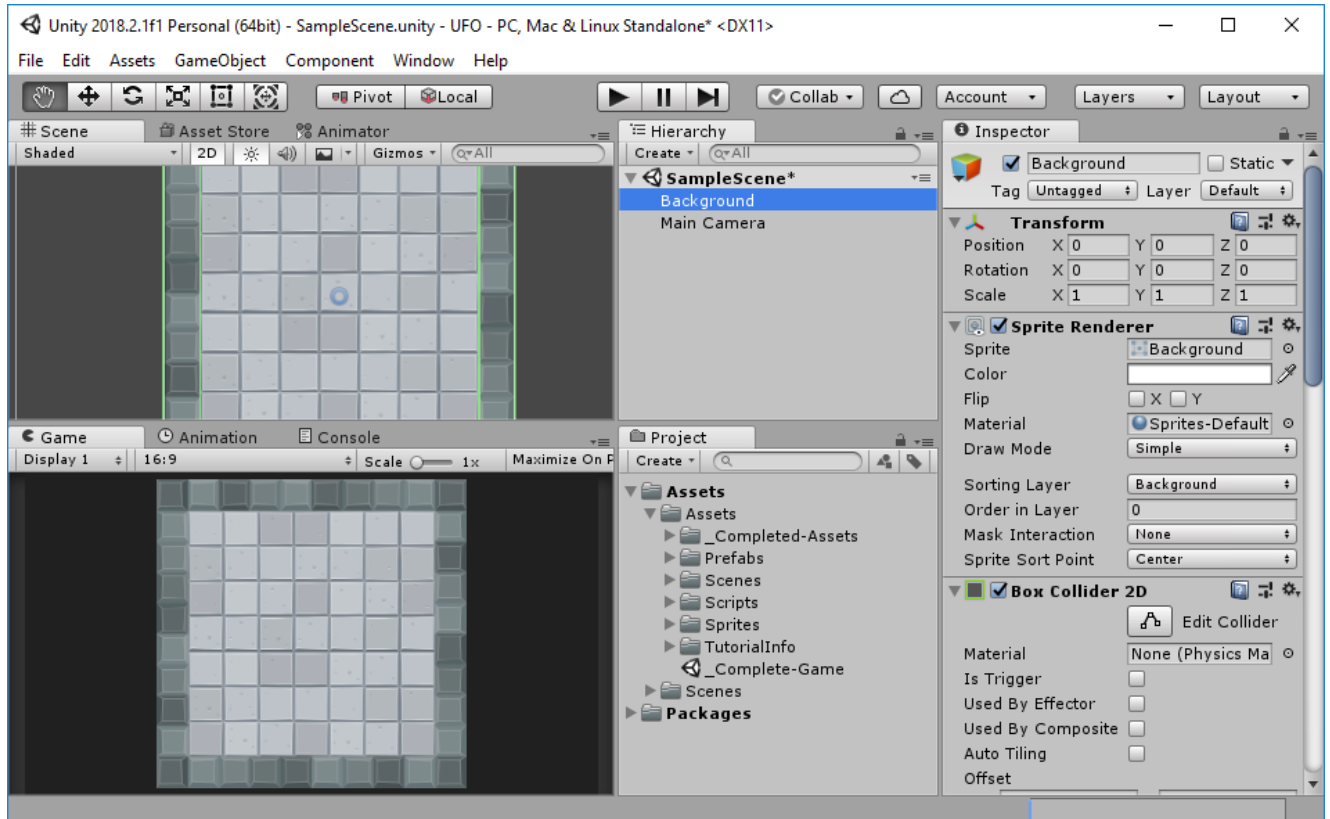


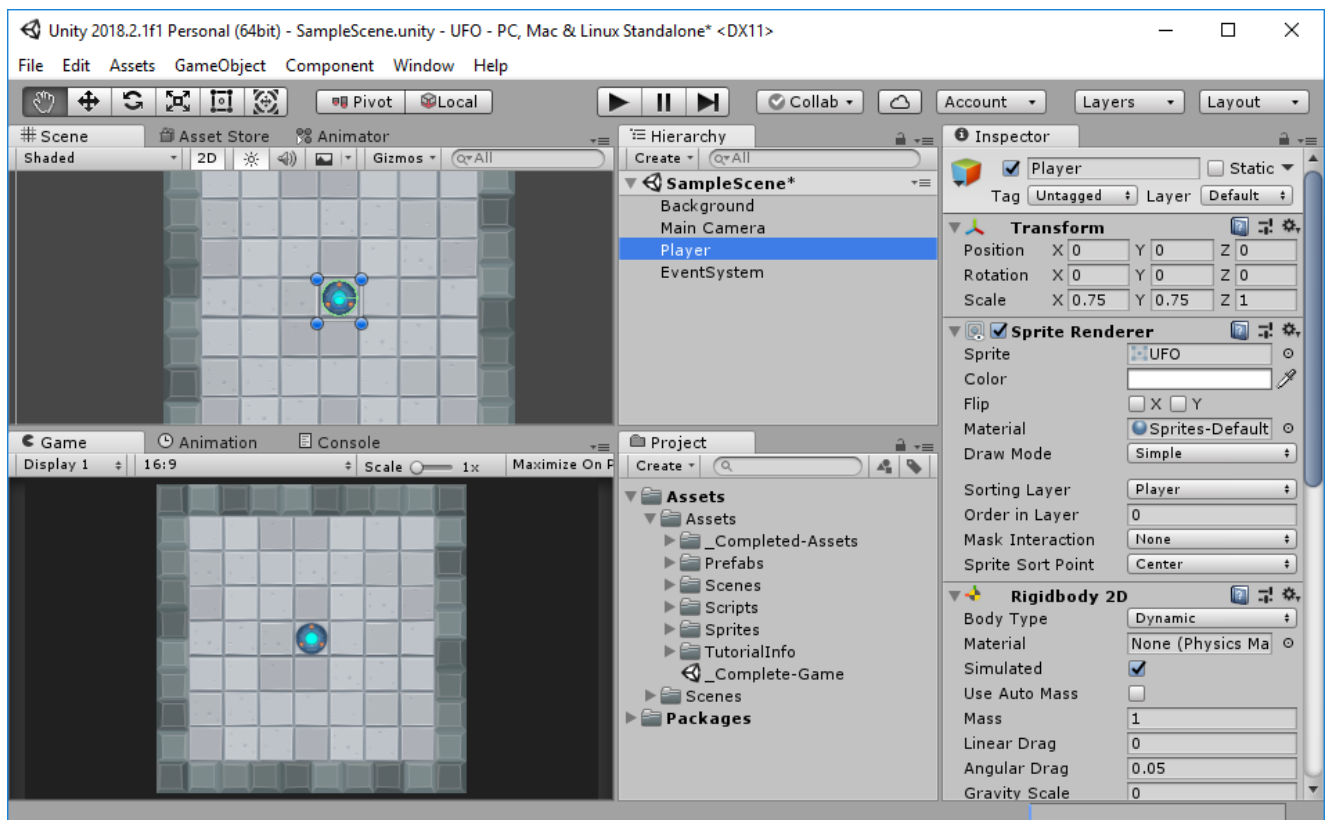
