Chapter 1: That's One Fancy Hammer!

Mister Glorymaker
Fusion Spawn
GET UNLIMITED ACCESS NOW
LOADING FUTURE ZONE AREA 99%
ALL
Computress: Welcome back. Please check your email to learn about an important mission from me.
Sherri Bird: You're brave and strong!
Sherri Bird: You're brave!
PRESS ENTER TO CHAT AND ACCESS MENUS

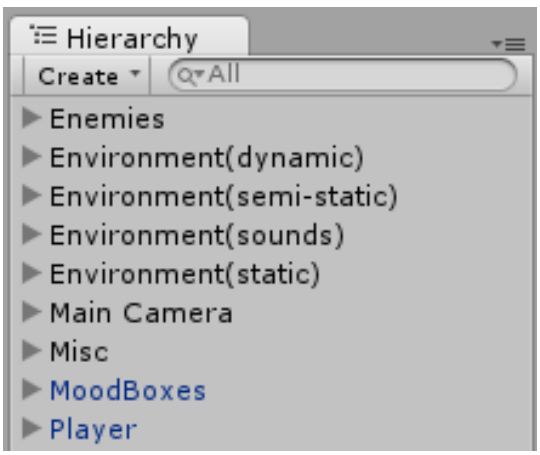
TIME: 64.0
SCORE: 5,650

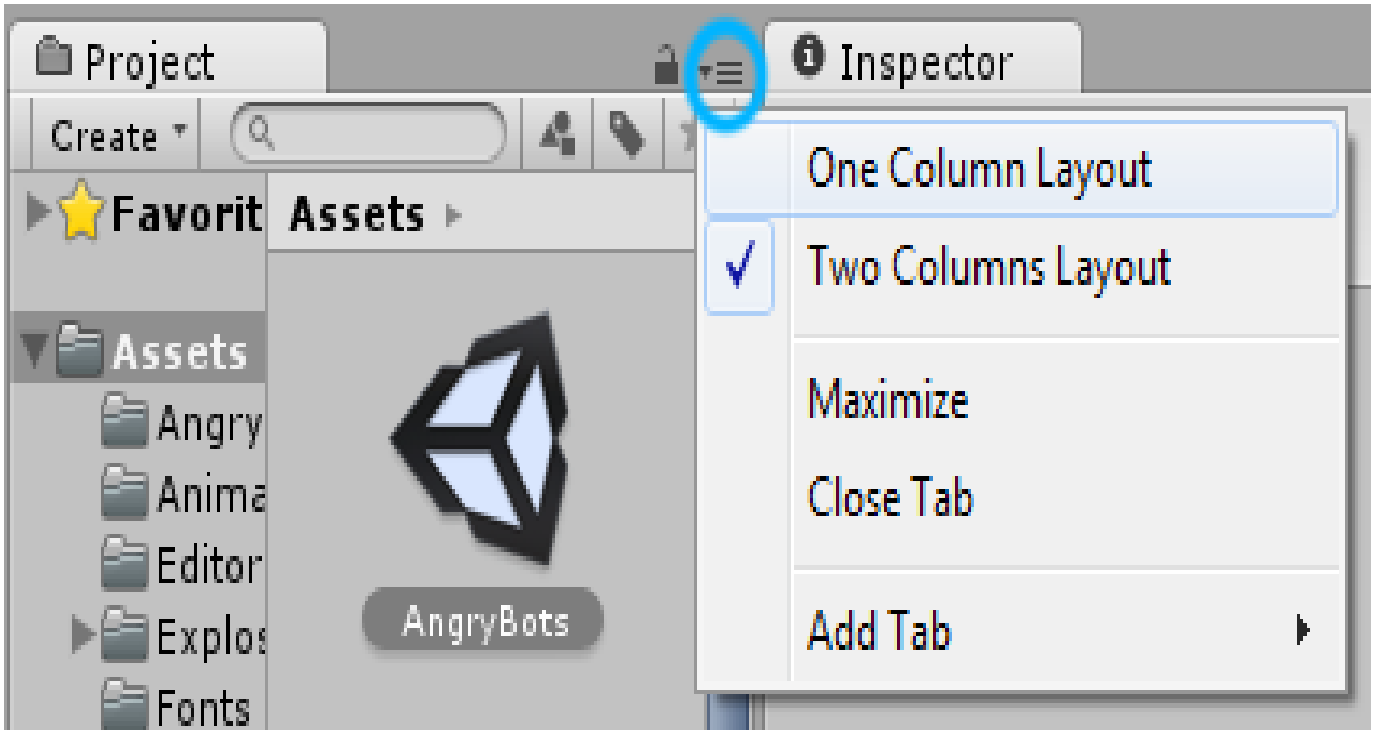
Coins: 21
Time: 44
KINESIS
BEAUTY

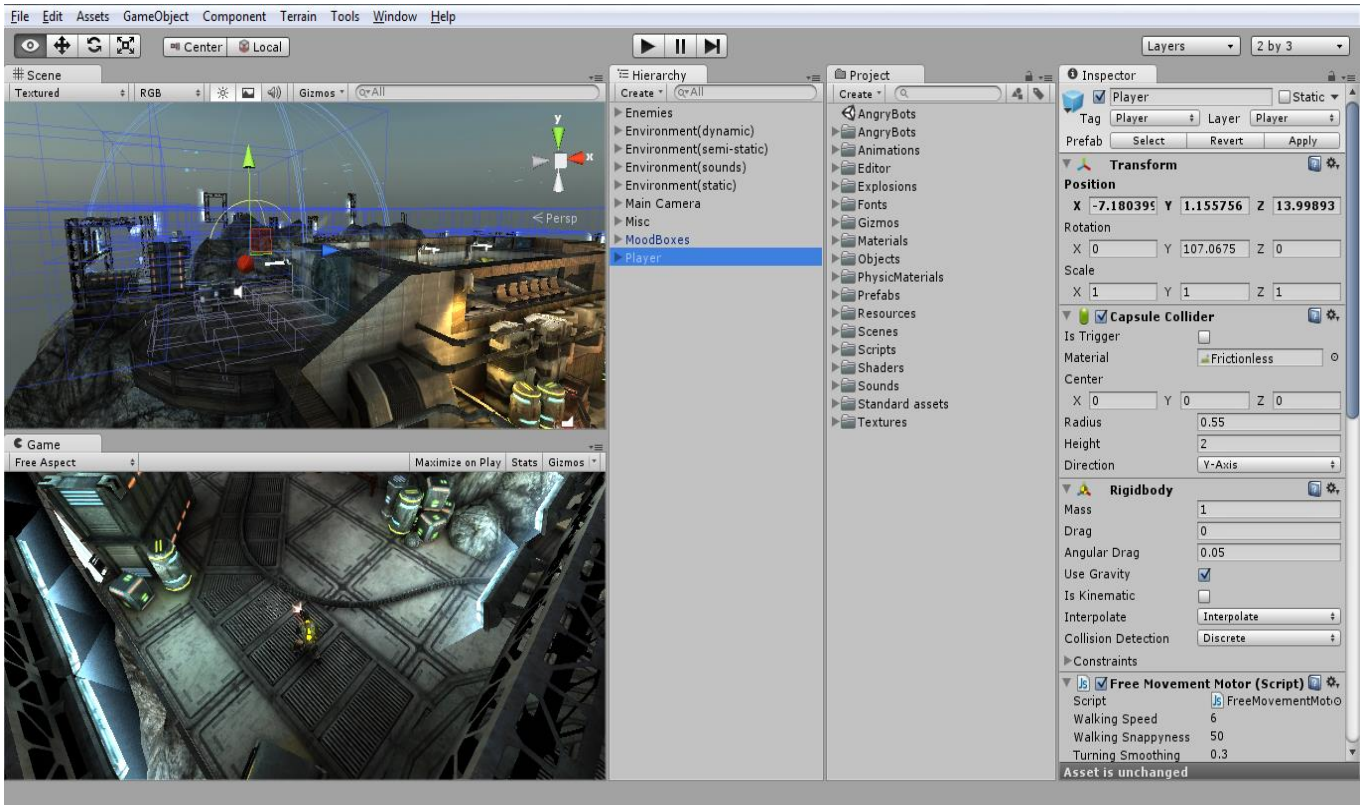
000100
best
000015
current
2 1 2 3 2
4 3 4 2 5
5 5 4 4 5
3 2 1 2 6
2 2 3 6 1
RESTART
SOUND

