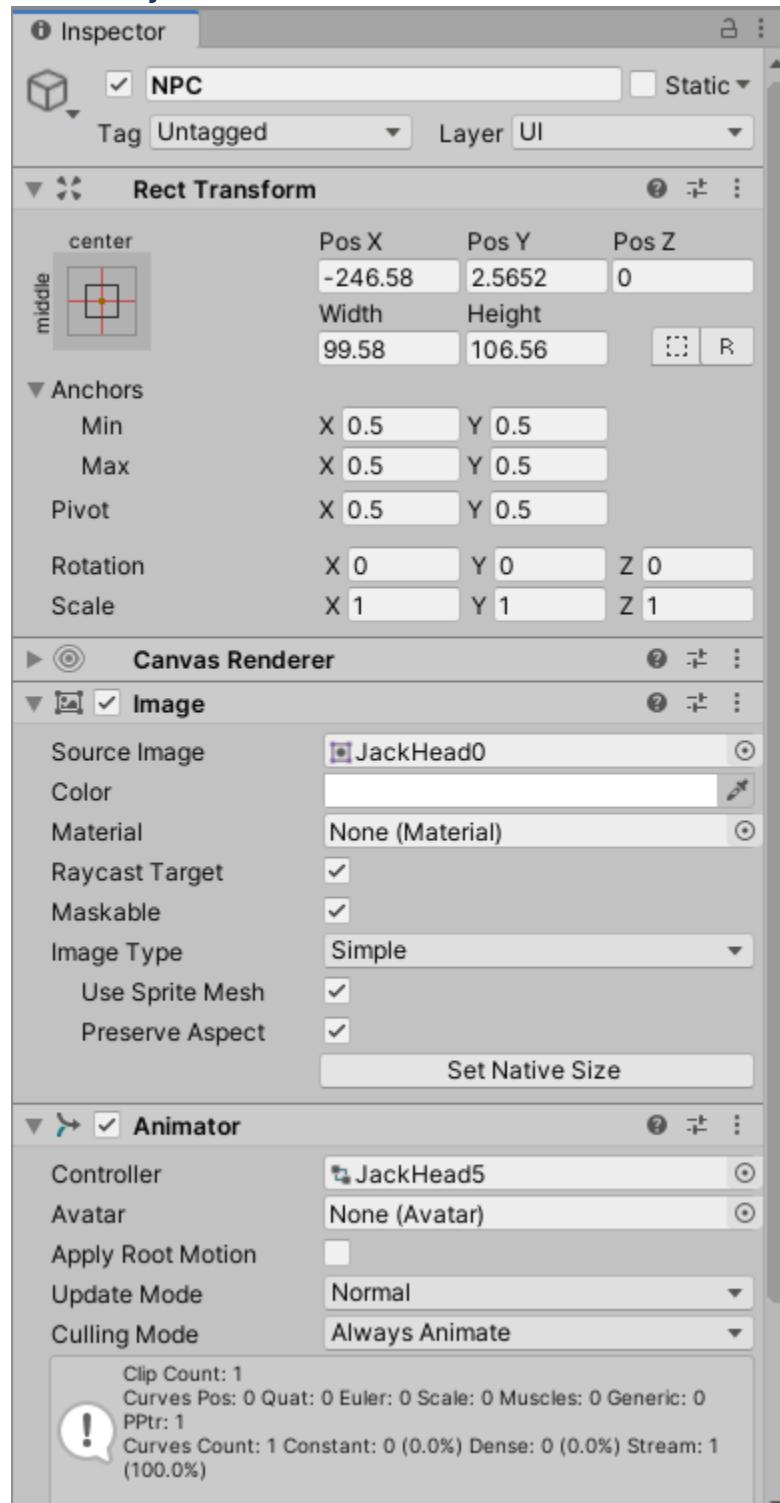
## Jack Object



## Jack Object Continued

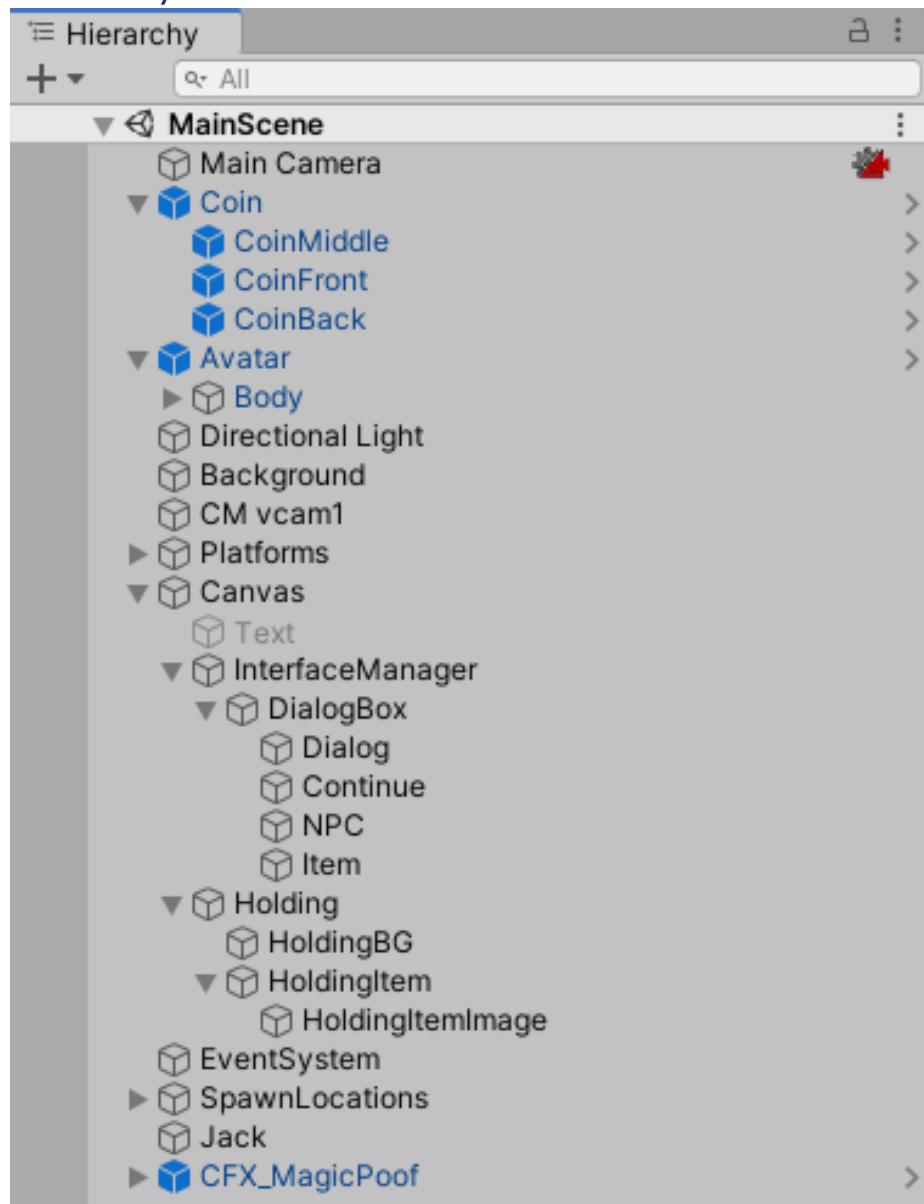


## NPC Object



# Activity Solution: Scavenger Hunt Deluxe Prove Yourself

## Hierarchy



## DialogOpen.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class DialogOpen : MonoBehaviour
{

    public string dialog;
    public GameObject interfaceManager;
    public PlayerHolding pHolding;
    private string[] collectibles;
    private int clue;
    private AudioSource greeting;
    public bool begin = true;
    public bool end = false;

