

Invoke

Step 1: Open the "ColliderHandler" script

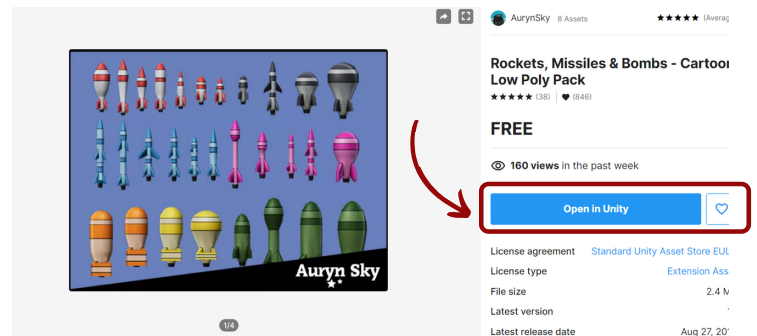
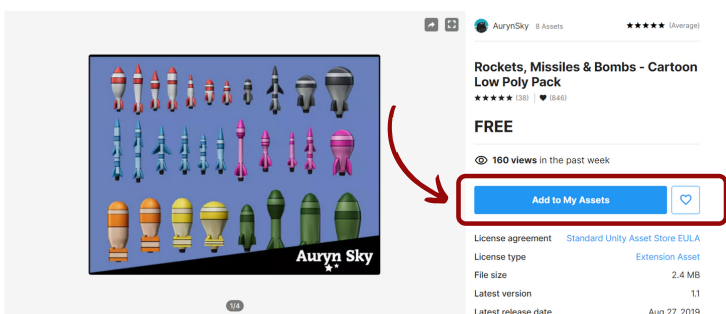
- Write the following two lines

```
else
{
    audioSource.Stop();
    audioSource.PlayOneShot(crash);
    GetComponent<Movement>().enabled=false;
    Invoke("ReloadLevel",1f);
}
```

Load a Rocket from Unity Assets Store

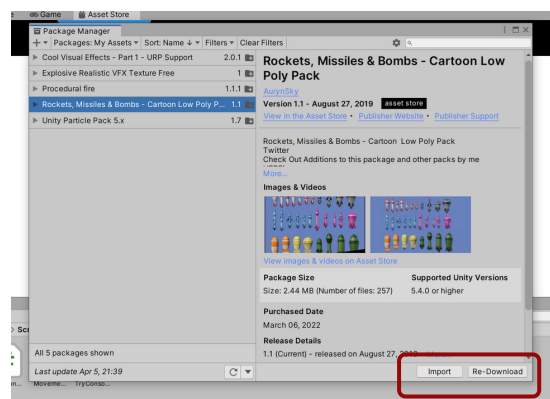
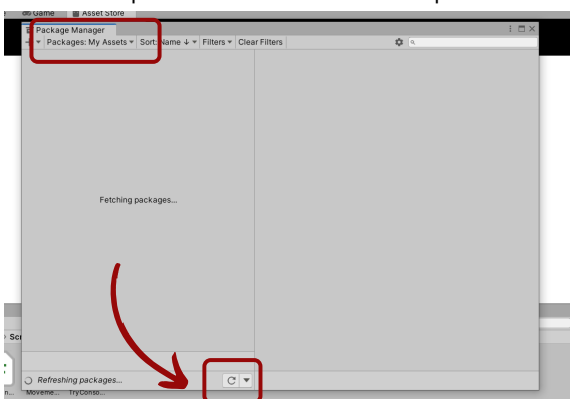
Step 1: Open Unity Assets store website