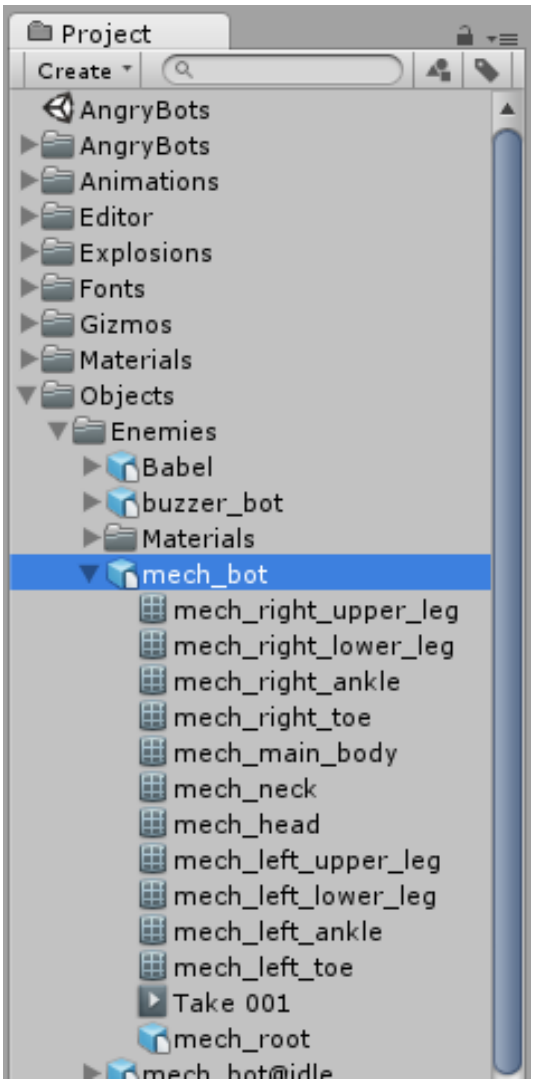
Scene
Textured
RGB
Gizmos
rock
Top

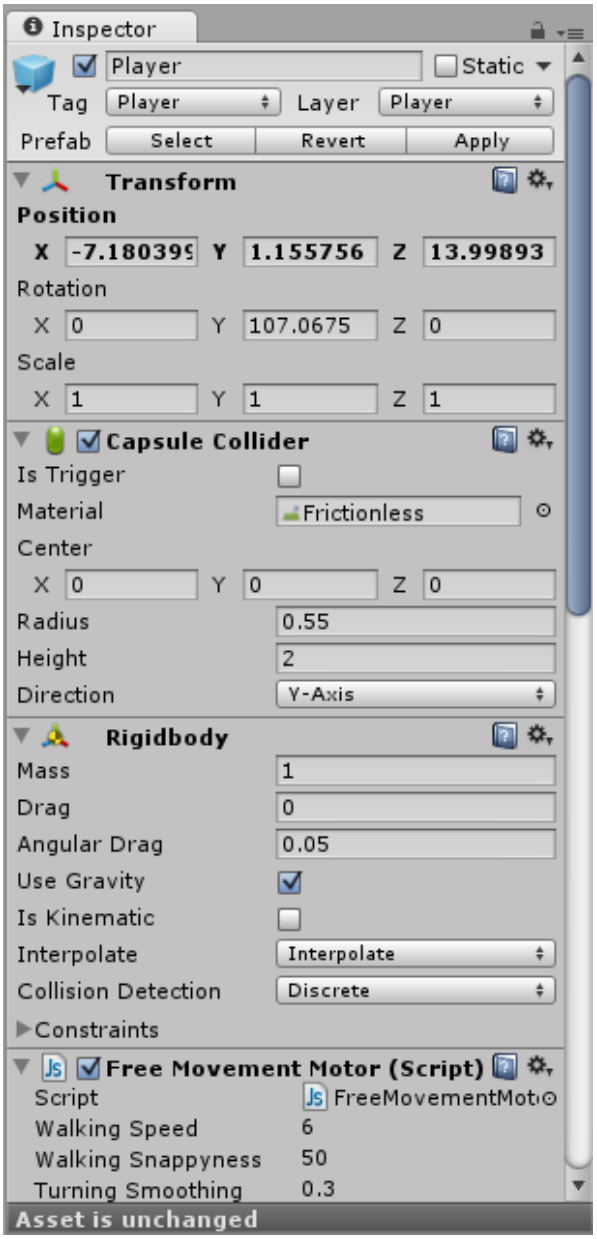
Game
Free Aspect
Maximize on Play
Stats
Gizmos