    void Start()
    {
        greeting = GetComponent<AudioSource>();
        collectibles = new string[] { "film", "balloons",
            "life saver", "bull's eye", "pipe", "key",
            "fish", "birdhouse", "red airhorn", "magic hat"
        };
        createClue();
        begin = true;
    }

    public void createClue()
    {
        clue = Random.Range(0, 9);
        searchDialog();
    }

    private void OnTriggerEnter2D(Collider2D other)
    {
        greeting.Play(0);

        if (!begin && pHolding.Verify())
        {
            checkClue();
        }

        interfaceManager.GetComponent<InterfaceManager>().ShowBox(dialog, clue);
    }

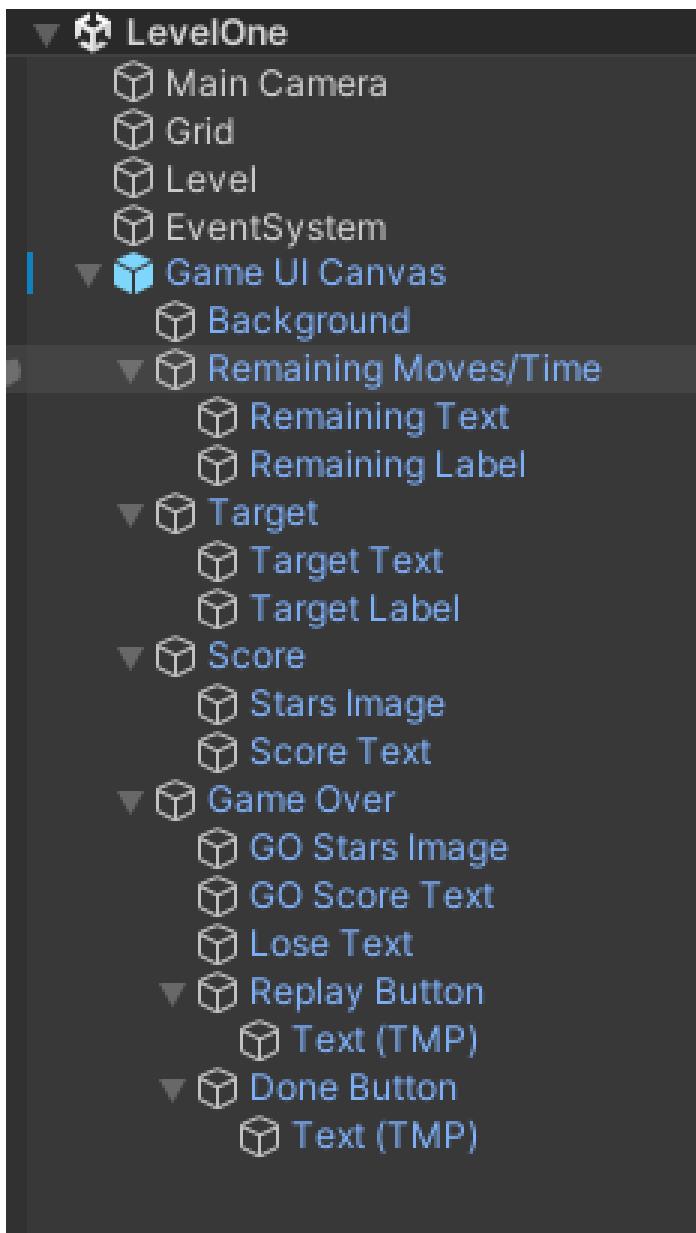
    public void searchDialog()
    {
        dialog = "Hi! Can you help me find my " + collectibles[clue] + "?";
        begin = false;
    }
}
```

