

Drive Video link: <https://drive.google.com/drive/folders/1NS-IFQffRFrE2swJKPKD-fhDN9gFd0NI?usp=sharing>

1)Game play:

The bird will be collecting coins and passing the barriers if it hit by bombs it will lose a life and there will be three lifes if it is hit by rocket the game will be restarted and there colored magic wheel in the left side named health if our health is less than 3 we can get health from there and if we passed through the right edge of the game we will be entered to next level and even by clicking the button below we can move to the next level

In second level as time permits we have the game review dropdown and the main level button

I also added the music to the game play in the first level and starts playing once the game starts

I also added image for the coins near score and win text and game over text

Dot light is also added for the center of the game

Code:

Level control

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

public class LevelControl : MonoBehaviour
{
    public int index;
```

```

void OnTriggerEnter2D(Collider2D other)
{
    if (other.CompareTag("Player"))
    {
        SceneManager.LoadScene(index);

    }
}

}

Score text

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class ScoreTextScript : MonoBehaviour
{
    Text text;
    public static int coinAmount;
    // Start is called before the first frame update
    void Start()
    {
        text = GetComponent<Text>();

    }

    // Update is called once per frame
    void Update()
    {
        text.text = coinAmount.ToString();
    }
}

```

Coin Script

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class CoinScript : MonoBehaviour
{
    // Start is called before the first frame update
    void OnTriggerEnter2D(Collider2D col)
    {
        ScoreTextScript.coinAmount += 1;
        Destroy(gameObject);
    }

    // Update is called once per frame
}

```

Game Control Script

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

public class GameControlScript : MonoBehaviour
{
    public GameObject heart1, heart2, heart3, gameOver;
    public static int health;
    void Start()
    {
        health = 3;
        heart1.gameObject.SetActive(true);
        heart2.gameObject.SetActive(true);
        heart3.gameObject.SetActive(true);
        gameOver.gameObject.SetActive(false);
    }
    void Update()
    {
        if (health > 3)
            health = 3;
        switch (health)
        {
            case 3:
                heart1.gameObject.SetActive(true);
                heart2.gameObject.SetActive(true);
                heart3.gameObject.SetActive(true);
                break;
            case 2:
                heart1.gameObject.SetActive(true);
                heart2.gameObject.SetActive(true);
                heart3.gameObject.SetActive(false);
                break;
            case 1:
                heart1.gameObject.SetActive(true);
                heart2.gameObject.SetActive(false);
                heart3.gameObject.SetActive(false);
                break;
            case 0:
                heart1.gameObject.SetActive(false);
                heart2.gameObject.SetActive(false);
                heart3.gameObject.SetActive(false);
                gameOver.gameObject.SetActive(true);
                Time.timeScale = 0;
                break;
        }
    }
}
```

Heart Script

```
using System.Collections;
```

```

using System.Collections.Generic;
using UnityEngine;

public class HeartScript : MonoBehaviour
{
    // Start is called before the first frame update
    void OnTriggerEnter2D(Collider2D col)
    {
        GameControlScript.health += 1;
    }
}

```

Skull Script

```

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

public class SkullScript : MonoBehaviour
{
    void OnTriggerEnter2D(Collider2D col)
    {
        GameControlScript.health -= 1;
    }
}

```

move Script

```

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

public class Mover : MonoBehaviour
{
    public int moveSpeed = 1;
    Rigidbody2D rb;

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

    // Update is called once per frame
    void Update()
    {
        rb.AddForce(new Vector2(Input.GetAxis("Horizontal") * moveSpeed,
Input.GetAxis("Vertical") * moveSpeed));
    }
}

```

Condition Collision Script

```

using UnityEngine;
using System.Collections;
using UnityEngine.Events;

[AddComponentMenu("Playground/Conditions/Condition Collision")]
[RequireComponent(typeof(Collider2D))]
public class ConditionCollision : ConditionBase
{

    //This will create a dialog window asking for which dialog to add
    private void Reset()
    {
        Utils.Collider2DDialogWindow(this.gameObject, false);
    }

    // This function will be called when something touches the trigger
    collider
    void OnCollisionEnter2D(Collision2D collision)
    {
        if(collision.collider.CompareTag(filterTag)
           || !filterByTag)
        {
            ExecuteAllActions(collision.gameObject);
        }
    }
}

```

Destroy Script

```

using UnityEngine;
using System.Collections;

[AddComponentMenu("Playground/Actions/Destroy Action")]
public class DestroyAction : Action
{
    //who gets destroyed in the collision?
    public Enums.Targets target = Enums.Targets.ObjectThatCollided;
    // assign an effect (explosion? particles?) or object to be created
    (instantiated) when the one gets destroyed
    public GameObject deathEffect;

    //OtherObject is null when this Action is called from a Condition that
    is not collision-based
    public override bool ExecuteAction(GameObject otherObject)
    {
        if(deathEffect != null)
        {
            GameObject newObjet =
Instantiate<GameObject>(deathEffect);

            //move the effect depending on who needs to be destroyed
            Vector3 otherObjectPos = (otherObject == null) ?
this.transform.position : otherObject.transform.position;
            newObjet.transform.position = (target ==
Enums.Targets.ObjectThatCollided) ? otherObjectPos : this.transform.position;
        }
    }
}

```

```

        //remove the GameObject from the scene (destroy)
        if(target == Enums.Targets.ObjectThatCollided)
        {
            if(otherObject != null)
            {
                Destroy(otherObject);
            }
        }
        else
        {
            Destroy(gameObject);
        }

        return true; //always returns true
    }
}

```

Load level

```

using UnityEngine;
using System.Collections;
using UnityEngine.SceneManagement;

[AddComponentMenu("Playground/Actions/Load Level")]
public class LoadLevelAction : Action
{
    public string levelName = SAME_SCENE;

