**Unity3D教程：简单的动作游戏**

Posted on 2013年06月08日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 143 次

其实是一个简单的对打游戏，这里面没有用碰撞检测，因为如果要发生碰撞的话，刀可能会飞的，而且也砍不下去，所以只能用触发器了。

下面简单来说说触发器的用法吧，和碰撞一样，必须至少有一个物体有rigidbody,而且两个物体必须都有含有触发器的的collider,我们这用boxcollider(meshcollider不能触发)，而且在collider中的Is Trigger要勾上。

我们的游戏对象控制代码player.js：

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| 01 | *//游戏角色的移动控制* |
| 02 | **var** playerprogressbar:iGUI.iGUIProgressBar; |
| 03 | **var** play1:boolean=**true**; |
| 04 | **var** isdie:boolean=**false**; |
| 05 | function Update(){ |
| 06 | **if**(!isdie){ |
| 07 | **if**(Input.GetKey(KeyCode.UpArrow)){ |
| 08 | animation.Play("walk"); |
| 09 | transform.Translate(Vector3.forward\*1\*Time.deltaTime); |
| 10 | } |
| 11 | **if**(Input.GetKey(KeyCode.DownArrow)){ |
| 12 | transform.Rotate(Vector3.up\*180); |
| 13 | } |
| 14 | **if**(Input.GetKey(KeyCode.RightArrow)){ |
| 15 | transform.Rotate(Vector3.up\*10); |
| 16 | } |
| 17 | **if**(Input.GetKey(KeyCode.LeftArrow)){ |
| 18 | transform.Rotate(Vector3.up\*-10); |
| 19 | } |
| 20 | **if**(Input.GetKey(KeyCode.Space)){ |
| 21 | animation.Play("attack"); |
| 22 | } |
| 23 | **if** (!animation.isPlaying){ |
| 24 | animation.Play("Take 001"); |
| 25 | } |
| 26 | } |
| 27 | } <!--DVFMTSC--> Unity3D教程手册 |
| 28 | *//游戏对象的血条控制* |
| 29 | function OnTriggerEnter(obj:Collider){ |
| 30 | **if**(obj.gameObject.name!="playerarrow"){ |
| 31 |  |
| 32 | **if**(playerprogressbar.**value**!=0){ |
| 33 | playerprogressbar.value-=10; |
| 34 | print(obj.gameObject.name); |
| 35 | } |
| 36 | **else**{ |
| 37 | animation.Play("die"); |
| 38 | isdie=**true**; |
| 39 | } |
| 40 | } |
| 41 | } |

敌人的游戏对象控制代码 enemy.js:

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **var** player:Transform; |
| 02 |  |
| 03 | **var** flag:boolean=**true**; |
| 04 |  |
| 05 | **var** enemyprogressbar:iGUI.iGUIProgressBar; |
| 06 |  |
| 07 | function Update () { |
| 08 |  |
| 09 | **if**(flag){ |
| 10 |  |
| 11 | animation.Play(“walk”); |
| 12 |  |
| 13 | transform.LookAt(player); |
| 14 |  |
| 15 | transform.Translate(Vector3.forward\*0.5\*Time.deltaTime); |
| 16 |  |
| 17 | } |
| 18 |  |
| 19 | **if**(Vector3.Distance(player.position,transform.position)<3){ |
| 20 |  |
| 21 | flag=**false**; |
| 22 |  |
| 23 | animation.Play(“attack”); |
| 24 |  |
| 25 | } <code lang=“csharp”>Unity3D教程手册 |
| 26 |  |
| 27 | **else**{ |
| 28 |  |
| 29 | flag=**true**; |
| 30 |  |
| 31 | } |
| 32 |  |
| 33 | } |
| 34 |  |
| 35 | function OnTriggerEnter(obj:Collider){ |
| 36 |  |
| 37 | **if**(obj.gameObject.name!=“enemyarrow”){ |
| 38 |  |
| 39 | **if**(enemyprogressbar.**value**!=0){ |
| 40 |  |
| 41 | enemyprogressbar.**value**?=10; |
| 42 |  |
| 43 | print(obj.gameObject.name); |
| 44 |  |
| 45 | } |
| 46 |  |
| 47 | **else**{ |
| 48 |  |
| 49 | animation.Play(“die”); |
| 50 |  |
| 51 | } |
| 52 |  |
| 53 | } |
| 54 |  |
| 55 | } |