```
public void checkClue()
{
    if (pHolding.holdValue == clue)
    {
        if (collectibles[clue] == "film")
        {
            dialog = "You found my film! Now I can take pictures!";
        }
        if (collectibles[clue] == "balloons")
        {
            dialog = "I've been looking for my balloons!";
        }
        // write an if statement for each of the items
        end = true;
    }
    else
    {
        dialog = "No, that's not my " + collectibles[clue] + ".";
    }
}
```

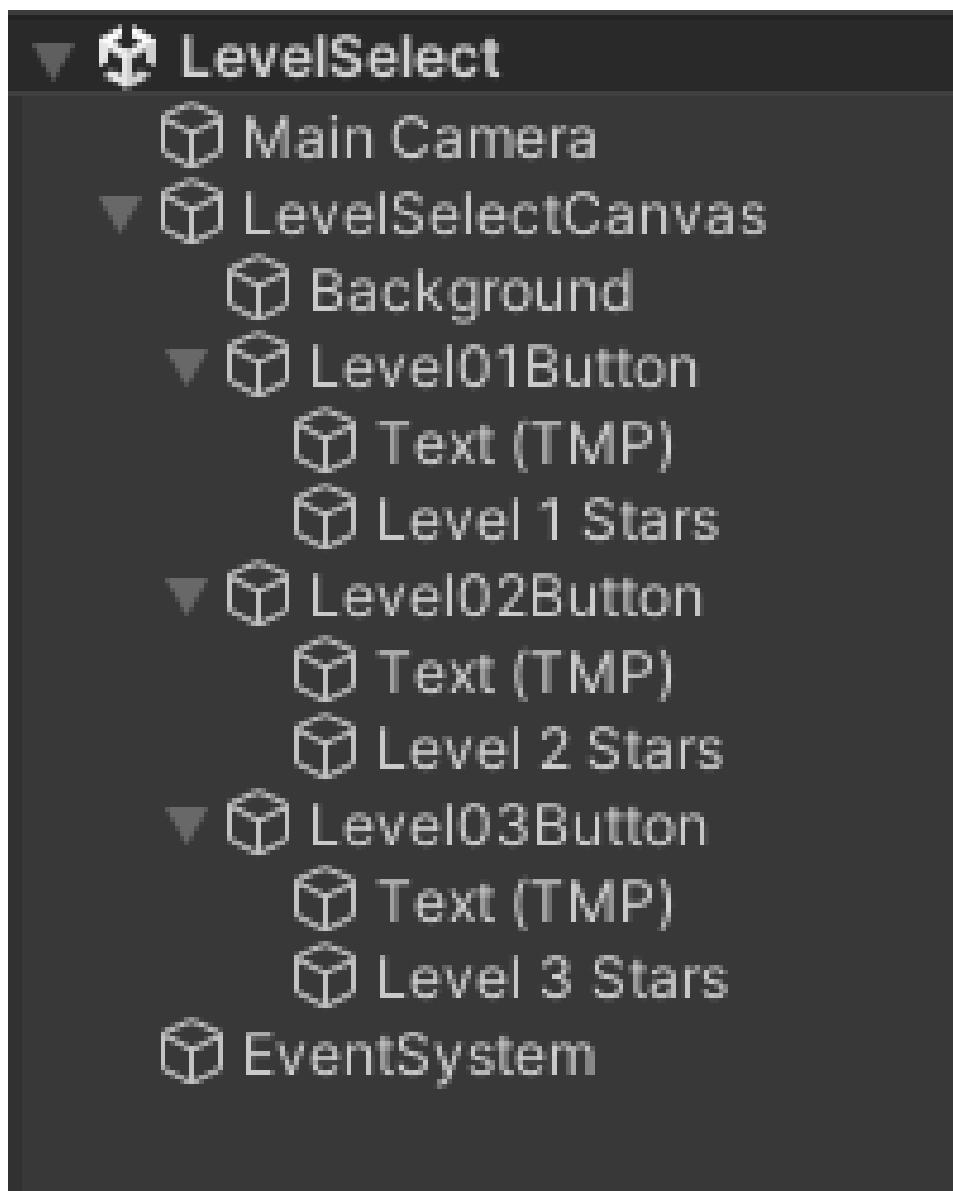
# Activity Solution: Food Frenzy

## Hierarchy

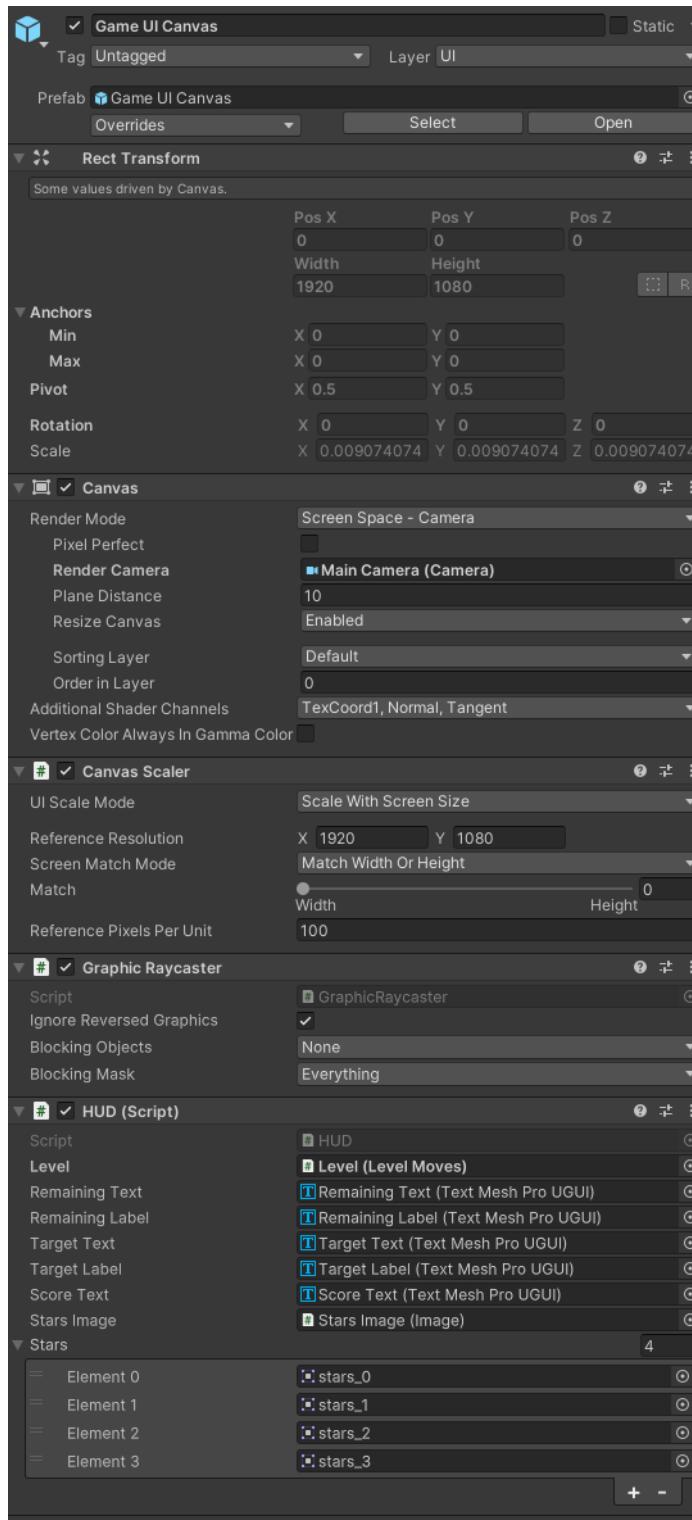
### Level Scenes



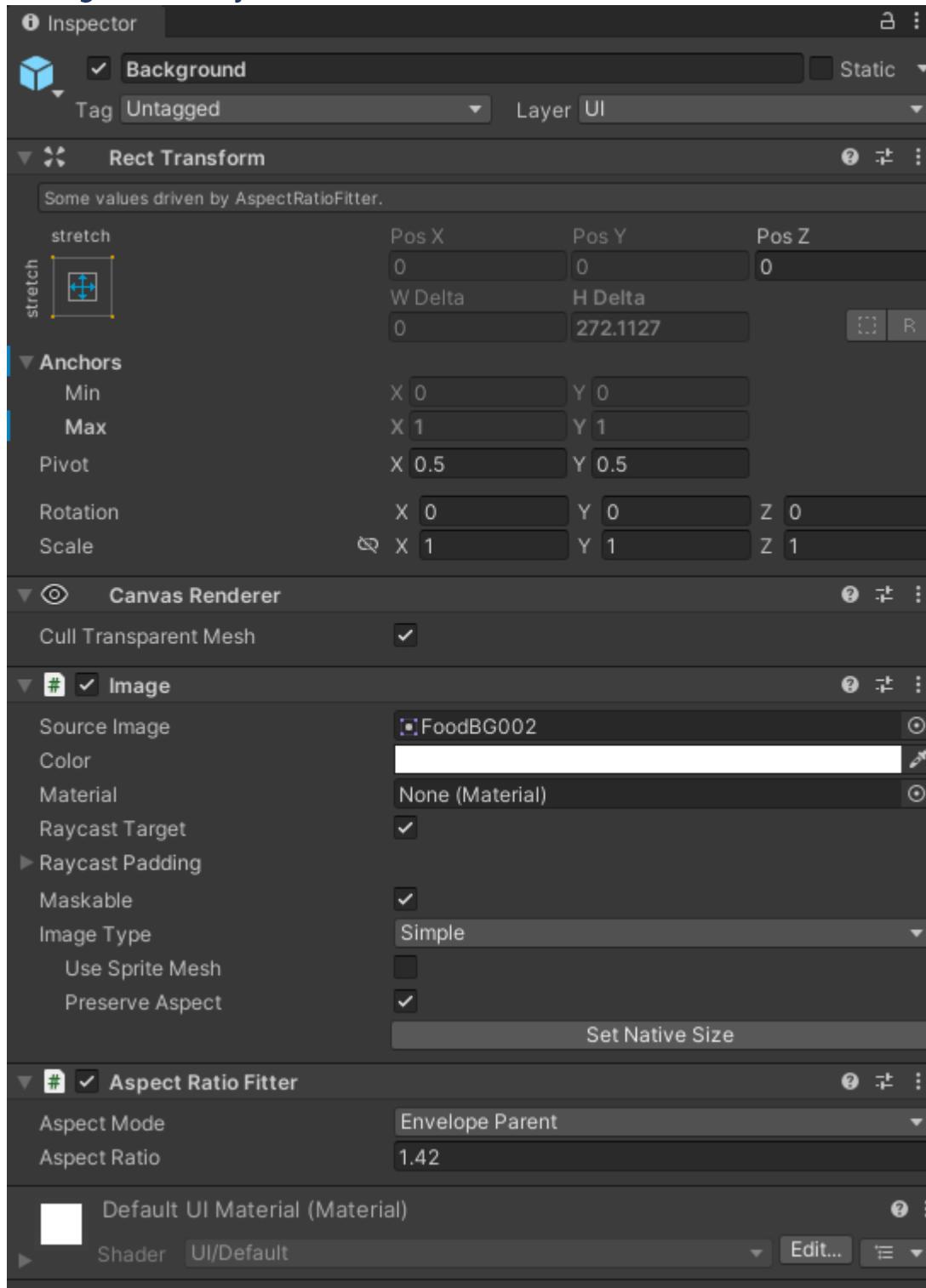
Level Select Scene



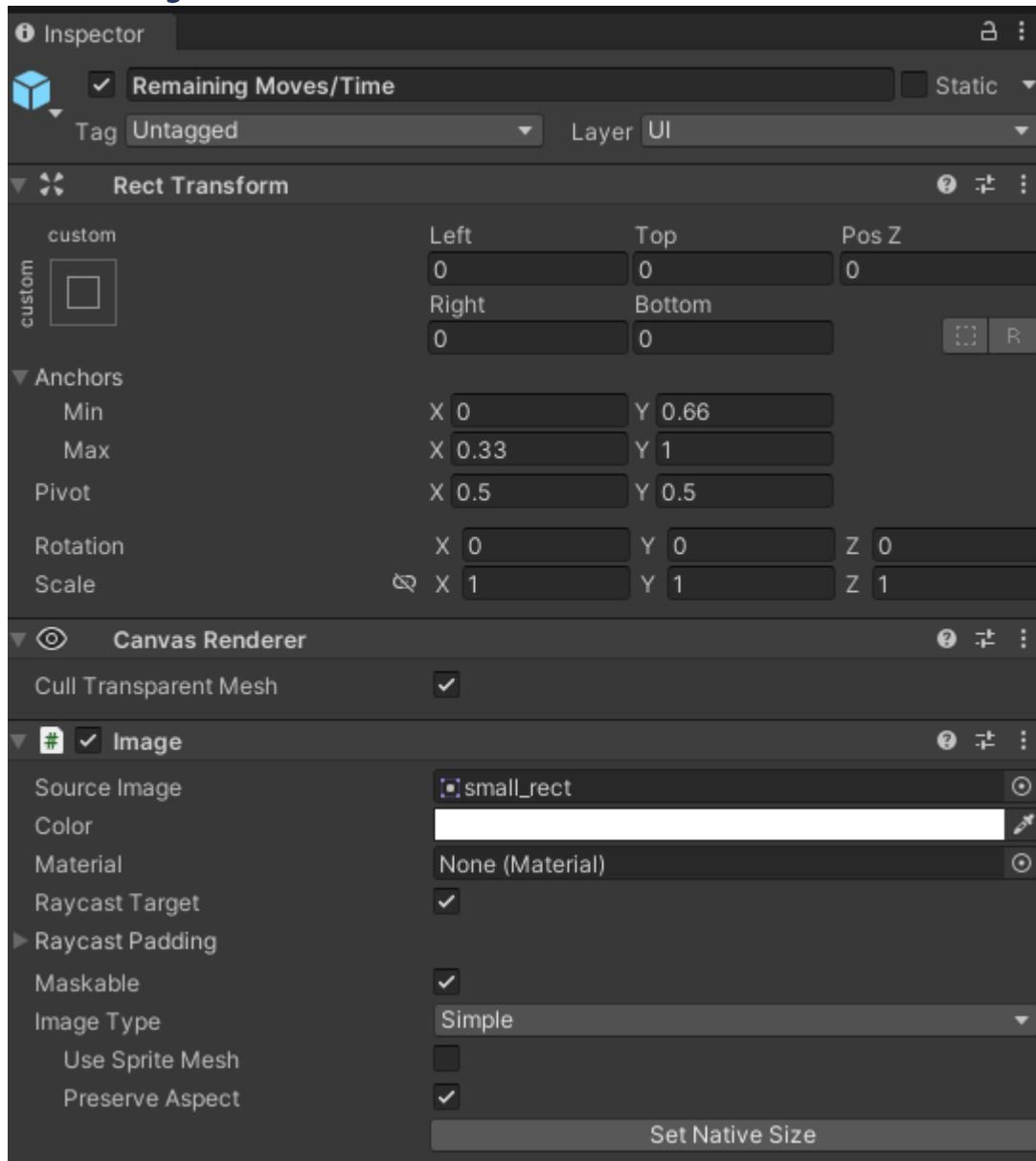
## Game UI Canvas



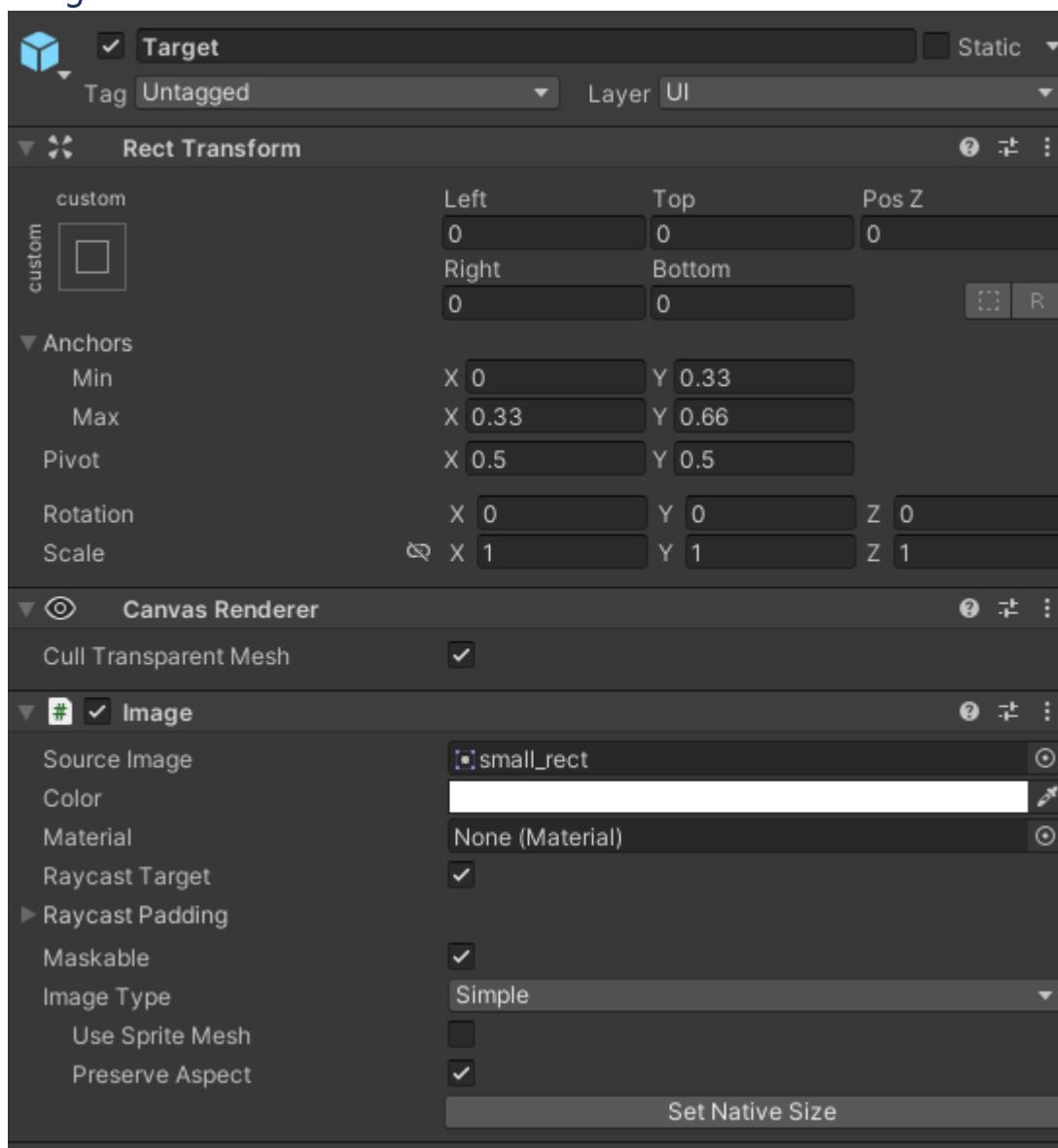
## Background Object



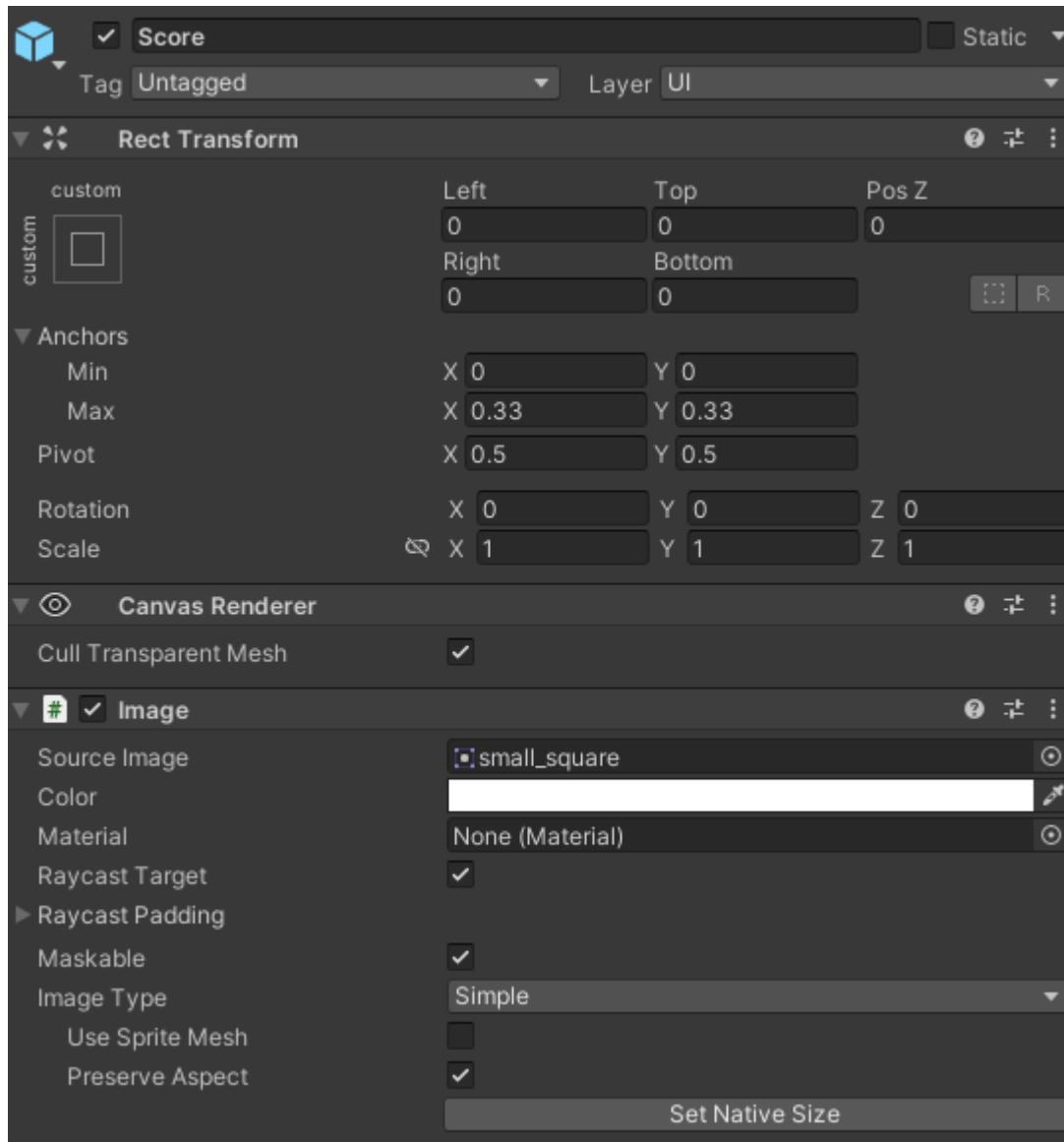
## Remaining Moves/Time



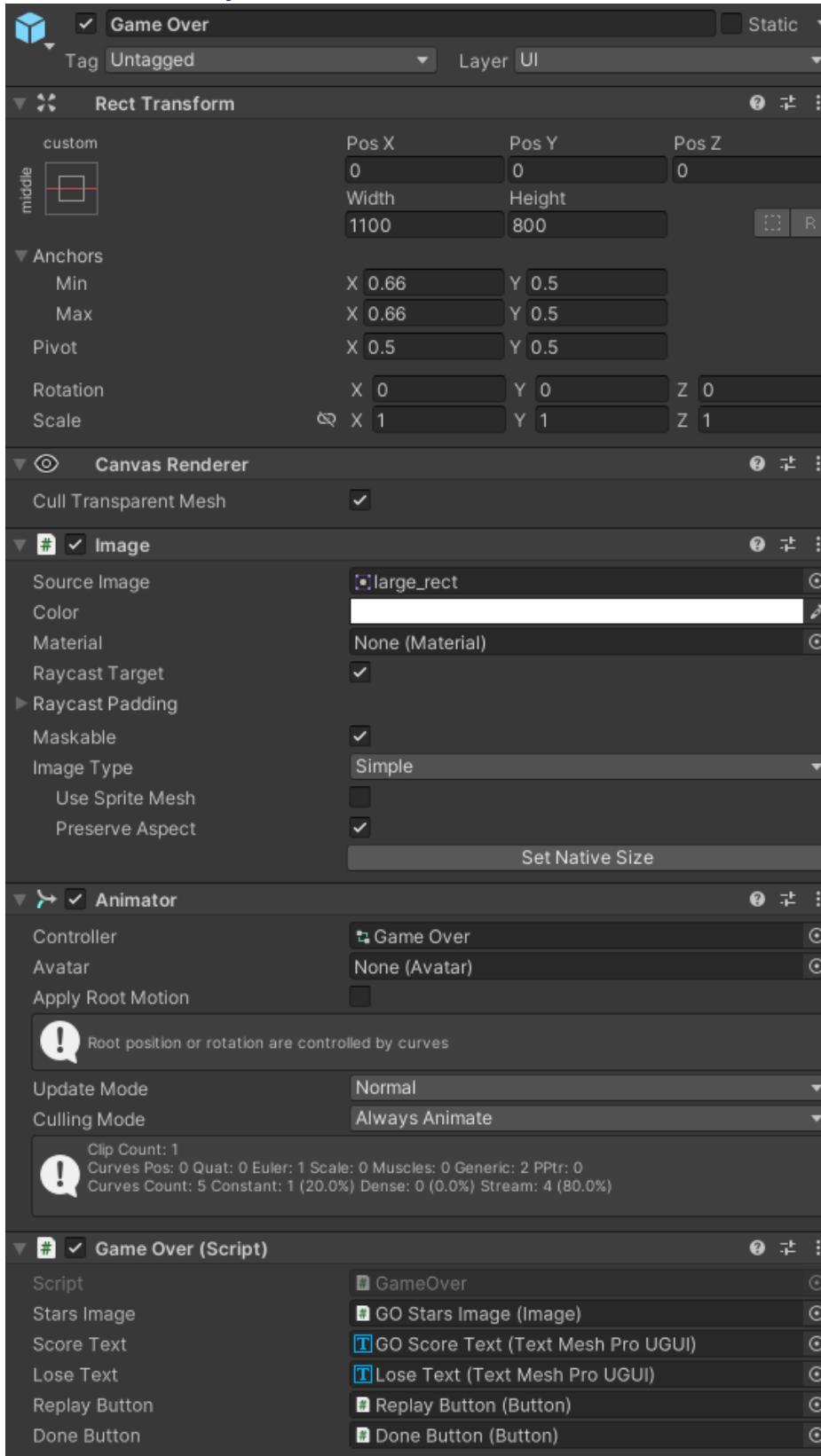