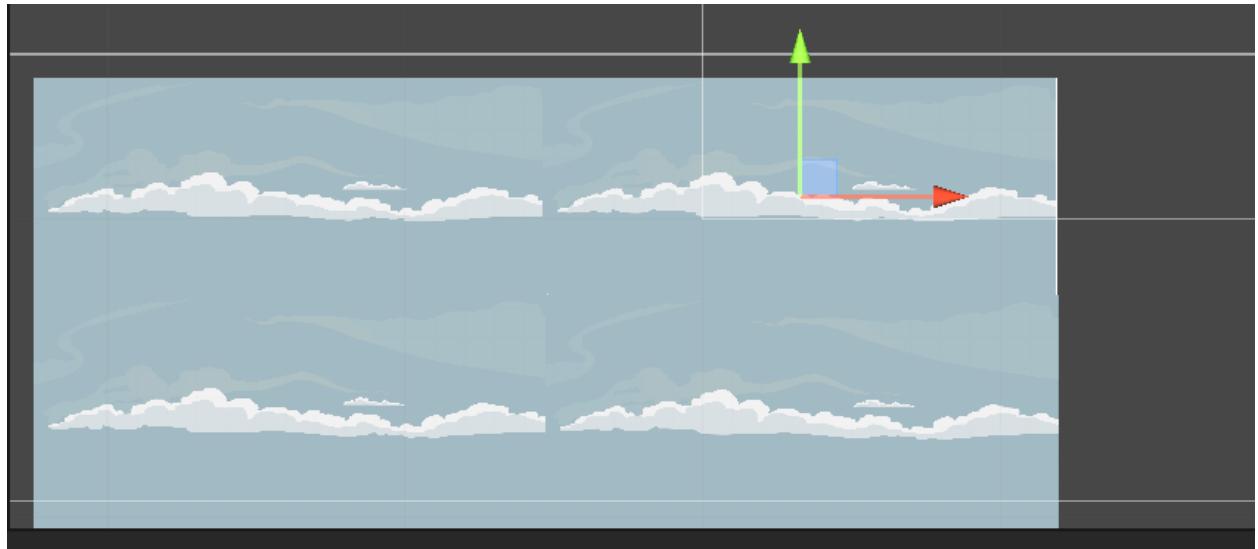
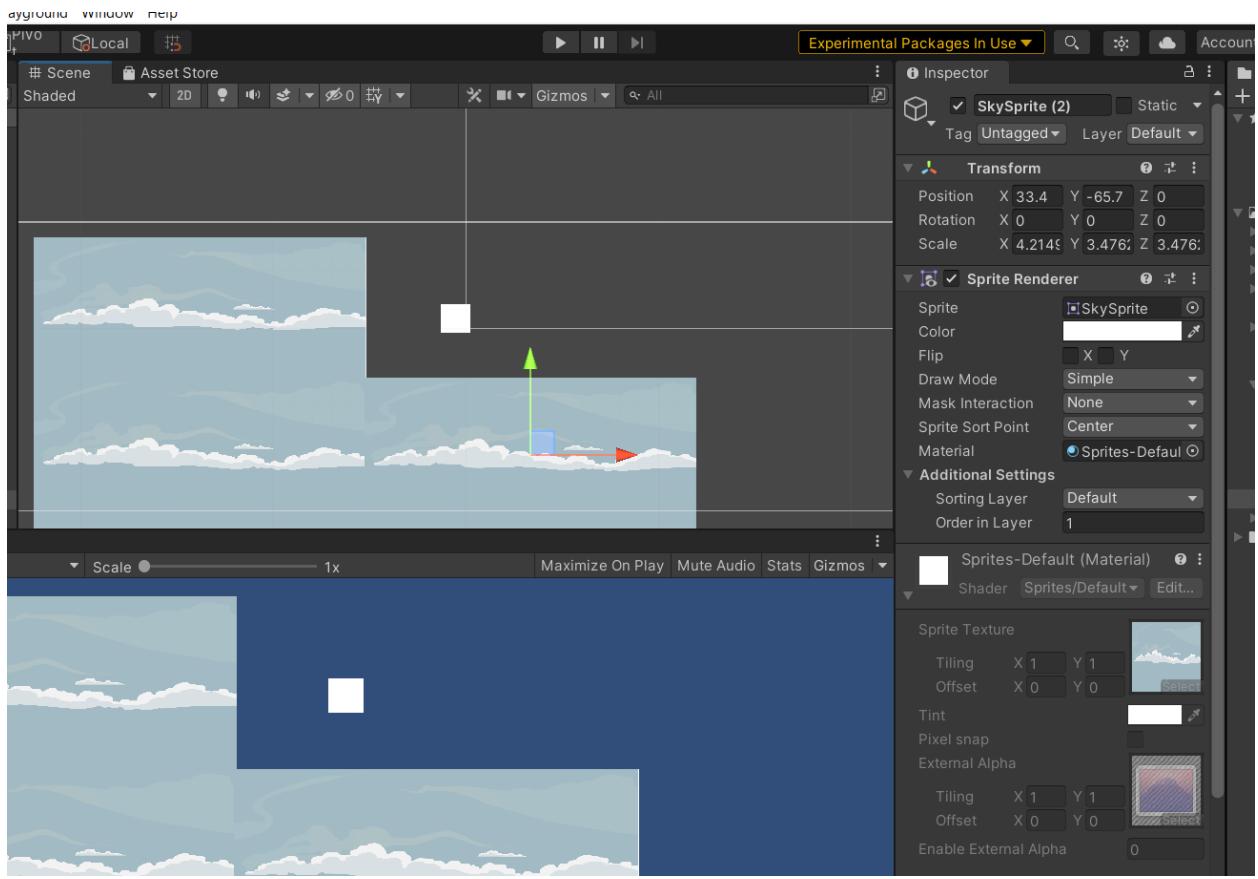
    public const string SAME_SCENE = "0";