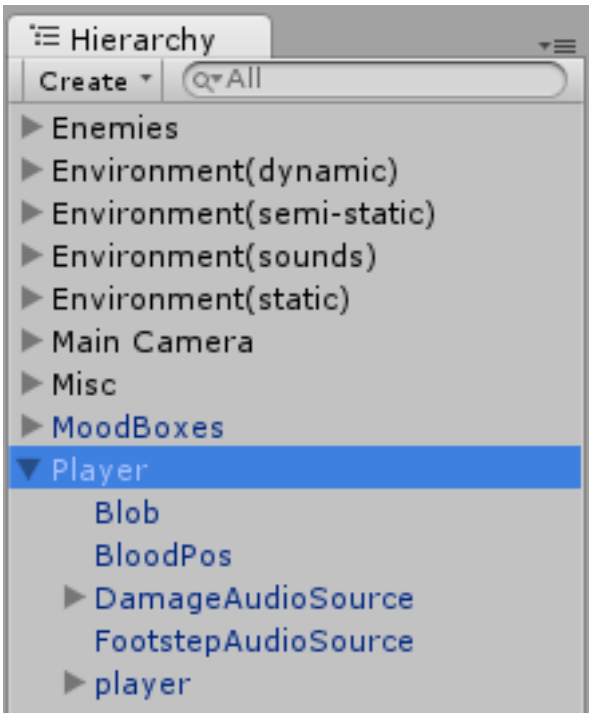

Hierarchy
Create
All
Enemies
Environment(dynamic)
Environment(semi-static)
Environment(sounds)
Environment(static)
Main Camera
Misc
MoodBoxes
Player

