

Rectangular Doors

In this task, I was given to draw a structure with multiple rectangular doors using C# programming in Unity3D. I drew the rectangles using prefab. I used the GameObject 'cube' to which I named 'rectangle', to construct a wall with multiple rectangular doors. I declared "rectangle" as my prefab.

Further in the code, I have used for loops, nested for loops, if, else if loops to form the rectangular doors. I instantiated my prefab 'rectangle' so that this function creates a copy of my GameObject for each and every iteration. I used the function 'rectangle.transform.position' to change the position of each and every cube in the x and y direction. So in this, for level 1, I have taken i=0,1,2 to form the bricks in x-direction and height=0,1,2,3,4,5 to form the bricks in y-direction. Then I applied if and else if conditions to form the rectangular door. This will form one rectangular door. Then to form the next rectangular door, I incremented i=3,4,5 in correspondence with height=0,1,2,3,4,5 and then for the third and fourth rectangular doors, again I incremented 'i' in correspondence with height. Similarly, I did for level 2 and level 3 to form a big wall having multiple rectangular doors. So in the scene, each level consists of 4 rectangular doors.