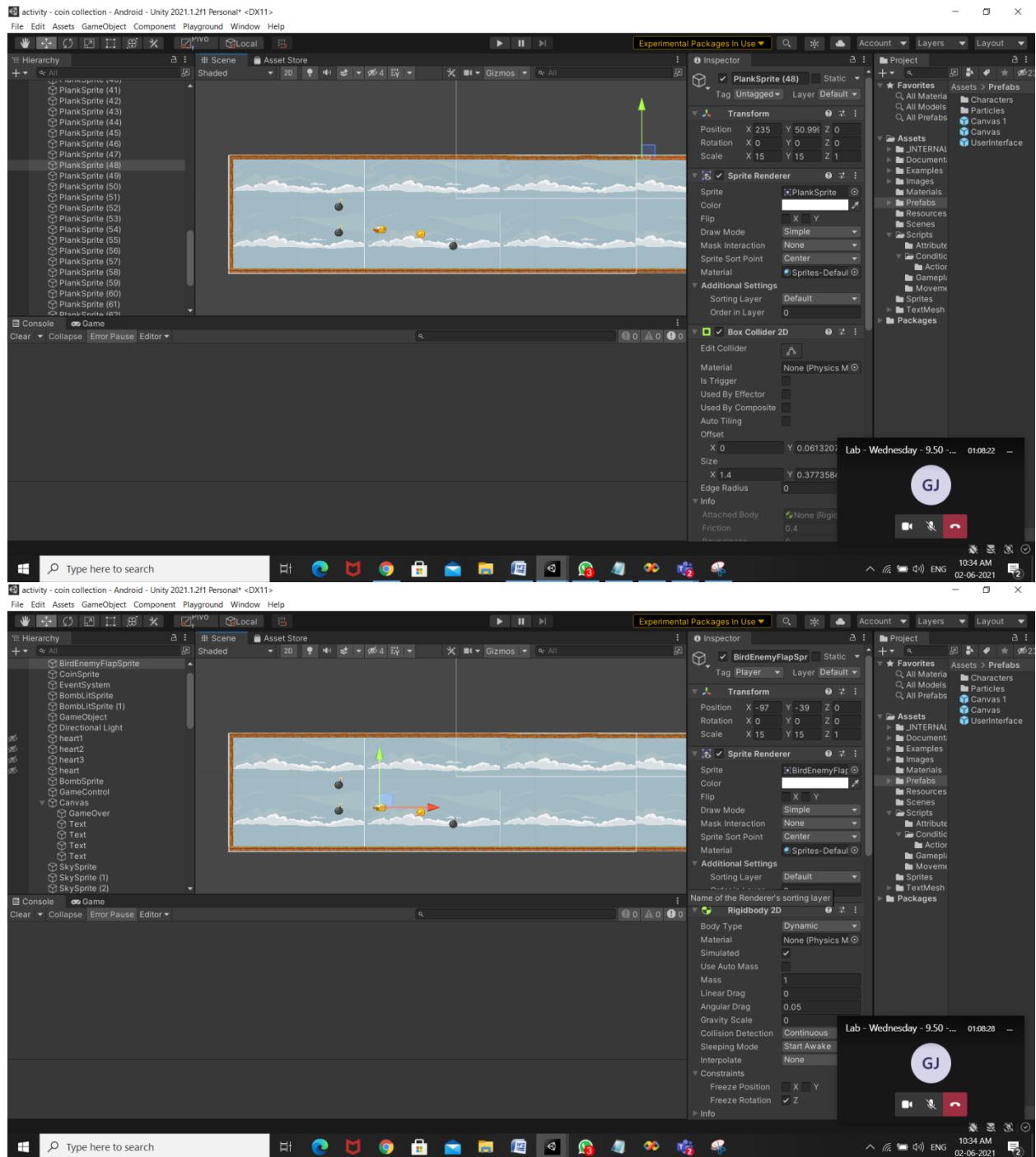
    //Loads a new Unity scene, or reload the current one (it means all
    objects are reset)
    public override bool ExecuteAction(GameObject dataObject)
    {
        if(levelName == SAME_SCENE)
        {
            //just restart the level
            SceneManager.LoadScene(SceneManager.GetActiveScene().name,
LoadSceneMode.Single);
        }
        else
        {
            //load another scene
            SceneManager.LoadScene(levelName, LoadSceneMode.Single);
        }