## Target



## Score



## GameOver Object



## GameOver.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;
using TMPro;

public class GameOver : MonoBehaviour
{
    public Image starsImage;
    public TMP_Text scoreText;
    public TMP_Text loseText;

    public Button replayButton;
    public Button doneButton;

    public static GameOver instance;

    // Start is called before the first frame update
    void Start()
    {
        if (!instance)
        {
            instance = this;
            gameObject.SetActive(false);
            starsImage.enabled = false;
            scoreText.enabled = false;
            loseText.enabled = false;
            replayButton.gameObject.SetActive(false);
            doneButton.gameObject.SetActive(false);
            replayButton.onClick.AddListener(OnReplayClicked);
            doneButton.onClick.AddListener(OnDoneClicked);
        }
    }

    void OnReplayClicked()
    {
        SceneManager.LoadScene(SceneManager.GetActiveScene().name);
    }

    void OnDoneClicked()
    {
        Application.Quit();
    }
}
```

```

        }

    }

    // Update is called once per frame
    void Update()
    {

    }

    public void ShowLose()
    {
        gameObject.SetActive(true);
        replayButton.gameObject.SetActive(true);
        doneButton.gameObject.SetActive(true);
        loseText.enabled = true;
    }

    public void ShowWin(int score, int starCount)
    {
        gameObject.SetActive(true);
        starsImage.enabled = true;
        scoreText.text = score.ToString();

        StartCoroutine(ShowWinCoroutine(starCount));
    }

    private IEnumerator ShowWinCoroutine(int starCount)
    {
        for (int i = 0; i <= starCount; i++)
        {
            yield return new WaitForSeconds(0.5f);
            starsImage.sprite = HUD.instance.stars[i];
        }
    }
}

