

Unity

Tutorials - Roll-a-Ball

<http://unity3d.com/learn/tutorials/modules/>

PROJECTS

Beginner

Roll-a-Ball

Shift +

Alt +

Hierarchy

Scene

Hierarchy	
Ground	,
Player	
Fill light	
Main light	
Walls	
PickUps	
Win Text	
Count Text	

GUI Text

GUI Text

Rendering → GUIText

가

. Create Empty Object

Component →

Assets

Prefabs

PickUp : pickup

Scenes

MiniGame :

Scripts

CameraController

[snippet.csharp](#)

```
using UnityEngine;
using System.Collections;

public class CameraController : MonoBehaviour {

    public GameObject player;
    private Vector3 offset;

    // Use this for initialization
    void Start () {
        offset = transform.position;
    }
    // Update is called once per frame
    void LateUpdate () {
        transform.position = player.transform.position + offset;
    }
}
```

PlayerController

<sxh c#> using UnityEngine; using System.Collections;

public class PlayerController : MonoBehaviour {

```
    public float speed;
    public GUIText countText;
    public GUIText winText;
    private int count;
```

```

void Start(){
    count = 0;
    SetCountText();
    winText.text = "";
}

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

    Vector3 movement = new Vector3 (moveHorizontal, 0.0f, moveVertical);

    rigidbody.AddForce (movement * speed * Time.deltaTime);
}

void OnTriggerEnter(Collider other) {
    if (other.gameObject.tag == "PickUp") {
        other.gameObject.SetActive(false);
        count++;
        SetCountText();
    }
}

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

    if (count >= 12) {
        winText.text = "You WIN!";
    }
}

```

} </sxh>

Rotate

<sxh c#> using UnityEngine; using System.Collections;

public class Rotate : MonoBehaviour {

```

// Use this for initialization
void Start () {
}
// Update is called once per frame
void Update () {

    transform.Rotate (new Vector3 (15, 30, 45) * Time.deltaTime);
}

```

} </sxh>

Build

Android

File → Build Settings → Player Settings Bundle Identifier .
SDK Edit → Preferences → External Tools .

- [OPEN](#)
- [OPEN](#)

From:
<https://jace.link/> - **Various Ways**

Permanent link:
<https://jace.link/open/unity>

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