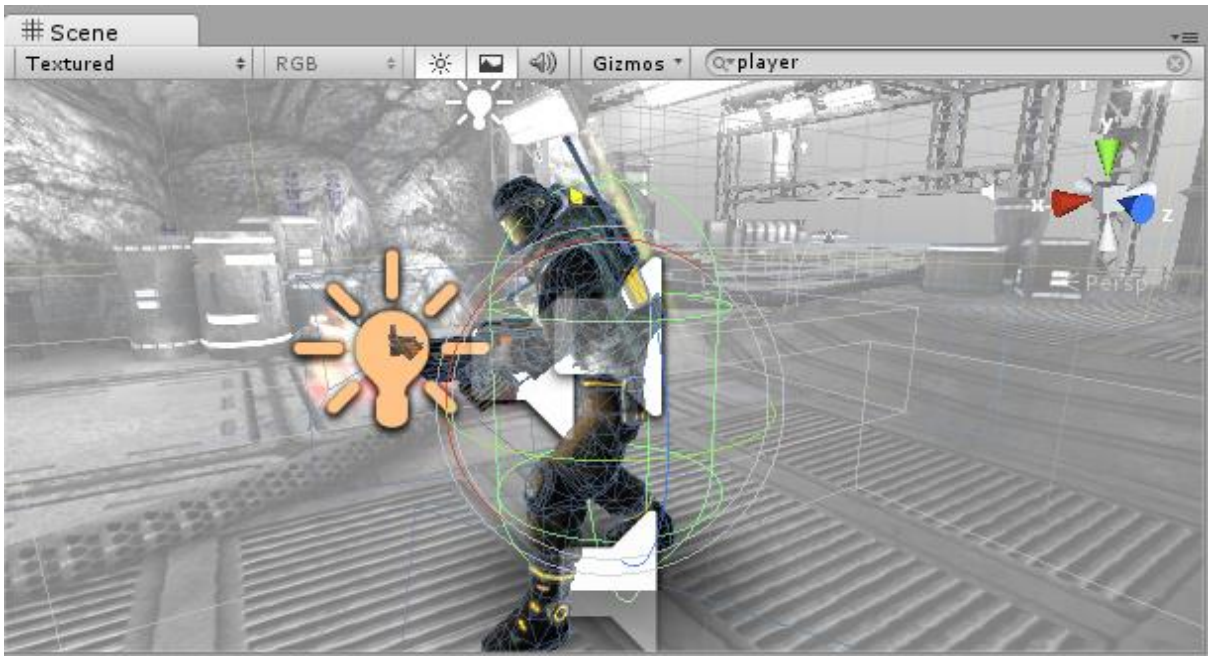

Project
Inspector
Create
Favorit
Assets
Assets
Angry
Anima
Editor
Explos
Fonts
AngryBots
One Column Layout
Two Columns Layout
Maximize
Close Tab
Add Tab

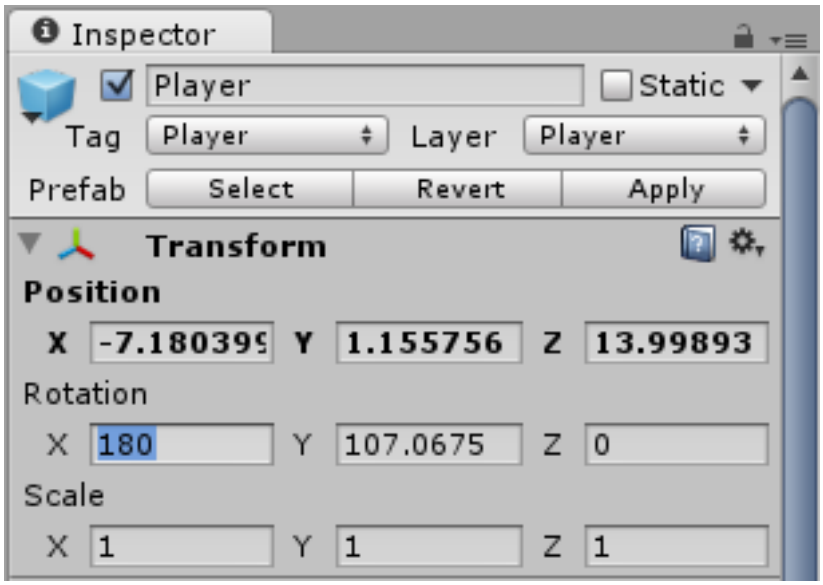

File Edit Assets GameObject Component Terrain Tools Window Help
Center Local
Layers 2 by 3
Scene
Textured RGB Gizmos
Persp
Hierarchy
Create
Enemies
Environment(dynamic)
Environment(semi-static)
Environment(sounds)
Environment(static)
Main Camera
Misc
MoodBoxes
Player
Project
Create
AngryBots
AngryBots
Animations
Editor
Explosions
Fonts
Gizmos
Materials
Objects
PhysicMaterials
Prefabs
Resources
Scenes
Scripts
Shaders
Sounds
Standard assets
Textures
Inspector
Player
Static
Tag Player Layer Player
Prefab Select Revert Apply
Transform
Position
X -7.180395 Y 1.155756 Z 13.99893
Rotation
X 0 Y 107.0675 Z 0
Scale
X 1 Y 1 Z 1
Capsule Collider
Is Trigger
Material Frictionless
Center
X 0 Y 0 Z 0
Radius 0.55
Height 2
Direction Y-Axis
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity
Is Kinematic
Interpolate Interpolate
Collision Detection Discrete
Constraints
Free Movement Motor (Script)
Script FreeMovementMot
Walking Speed 6
Walking Snappyness 50
Turning Smoothing 0.3
Asset is unchanged
Game
Free Aspect
Maximize on Play Stats Gizmos