Practical No. 6

Performing Practical to define UFO Game

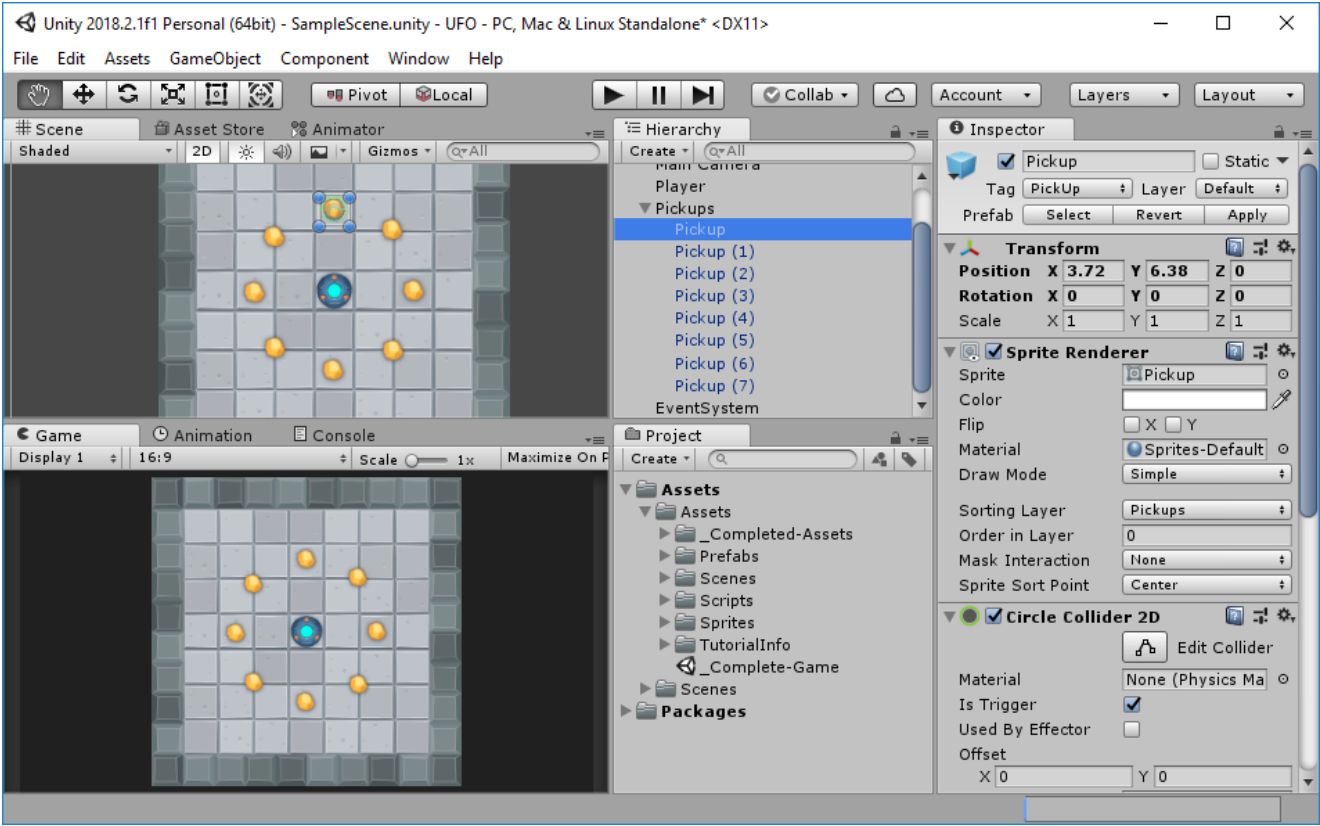
A) Setting up Play Field by adding Background from Sprites :