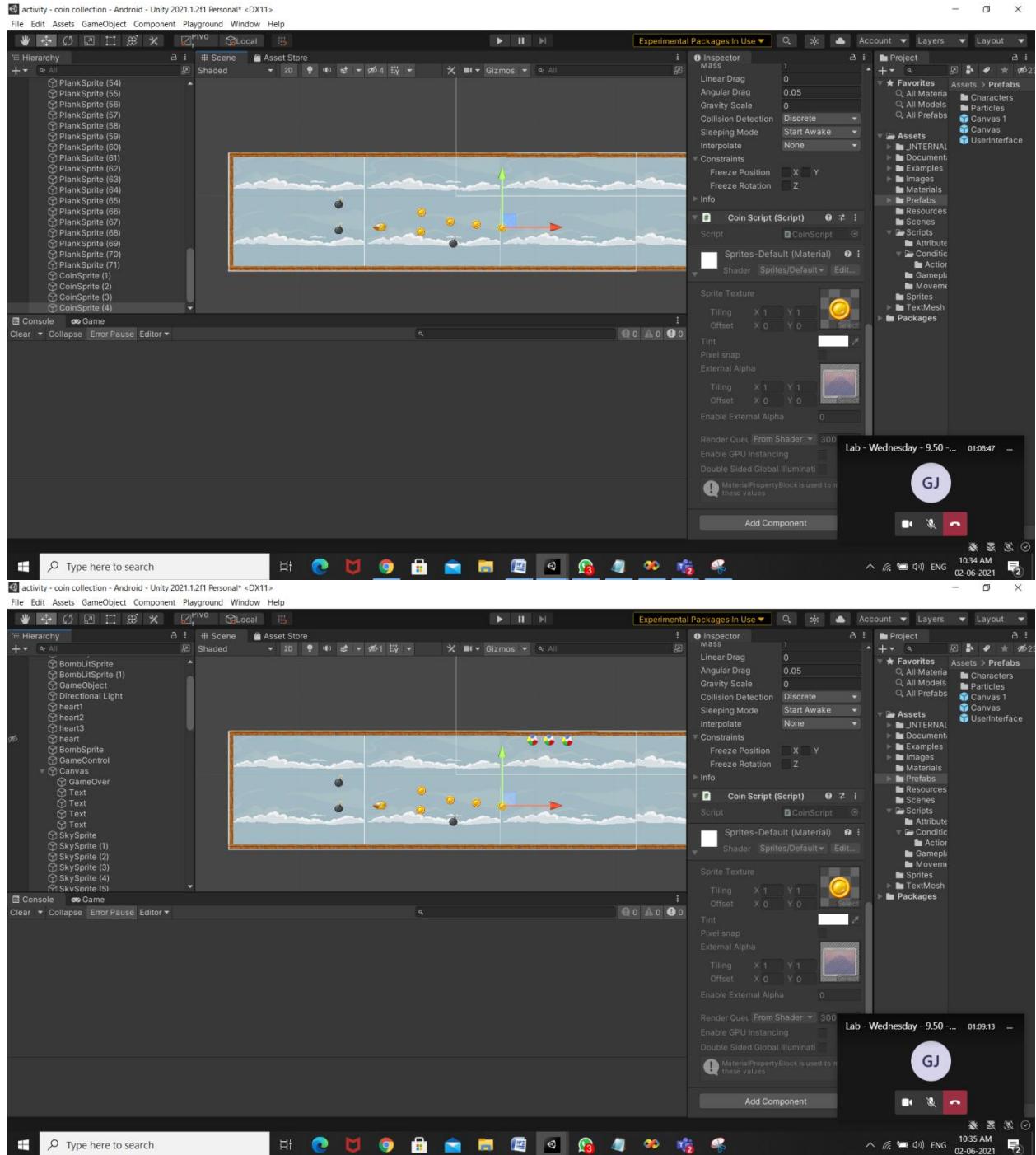
        return true;
    }
}

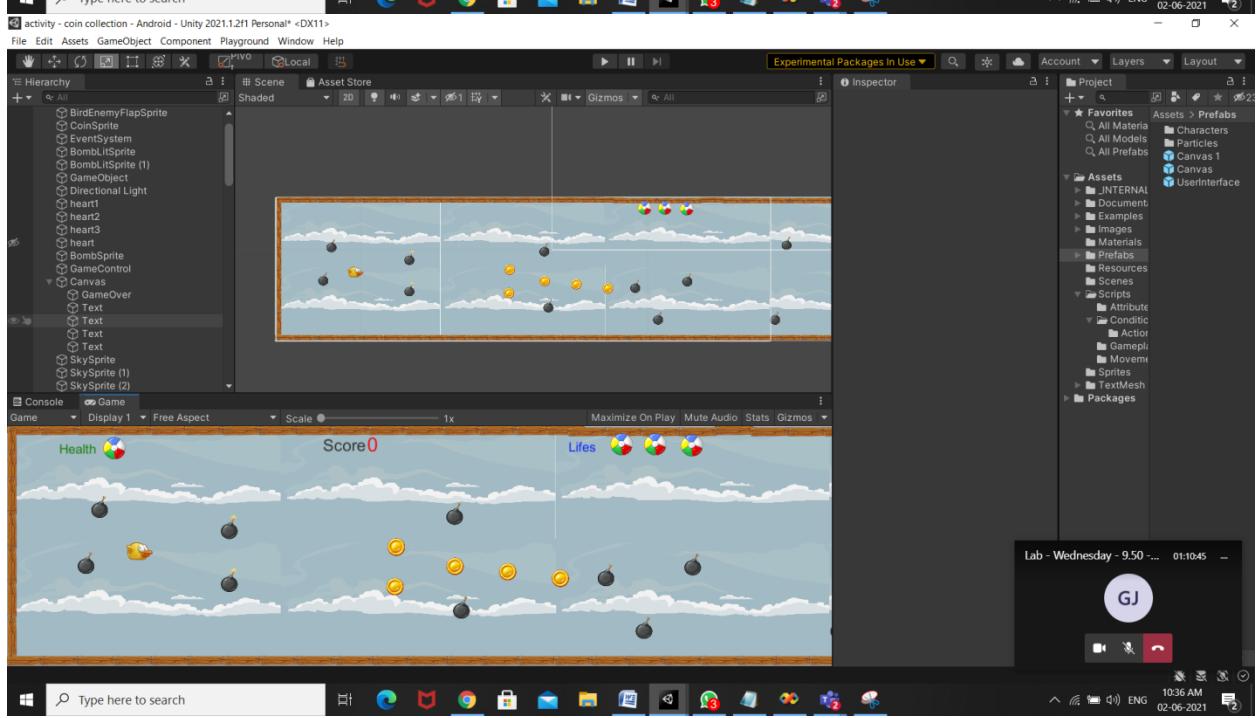