```

```
        scoreText.enabled = true;
        replayButton.gameObject.SetActive(true);
        doneButton.gameObject.SetActive(true);
    }

    public void OnReplayClicked()
    {
        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);
    }

    public void OnDoneClicked()
    {
        SceneManager.LoadScene("LevelSelect");
    }
}
```

## HUD.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using TMPro;
using UnityEngine.SceneManagement;

public class HUD : MonoBehaviour
{
    public Level level;

    public TMP_Text remainingText;
    public TMP_Text remainingLabel;
    public TMP_Text targetText;
    public TMP_Text targetLabel;
    public TMP_Text scoreText;

    public Image starsImage;
    public Sprite[] stars;

    private int starIndex;
    private bool isGameOver;

    public static HUD instance;

    // Start is called before the first frame update
    void Awake()
    {
        if (!instance)
        {
            instance = this;
            UpdateStars();
        }
    }
}
```

```

        }

    }

    // Update is called once per frame
    void Update()
    {

    }

    public void UpdateStars()
    {
        starsImage.sprite = stars[starIndex];
    }

    public void SetScore(int score)
    {
        scoreText.text = score.ToString();

        if (score >= level.score3Star)
        {
            starIndex = 3;
        }
        else if (score >= level.score2Star)
        {
            starIndex = 2;
        }
        else if (score >= level.score1Star)
        {
            starIndex = 1;
        }