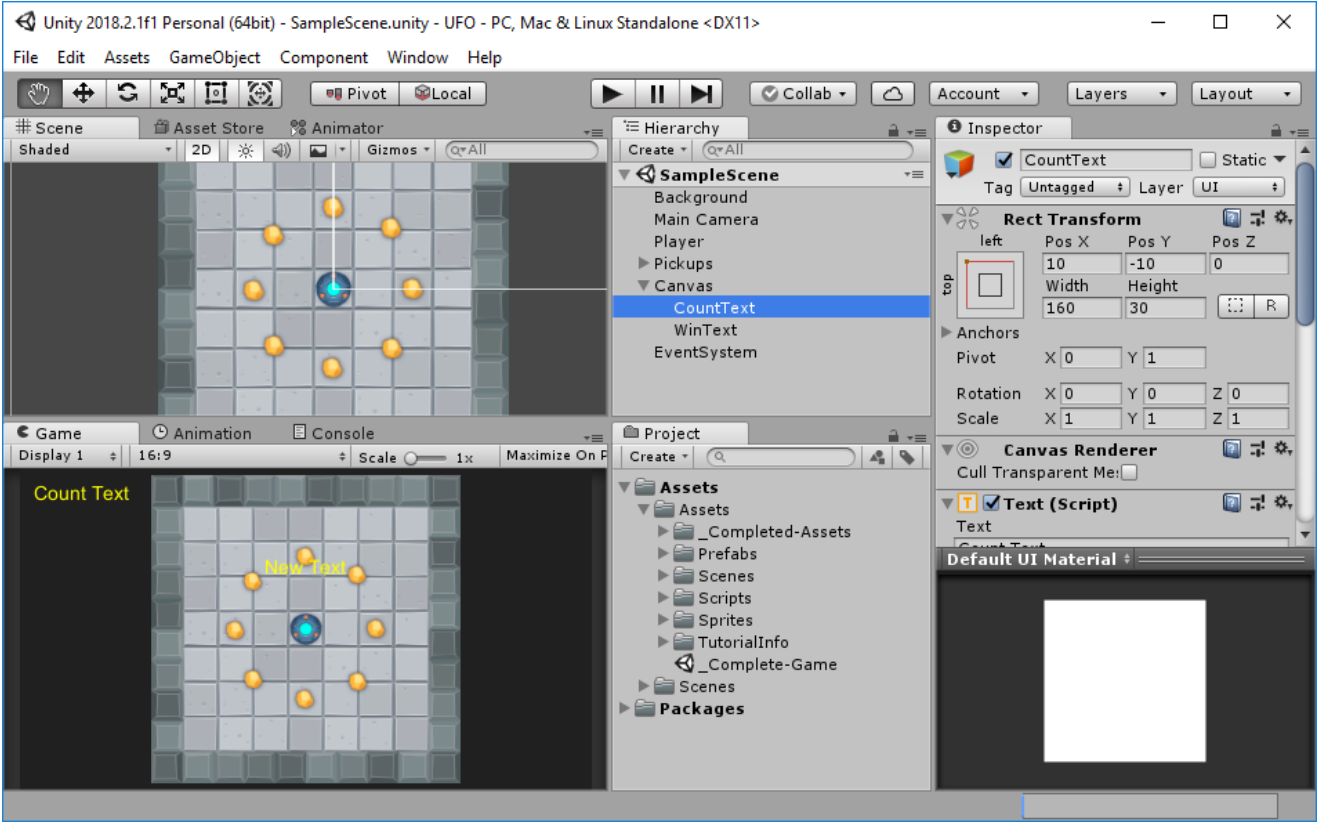
B) Adding Player i.e. UFO from Sprites :



C) Adding Pickups from Sprites :



D) Adding Canvas – CountText & WinText :



E) Program Scripts :

a. PlayerController.cs

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

public class PlayerController : MonoBehaviour
{
    public float speed = 10;
    public Text countText;
    public Text winText;

    private int count;
    private Rigidbody2D rb2d;

    void Start()
    {
        count = 0;
        SetCountText();
        winText.text = "";
        rb2d = GetComponent<Rigidbody2D>();
    }

    void FixedUpdate()
    {
        float moveHorizontal = Input.GetAxis("Horizontal");
        float moveVertical = Input.GetAxis("Vertical");