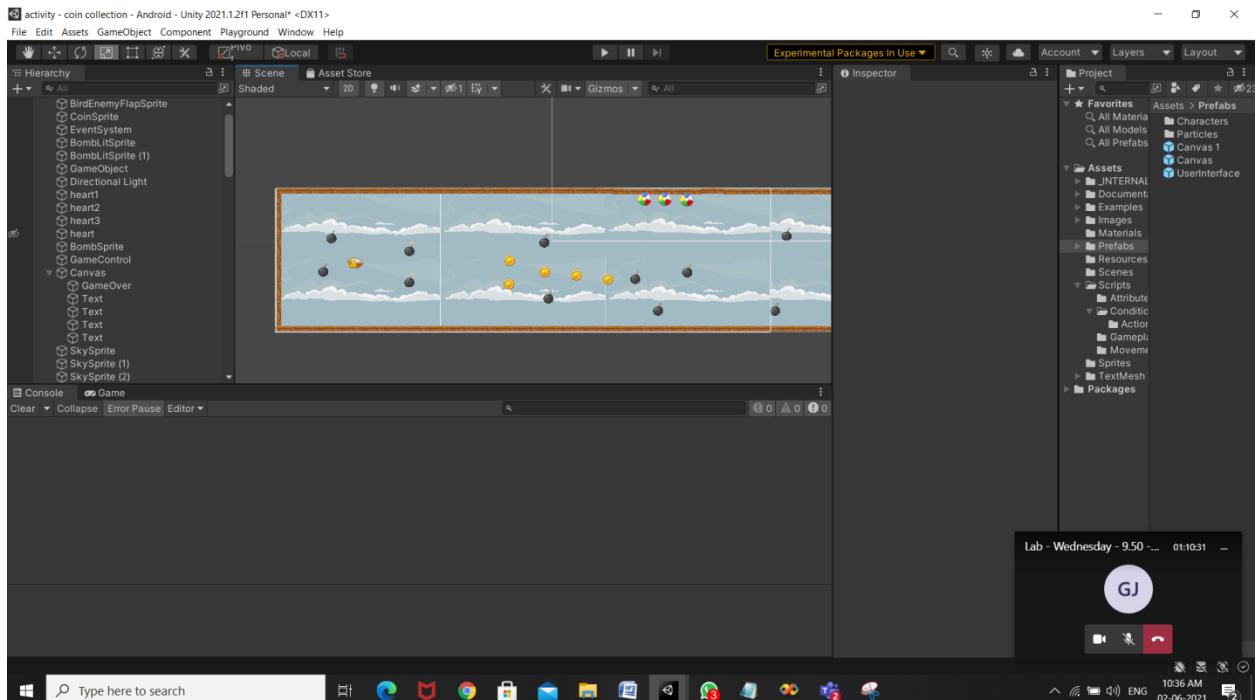
```

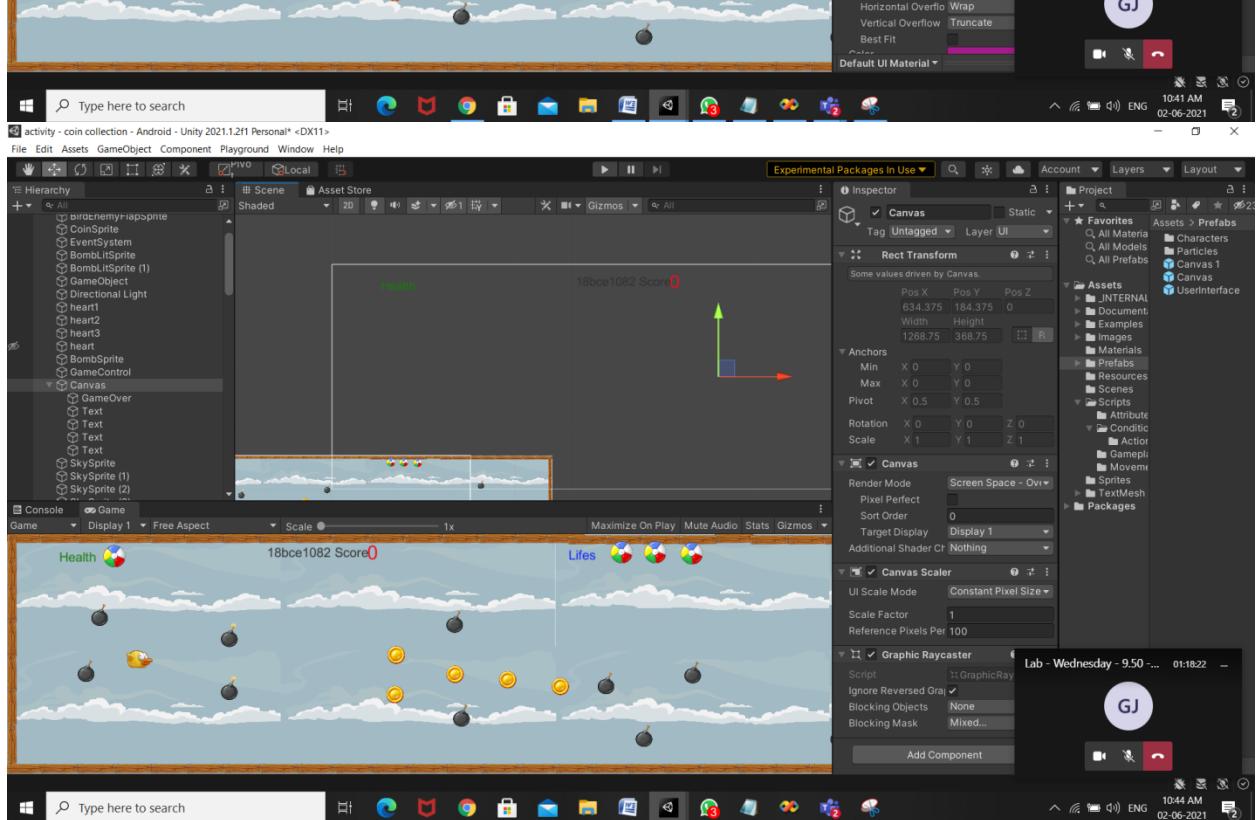
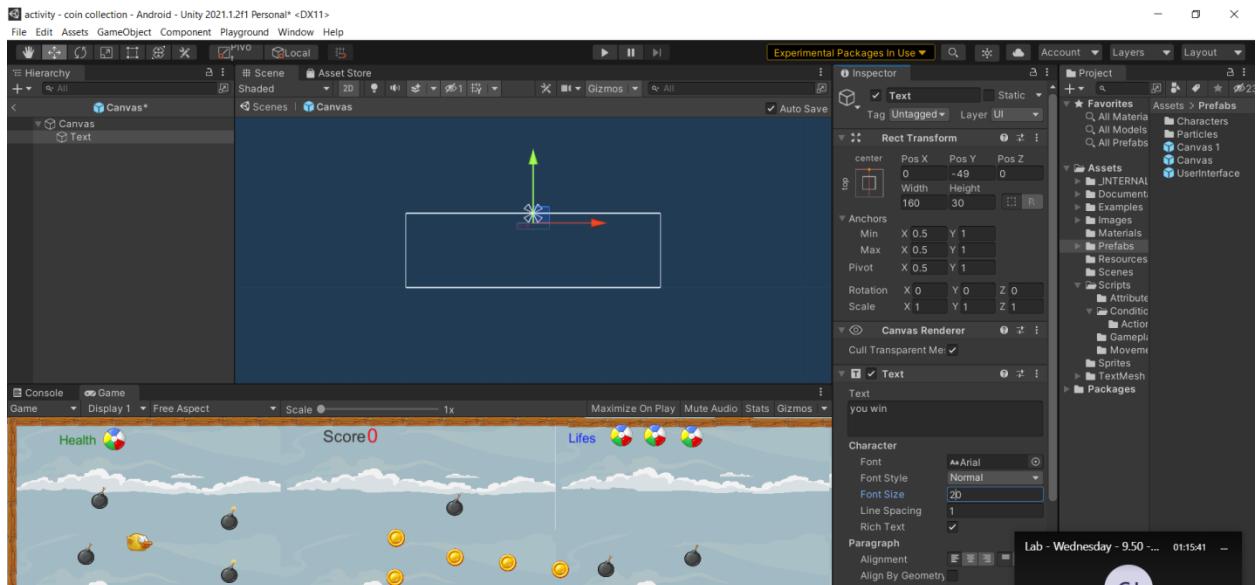