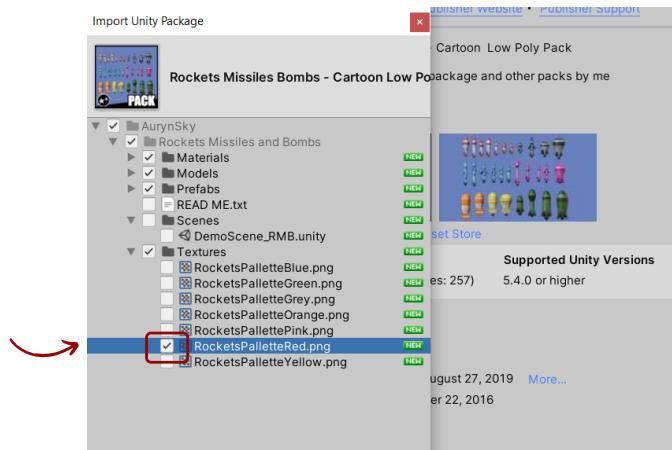
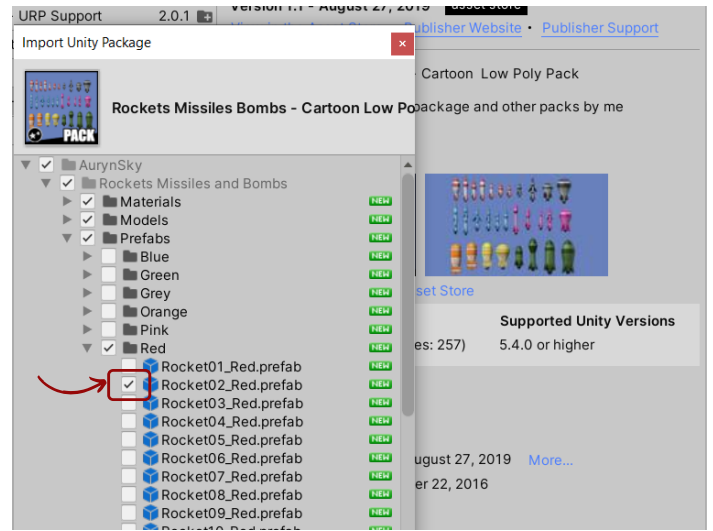
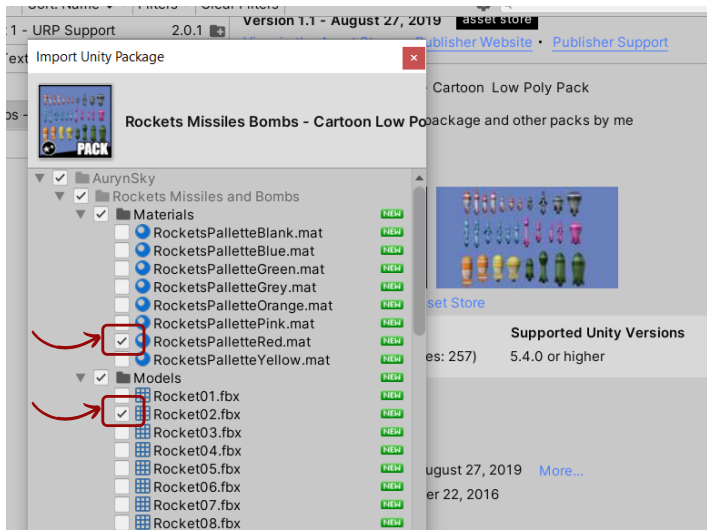
- Window --> Assets Store --> Search Online
- Search for "Rockets"
- Choose one of the free rockets
- We will choose "Rockets, Missiles & Bombs - Cartoon Low Poly Pack"
- Click on "Add to My Assets" button



Step 2: Open Package Manager

- Select "My Assets" from the Packages list
- Refresh the page
- Choose the package
- Download it (it will be download for you not "Re-download" as the image)
- Import the needed prefabs