Project
Create
AngryBots
AngryBots
Animations
Editor
Explosions
Fonts
Gizmos
Materials
Objects
Enemies
Babel
buzzer_bot
Materials
mech_bot
mech_right_upper_leg
mech_right_lower_leg
mech_right_ankle
mech_right_toe
mech_main_body
mech_neck
mech_head
mech_left_upper_leg
mech_left_lower_leg
mech_left_ankle
mech_left_toe
Take 001
mech_root

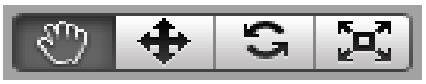

Inspector
Player
Static
Tag
Player
Layer
Player
Prefab
Select
Revert
Apply
Transform
Position
X -7.180395 Y 1.155756 Z 13.99893
Rotation
X 0 Y 107.0675 Z 0
Scale
X 1 Y 1 Z 1
Capsule Collider
Is Trigger
Material
Frictionless
Center
X 0 Y 0 Z 0
Radius
0.55
Height
2
Direction
Y-Axis
Rigidbody
Mass
1
Drag
0
Angular Drag
0.05
Use Gravity
Is Kinematic
Interpolate
Interpolate
Collision Detection
Discrete
Constraints
Free Movement Motor (Script)
Script
FreeMovementMot
Walking Speed
6
Walking Snappyness
50
Turning Smoothing
0.3
Asset is unchanged


Hierarchy
Create
All
Enemies
Environment(dynamic)
Environment(semi-static)
Environment(sounds)
Environment(static)
Main Camera
Misc
MoodBoxes
Player
Blob
BloodPos
DamageAudioSource
FootstepAudioSource
player