Many other common Scripts











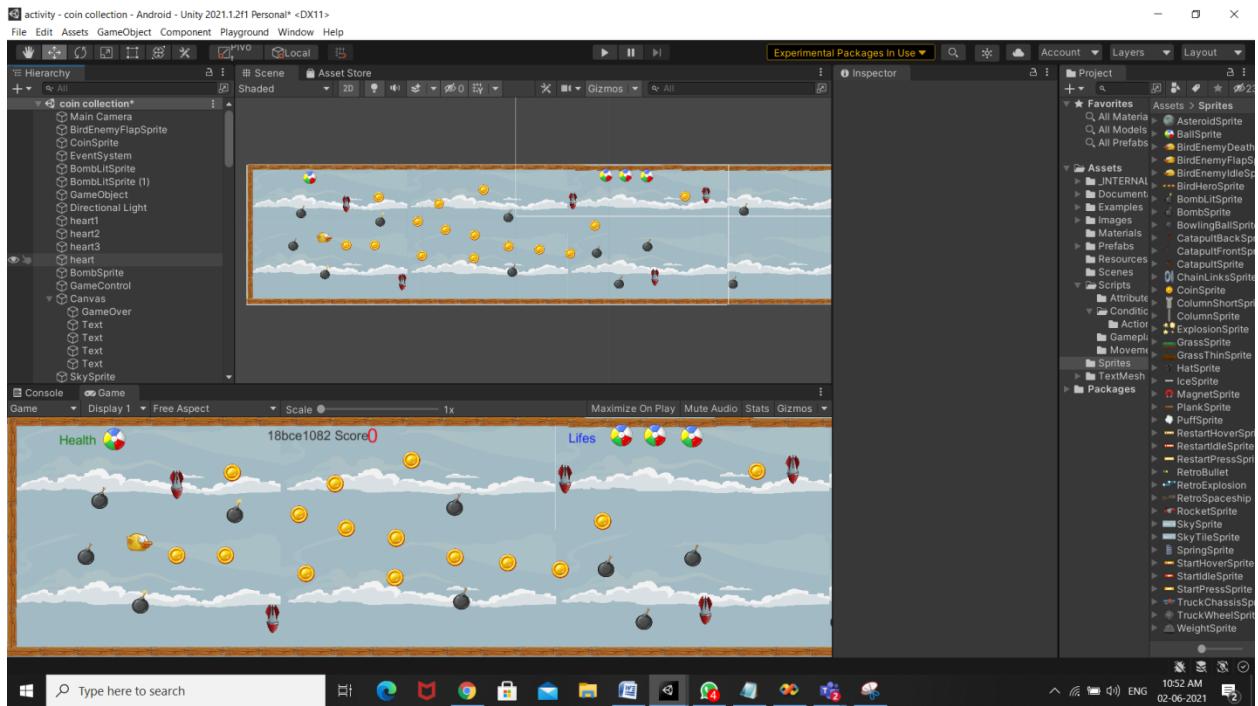
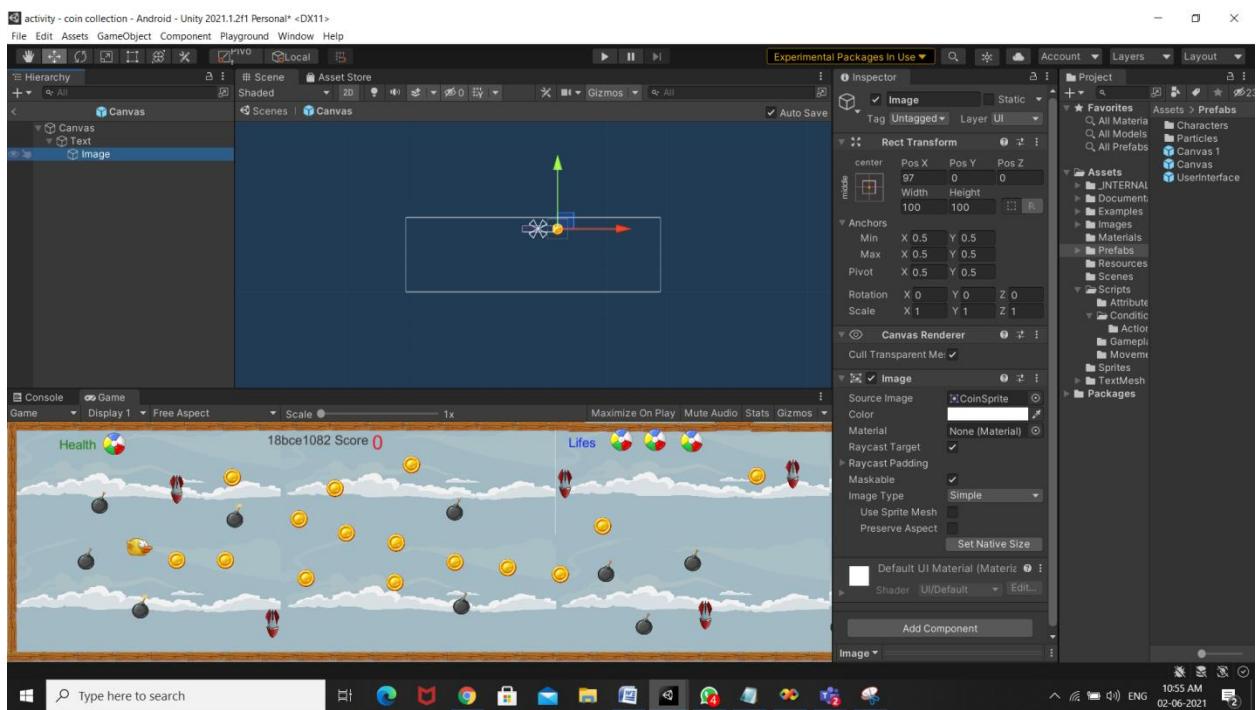