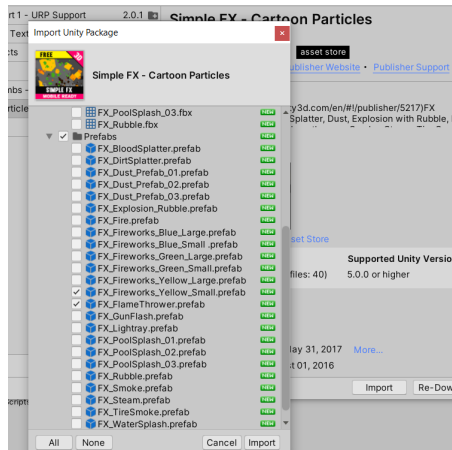
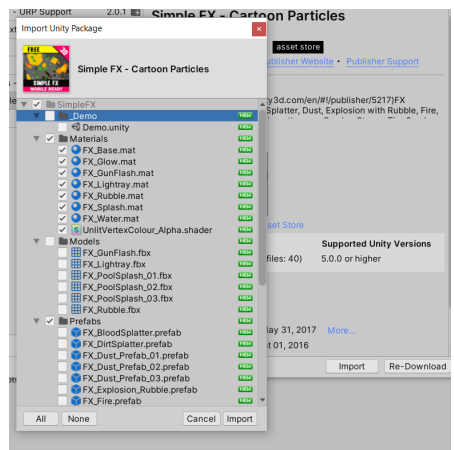


Add The new Rocket to the Scene

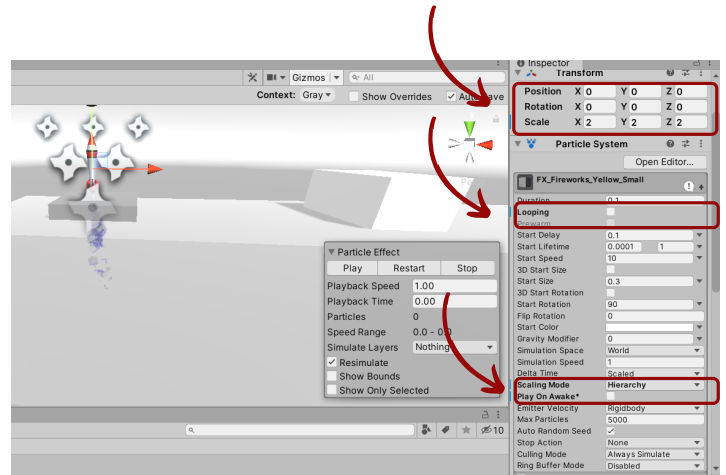
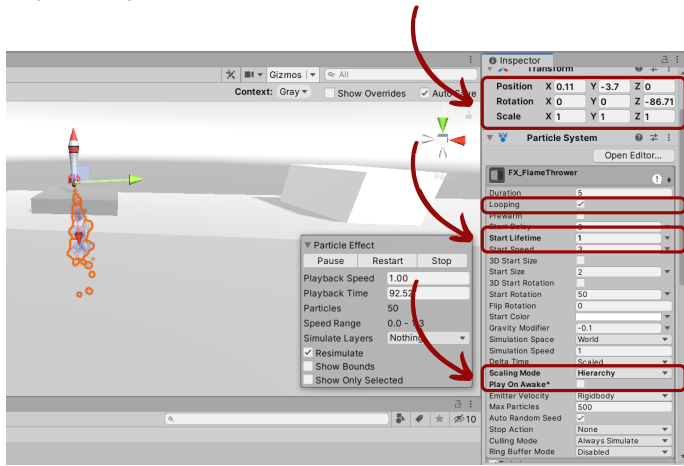
- Step 1: Add "rigidbody" and "Box Collider"
- Step 2: Freeze the position and rotation constraints
- Step 3: Add the "Movement" Script and Control the thrusting and the rotation speeds
- Step 4: Add "AudioSource" Component (uncheck the "play on awake" option)
- Step 5: Add the "ColliderHandler" script and the sounds

Add Particles

Step 1: open the Unity Assets Store and add "Simple FX - Cartoon Particles" package with the following particles



Step 2: Open the "Rocket" Prefab and, add the particles and adjust the size, position (0,0,0) and rotation.