        UpdateStars();
    }
}

```

```

public void SetTarget(int target)
{
    targetText.text = target.ToString();
}

public void SetRemaining(int remaining)
{
    remainingText.text = remaining.ToString();
}

public void SetRemaining(string remaining)
{
    remainingText.text = remaining;
}

public void SetLevelType(Level.LevelType type)
{
    switch (type)
    {
        case Level.LevelType.MOVES:
            remainingLabel.text = "moves remaining";
            targetLabel.text = "target score";
            break;
        case Level.LevelType.OBSTACLE:
            remainingLabel.text = "moves remaining";
            targetLabel.text = "dishes remaining";
            break;
        case Level.LevelType.TIMER:
            remainingLabel.text = "time remaining";
            targetLabel.text = "target score";
            break;
    }
}

```

```
public void OnGameWin(int score)
{
    GetComponent<Canvas>().sortingOrder = 3;
    GameOver.instance.ShowWin(score, starIndex);

    if (starIndex > PlayerPrefs.GetInt(SceneManager.GetActiveScene().name, 0))
    {
        PlayerPrefs.SetInt(SceneManager.GetActiveScene().name, starIndex);
    }
}

public void OnGameLose()
{
    GetComponent<Canvas>().sortingOrder = 3;
    GameOver.instance.ShowLose();
}
```

## Level.cs Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Level : MonoBehaviour
{
    public enum LevelType
    {
        TIMER,
        OBSTACLE,
        MOVES,
    };

    public GameGrid grid;

    public int score1Star;
    public int score2Star;
    public int score3Star;

    protected LevelType type;

    public LevelType Type
    {
        get { return type; }
    }

    protected int currentScore;

    protected bool didWin;

    // Start is called before the first frame update
    private void Start()
    {
        HUD.instance.SetScore(currentScore);
    }

    // Update is called once per frame
    void Update()
    {

    }

    public virtual void GameWin()
    {
        didWin = true;
        grid.GameOver();
        StartCoroutine(WaitForGridFill());
    }

    public virtual void GameLose()
    {
        didWin = false;
        grid.GameOver();
        StartCoroutine(WaitForGridFill());
    }
}
```

```
public virtual void OnMove()
{
}

public virtual void OnPieceCleared(GamePiece piece)
{
    //Update Score
    currentScore += piece.score;
    HUD.instance.SetScore(currentScore);
}

protected virtual IEnumerator WaitForGridFill()
{
    while (grid.IsFilling)
    {
        yield return 0;
    }

    if (didWin && !grid.IsFilling)
    {
        HUD.instance.OnGameWin(currentScore);
    }
    else
    {
        HUD.instance.OnGameLose();
    }
}
```

## LevelMoves.cs Script

```
public class LevelMoves : Level
{
    public int numMoves;
    public int targetScore;

    private int movesUsed = 0;

    // Start is called before the first frame update
    void Start()
    {
        type = LevelType.MOVES;
        HUD.instance.SetLevelType(type);
        HUD.instance.SetScore(currentScore);
        HUD.instance.SetTarget(targetScore);
        HUD.instance.SetRemaining(numMoves);
    }

    public override void OnMove()
    {
        base.OnMove();

        movesUsed++;

        HUD.instance.SetRemaining(numMoves - movesUsed);

        if(numMoves - movesUsed == 0)
        {
            if(currentScore >= targetScore)
            {
                GameWin();
            }
            else
            {
                GameLose();
            }
        }
    }
}
```

## LevelObstacles.cs Script

```
public class LevelObstacles : Level
{
    public int numMoves;
    public GameGrid.PieceType[] obstacleTypes;

    private int movesUsed = 0;
    private int numObstaclesLeft;

    // Start is called before the first frame update
    void Start()
    {
        type = LevelType.OBSTACLE;

        for(int i=0; i<obstacleTypes.Length; i++)
        {
            numObstaclesLeft += grid.GetPiecesOfType(obstacleTypes[i]).Count;
        }

        HUD.instance.SetLevelType(type);
        HUD.instance.SetScore(currentScore);
        HUD.instance.SetTarget(numObstaclesLeft);
        HUD.instance.SetRemaining(numMoves);
    }

    // Update is called once per frame
    void Update()
    {

    }

    public override void OnMove()
    {
        base.OnMove();

        movesUsed++;

        HUD.instance.SetRemaining(numMoves - movesUsed);

        if (numMoves - movesUsed == 0 && numObstaclesLeft > 0)
        {
            GameLose();
        }
    }

    public override void OnPieceCleared(GamePiece piece)
    {
        base.OnPieceCleared(piece);

        for (int i = 0; i < obstacleTypes.Length; i++)
        {
            if(obstacleTypes[i] == piece.Type)
            {
                numObstaclesLeft--;
            }
        }

        HUD.instance.SetTarget(numObstaclesLeft);
    }
}
```

```
        if (numObstaclesLeft == 0)
    {
        currentScore += 1000 * (numMoves - movesUsed);
        GameWin();
    }
}
}
```

## LevelTimer.cs Script

```
using UnityEngine;

public class LevelTimer : Level
{
    public int timeInSeconds;
    public int targetScore;

    private float timer;
    private bool timeOut = false;

    // Start is called before the first frame update
    void Start()
    {
        type = LevelType.TIMER;

        HUD.instance.SetLevelType(type);
        HUD.instance.SetScore(currentScore);
        HUD.instance.SetTarget(targetScore);
        HUD.instance.SetRemaining(TimerString());
    }

    // Update is called once per frame
    void Update()
    {
        if (!timeOut)
        {
            timer += Time.deltaTime;
            HUD.instance.SetRemaining(TimerString());

            if (timeInSeconds - timer <= 0)
            {
                if (currentScore >= targetScore)
                {
                    GameWin();
                }
                else
                {
                    GameLose();
                }
            }

            timeOut = true;
        }
    }
}
```

```

    public string TimerString()
    {
        return string.Format("{0}:{1:00}", (int)Mathf.Max((timeInSeconds - timer) / 60),
(int)Mathf.Max((timeInSeconds - timer) % 60));
    }
}

```

## LevelSelect.cs Script

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;
using UnityEngine.UI;

public class LevelSelect : MonoBehaviour
{
    [System.Serializable]
    public struct ButtonPlayerPrefs
    {
        public Image starsImage;
        public string playerPrefKey;
    }
    public ButtonPlayerPrefs[] buttons;

    public Sprite[] stars;

    // Start is called before the first frame update
    void Start()
    {
        foreach (ButtonPlayerPrefs button in buttons)
        {
            int score = PlayerPrefs.GetInt(button.playerPrefKey, 0);
            button.starsImage.sprite = stars[score];
        }
    }