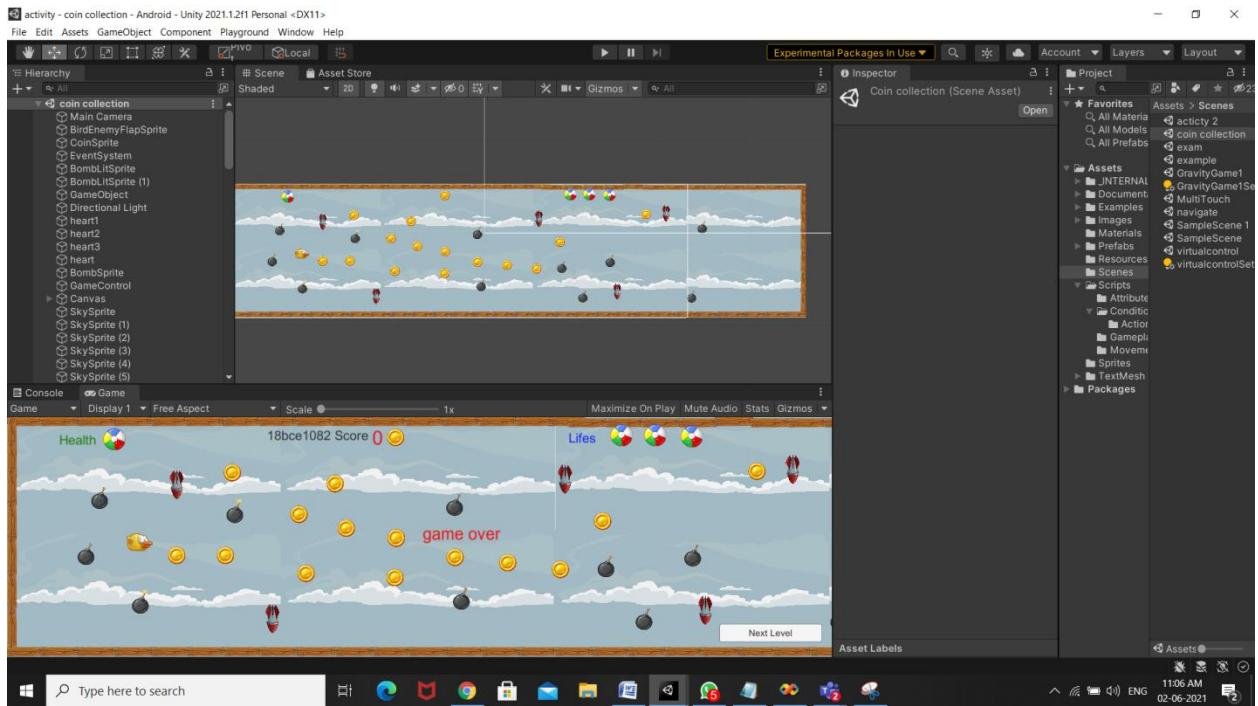
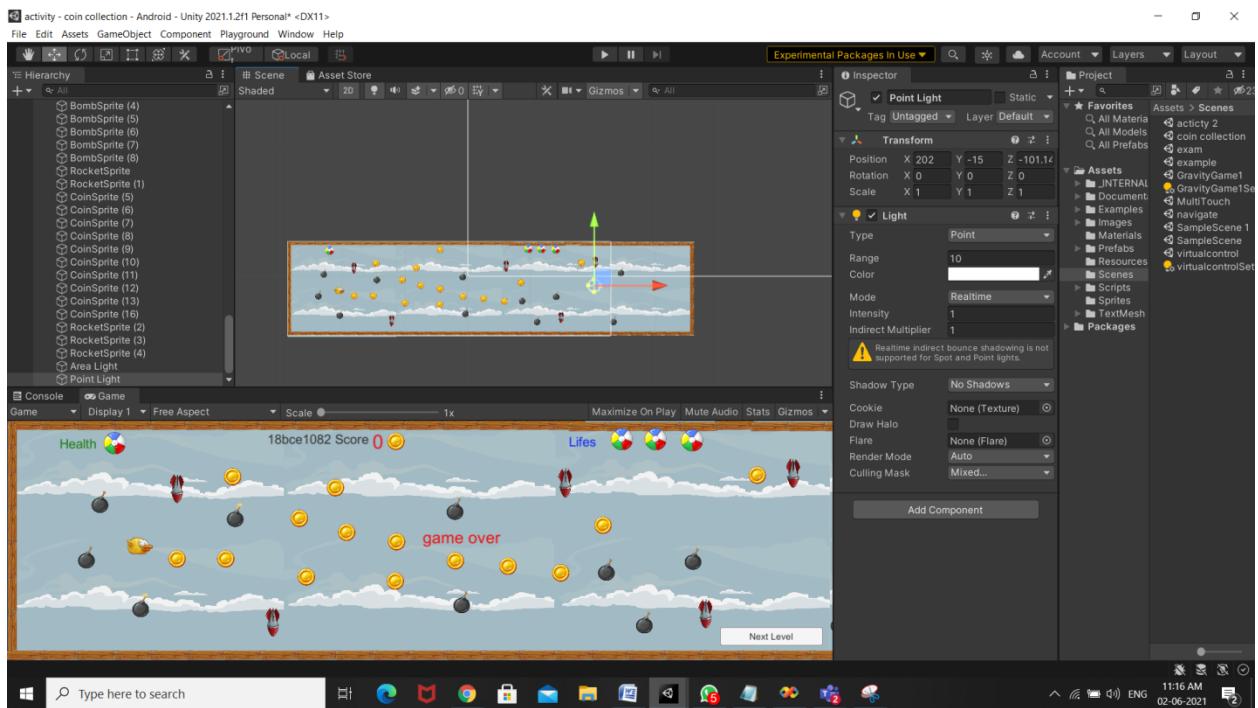


image for the score coins