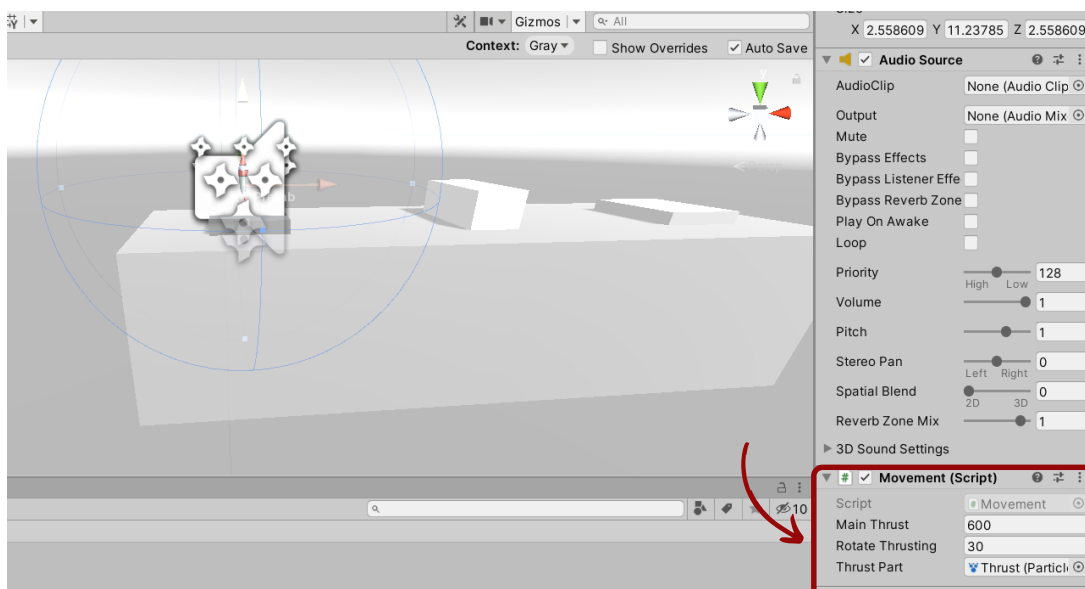
Step 3: Activate the particles.

- Open "Movement" script
- create particle variable
- play the particles while thrusting
- Go to the prefab and attach the particles

1 reference
 [SerializeField] float mainThrust = 100f;
 2 references
 [SerializeField] float RotateThrusting = 100f;
 3 references
 [SerializeField] ParticleSystem ThrustPart;
 6 references
 Rigidbody rd;

```

void ProcessThrust()
{
    if (Input.GetKey(KeyCode.Space))
    {
        rd.AddRelativeForce(Vector3.up*mainThrust*Time.deltaTime);
        if(!ThrustPart.isPlaying)
        {
            ThrustPart.Play();
        }
    }
    else
    {
        ThrustPart.Stop();
    }
}
    
```



- Open "ColliderHandler" script
- create particle variable
- play the particles while crashing
- Go to the prefab and attach the particles

1 reference
[SerializeField] AudioClip success;

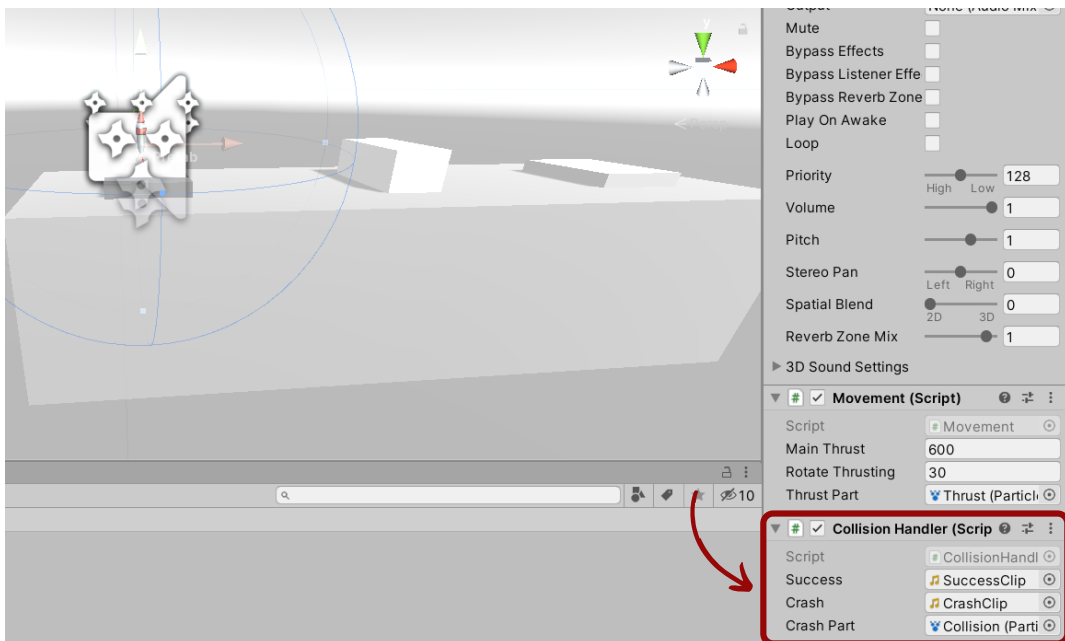
1 reference
[SerializeField] AudioClip crash;

