Intro to Scripting

Week 2 - Day 2
Let’s keep making a game!
From idea to (virtual) reality

IDEAS

DOCUMENTATION

CREATION
Also add a rigidbody to it and turn gravity off.
What is a GameObject’s “Trigger”?
What's going on?

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

public class CubeControl : MonoBehaviour {

    // Use this for initialization
    void Start () {
    }

    // Update is called once per frame
    void Update () {
    }
}
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SaberControl : MonoBehaviour {

    // Use this for initialization
    void Start () {
    }

    // Update is called once per frame
    void Update () {
    }

    void OnTriggerEnter(Collider other) {
        Destroy(other.gameObject);
    }
}
Run the project
Move the saber around
Try it out!
Are there any problems with this currently?
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SaberControl : MonoBehaviour {

    // Use this for initialization
    void Start () {

    }

    // Update is called once per frame
    void Update () {

    }

    void OnTriggerEnter(Collider other) {
        if (other.gameObject.tag == "Destructible") {
            Destroy(other.gameObject);
        }
    }
}
We can disable gravity!
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CubeControl : MonoBehaviour
{

    // Use this for initialization
    void Start()
    {
        gameObject.GetComponent<Rigidbody>().AddForce(1, 0, 0);
    }

    // Update is called once per frame
    void Update()
    {
    }
}
What issues might arise in this situation?
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CubeControl : MonoBehaviour {

    [SerializeField]
    private Vector3 startingForce;
    // Use this for initialization
    void Start () {
        gameObject.GetComponent<Rigidbody>().AddForce(startingForce);
    }

    // Update is called once per frame
    void Update () {

    }
}

Full control over starting direction
Now let's make it a prefab.

We can always edit it later
Is there any way to stop the cubes if you miss one?
Is there any way to check the slash direction?
What ideas do you have to make this game more interesting/fun?

Feel free to explore and try things out!