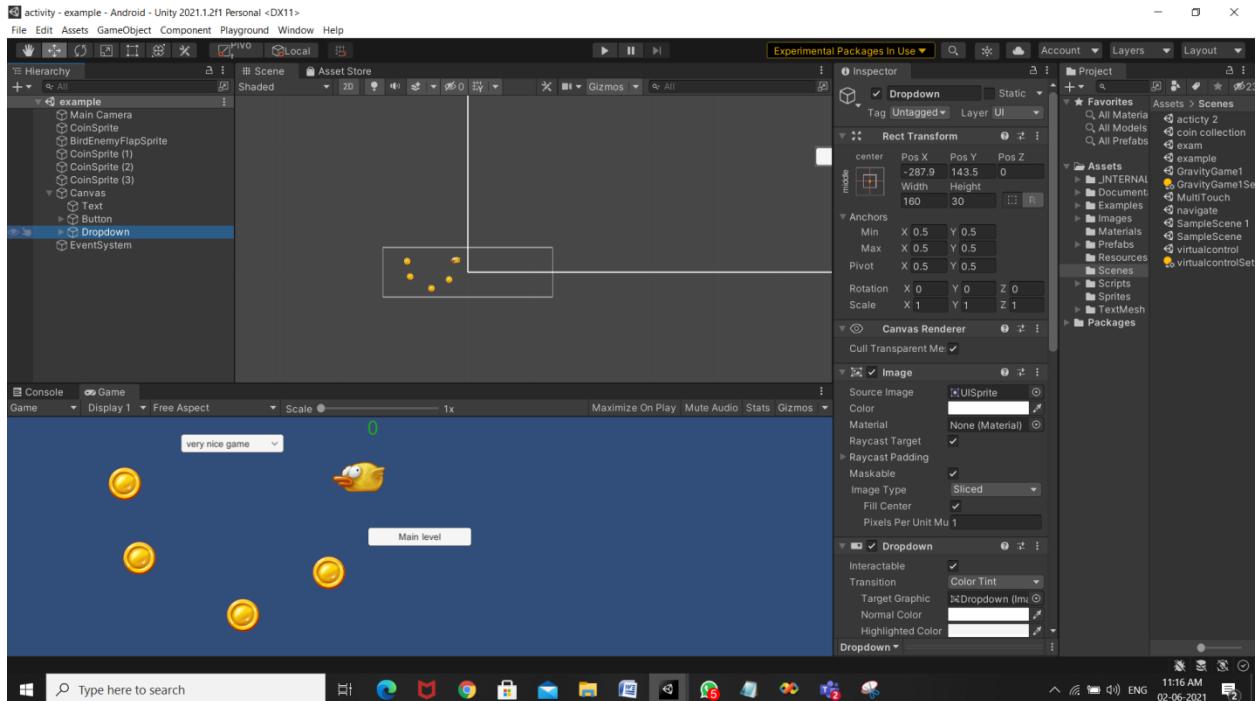




light component



Drop down and main level button



Win text score health lifes