1 reference
[SerializeField] ParticleSystem CrashPart;

```

void OnCollisionEnter(Collision other)
{
    if (other.gameObject.tag == "Friendly")
    {
        Debug.Log("This thing is friendly");
    }
    else if (other.gameObject.tag == "Finish")
    {
        audioSource.Stop();
        audioSource.PlayOneShot(success);
    }
    else
    {
        audioSource.Stop();
        audioSource.PlayOneShot(crash);
        CrashPart.Play();
        GetComponent<Movement>().enabled=false;
        Invoke("ReloadLevel",1f);
    }
}

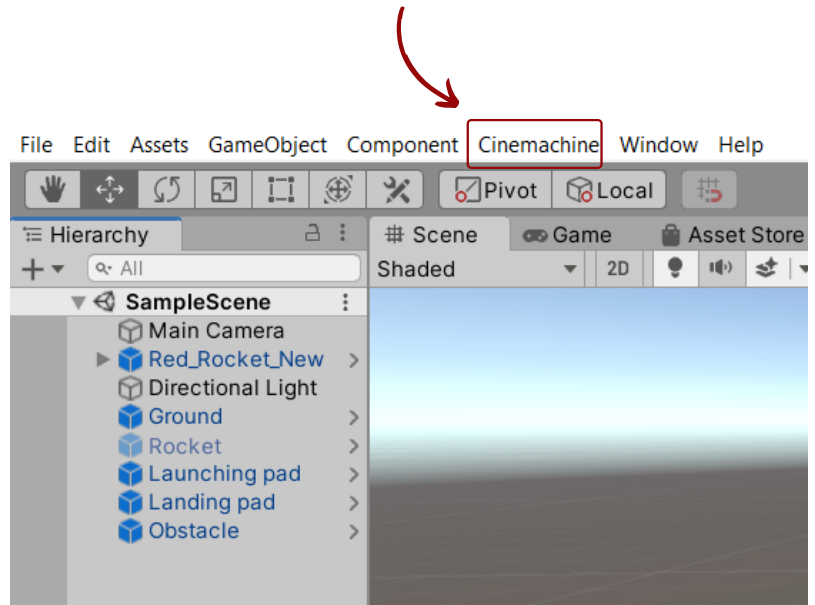
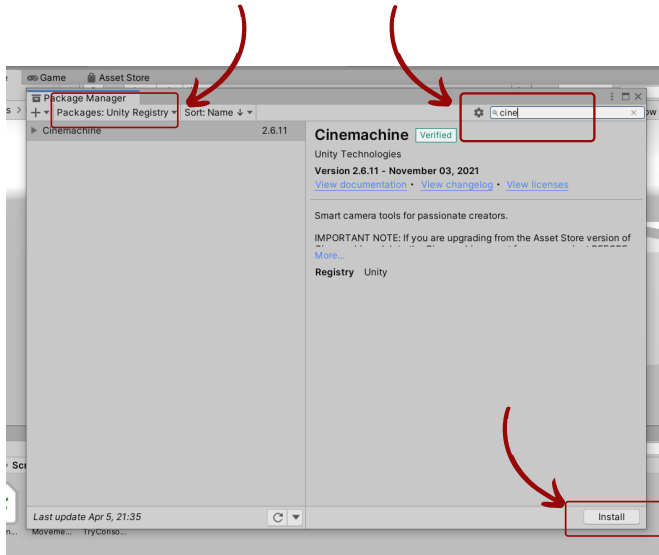
```