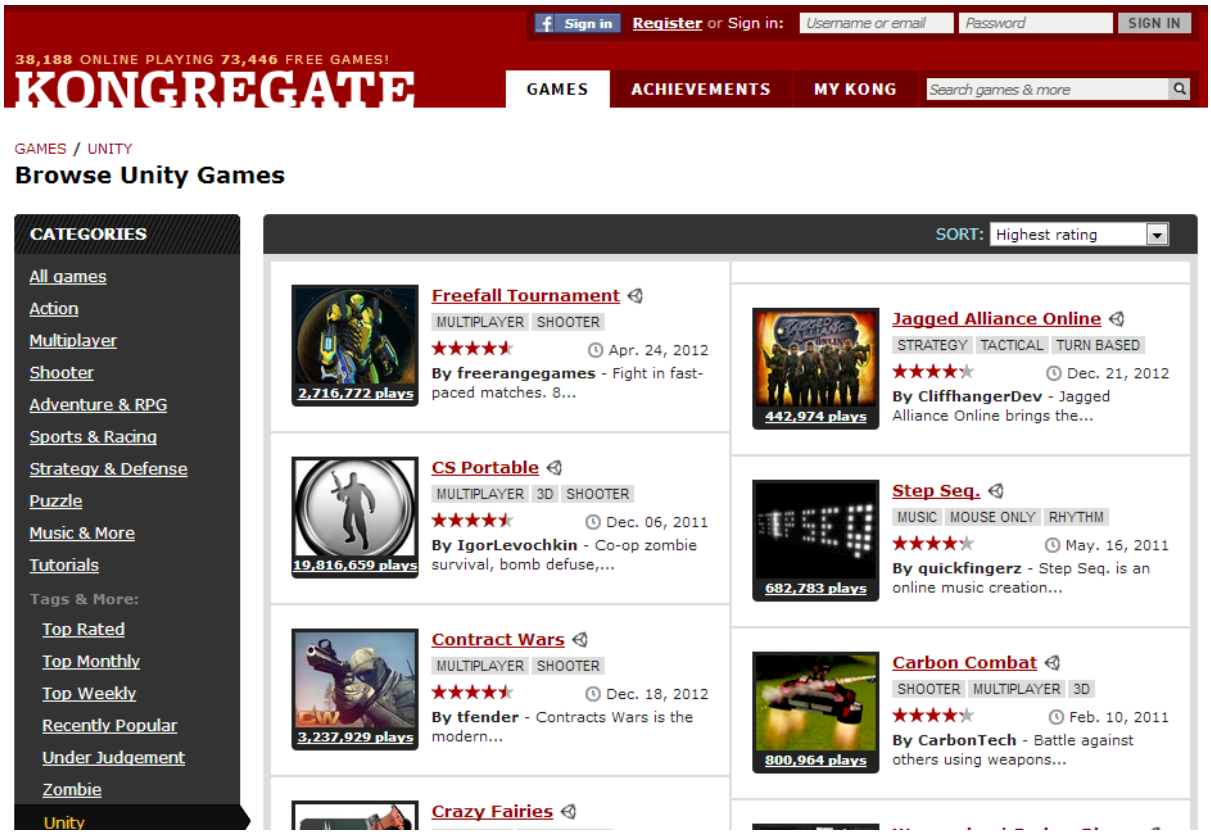

Scene
Textured
RGB
Gizmos
player
Persp

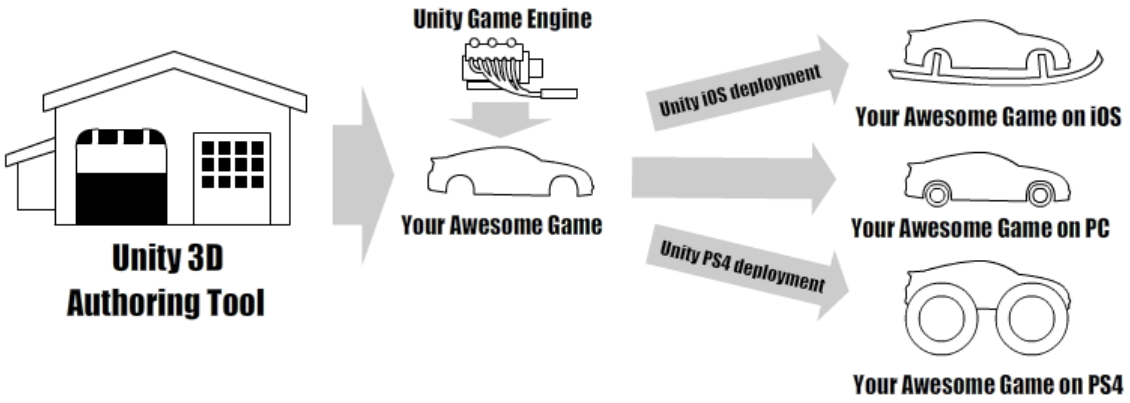

Inspector
Player
Static
Tag
Player
Layer
Player
Prefab
Select
Revert
Apply
Transform
Position
X -7.180395
Y 1.155756
Z 13.99893
Rotation
X 180
Y 107.0675
Z 0
Scale
X 1
Y 1
Z 1