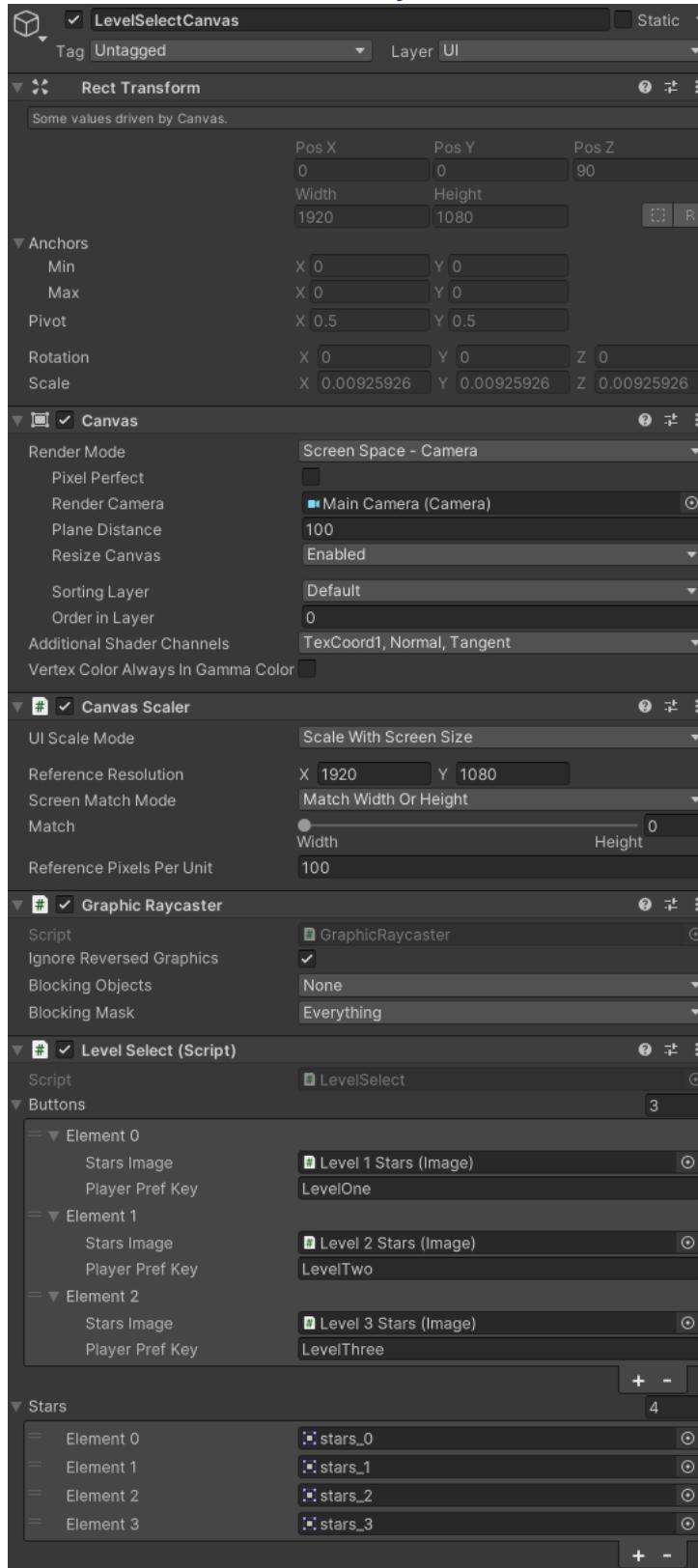
    // Update is called once per frame
    void Update()
    {

    }

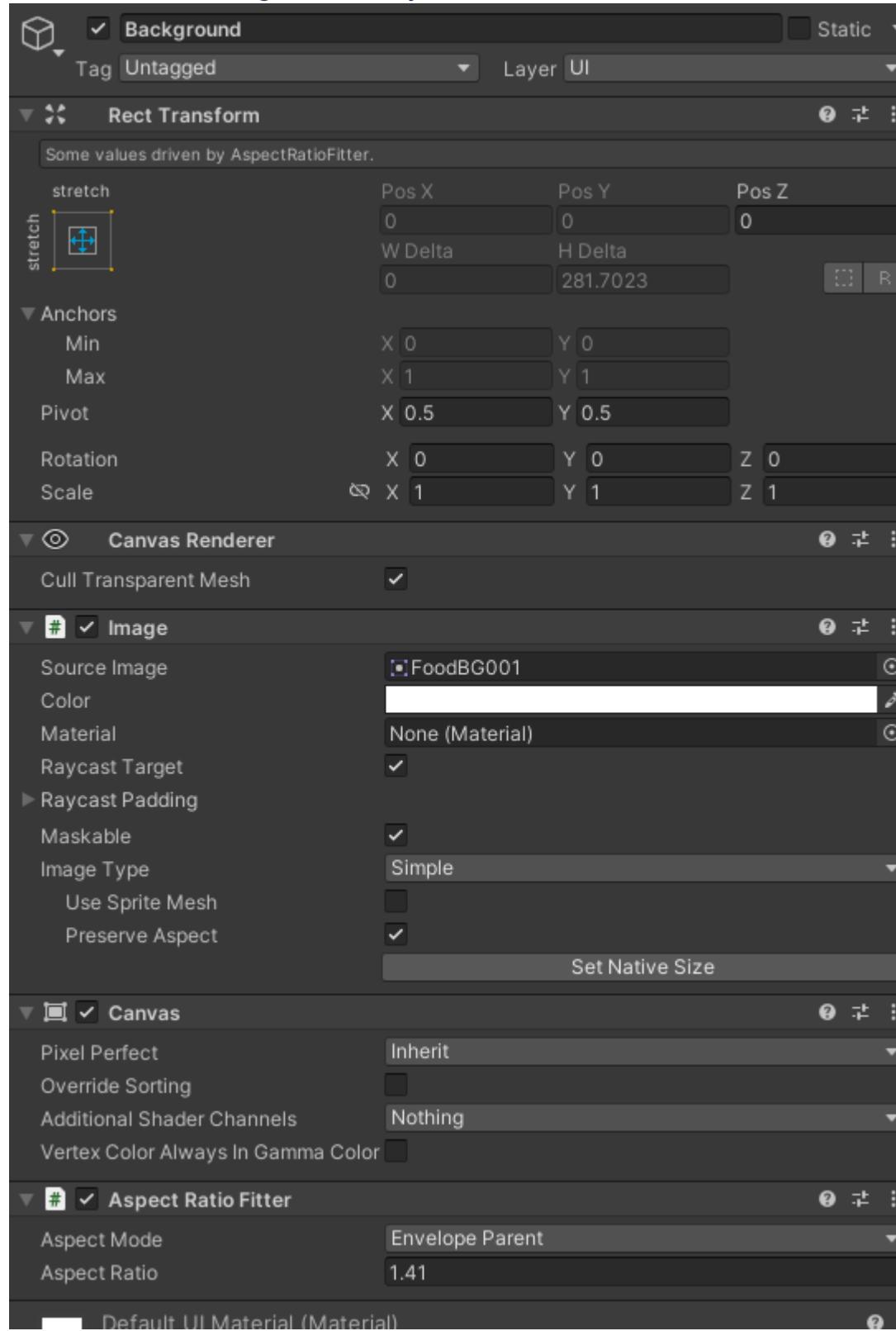
    public void LevelSelectButtonPressed(string levelName)
    {
        SceneManager.LoadScene(levelName);
    }
}

```

## Level Select Canvas Object



## Level Select Background Object



## Level Select Button Objects