        Vector2 movement = new Vector2(moveHorizontal,
        moveVertical);

        rb2d.AddForce(movement * speed);
    }

    void OnTriggerEnter2D(Collider2D other)
    {
        if (other.gameObject.CompareTag("PickUp")) {
            other.gameObject.SetActive(false);
            count = count + 1;
            SetCountText();
        }
    }

    void SetCountText()
    {
        countText.text = "Score: " + count.ToString();

        if (count >= 8) {
            winText.text = "You Win!";
        }
    }
}
```

b. CameraController.cs

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

public class CameraController : MonoBehaviour
{
    public GameObject player;

    private Vector3 offset;

    void Start()
    {
        offset = transform.position - player.transform.position;
    }

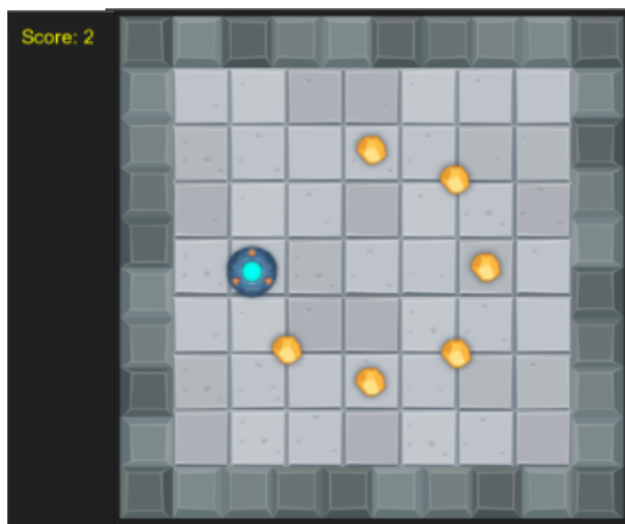
    void LateUpdate()
    {
        transform.position = player.transform.position + offset;
    }
}
```