Follow the Player

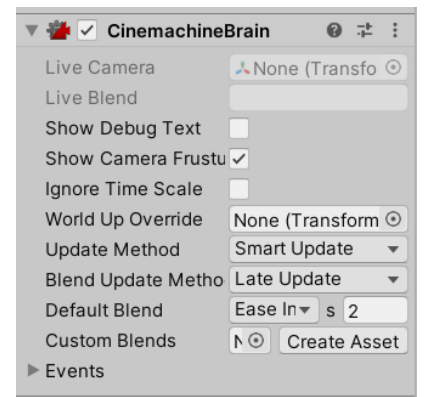
Step 1: Install "Cinemachine".

- Window --> Package Manager
- Choose "Unity Registry" from the Packages list
- Search for the "Cinemachine" package
- Install the package



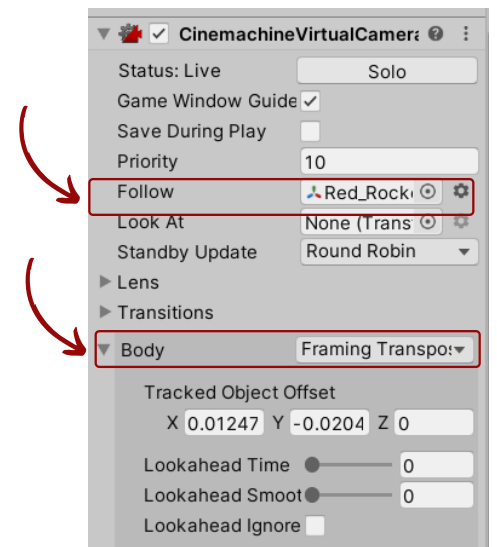
Step 2: Add cinemachineBrain component

- Select the "Main Camera" object
- Add "CinemachineBrain" component



Step 3: Add virtual cinemachine camera

- Add "virtual cinemachine camera" (cinemachine --> virtual cinemachine camera)
- Rename the "virtual cinemachine camera" to "VC camera"
- Choose the the object to follow
- Change the Body field to "framing Transposer"



Quit from the game

Step 1: Create QuitGame script

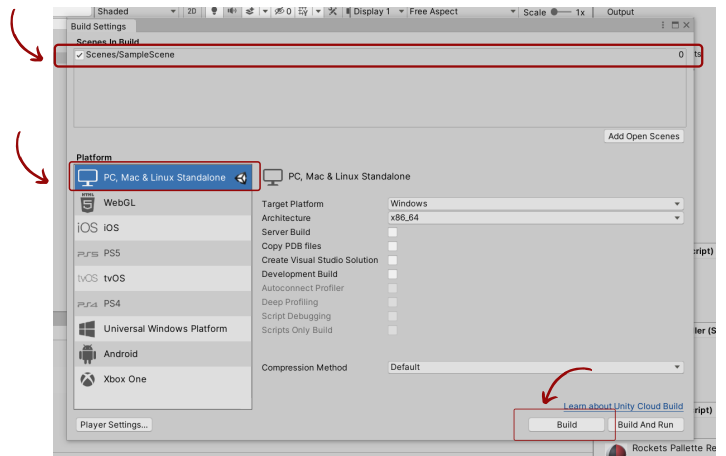
- Create a new C# script, name it "QuitGame"
- Write the following lines of code
- Attach the script to the New Rocket object

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
0 references  
public class QuitGame : MonoBehaviour  
{  
    0 references  
    void Update()  
    {  
        if (Input.GetKeyDown(KeyCode.Escape))  
        {  
            Application.Quit();  
        }  
    }  
}
```

Build the Game

Step 1: Go to the scene manager

- File --> Build settings
- Choose "PC" Platform
- Build the game



Design your game

Search for "project boost unity" in google images and get some ideas