c. Rotator.cs

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

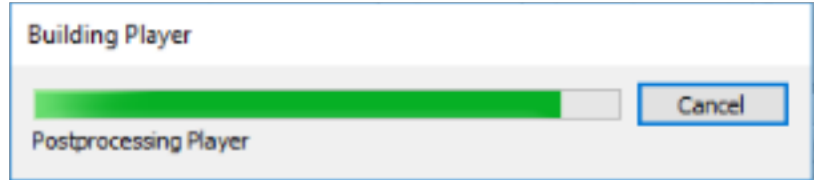
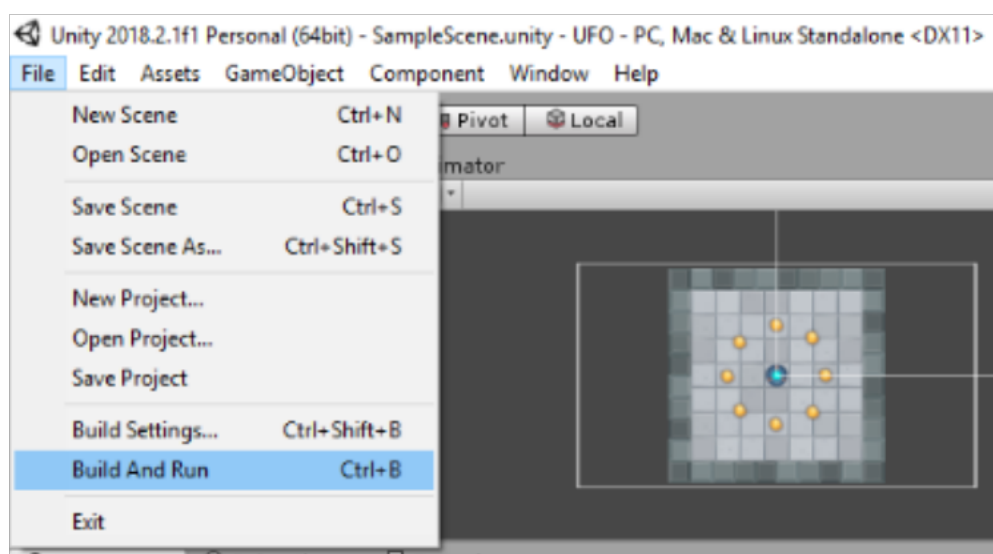
public class Rotator : MonoBehaviour
{
    void Update()
    {
        transform.Rotate(new Vector3(0, 0, 45) * Time.deltaTime);
    }
}
```

F) Output of game after Play :

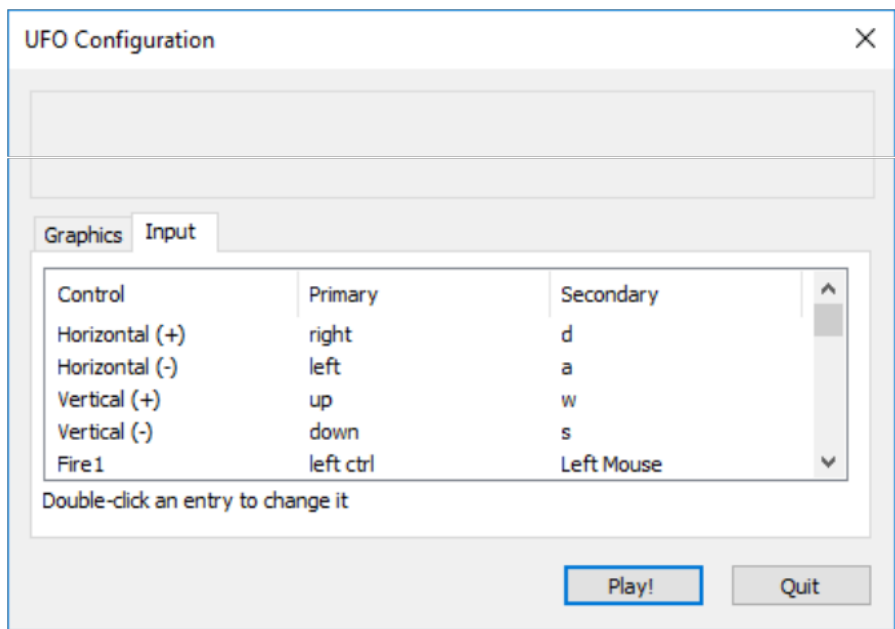
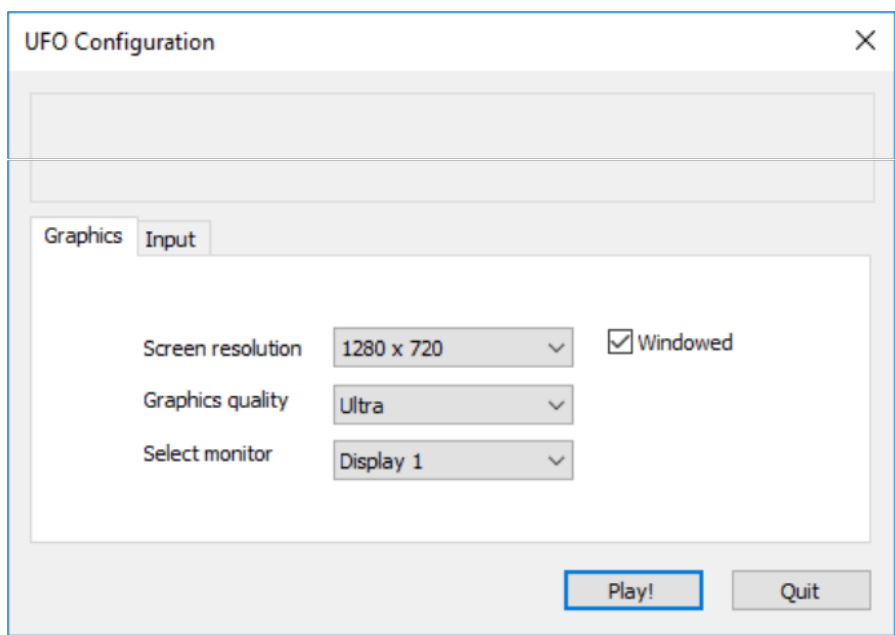


G) Publishing Build and Running game :

a. Go to File and click on Build And Run and select folder -



b. Choose configuration :



c. Go to the folder and open UFO application :