Layers
2 by 3

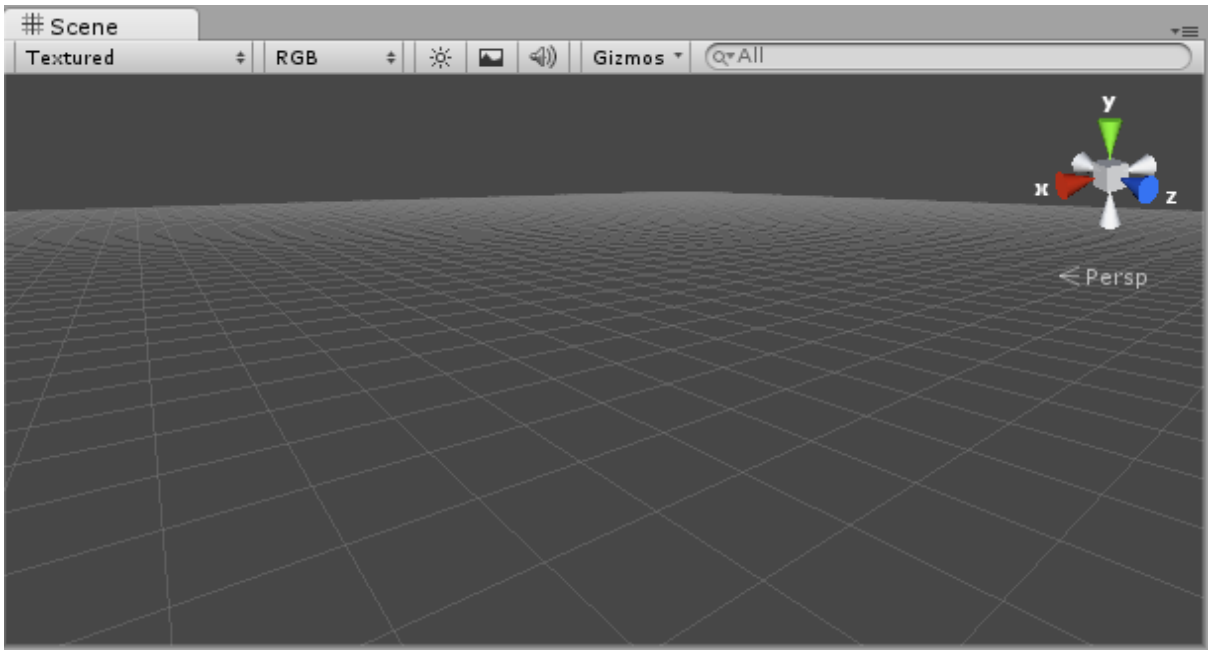


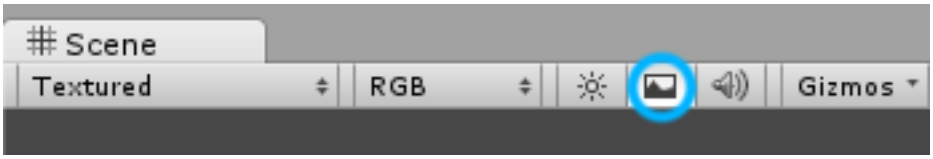
THE
ROOM
New Game
Credits


Sign in
Register or Sign in:
Username or email
Password
SIGN IN
38,188 ONLINE PLAYING 73,446 FREE GAMES!
KONGREGATE
GAMES
ACHIEVEMENTS
MY KONG
Search games & more
GAMES / UNITY
Browse Unity Games
CATEGORIES
All games
Action
Multiplayer
Shooter
Adventure & RPG
Sports & Racing
Strategy & Defense
Puzzle
Music & More
Tutorials
Tags & More:
Top Rated
Top Monthly
Top Weekly
Recently Popular
Under Judgement
Zombie
Unity
SORT: Highest rating
Freefall Tournament
MULTIPLAYER SHOOTER
Apr. 24, 2012
By freerangegames - Fight in fast-paced matches. 8...
2,716,772 plays
CS Portable
MULTIPLAYER 3D SHOOTER
Dec. 06, 2011
By IgorLevochkin - Co-op zombie survival, bomb defuse,...
19,816,659 plays
Contract Wars
MULTIPLAYER SHOOTER
Dec. 18, 2012
By tfender - Contracts Wars is the modern...
3,237,929 plays
Crazy Fairies
Jagged Alliance Online
STRATEGY TACTICAL TURN BASED
Dec. 21, 2012
By CliffhangerDev - Jagged Alliance Online brings the...
442,974 plays
Step Seq.
MUSIC MOUSE ONLY RHYTHM
May. 16, 2011
By quickfingerz - Step Seq. is an online music creation...
682,783 plays
Carbon Combat
SHOOTER MULTIPLAYER 3D
Feb. 10, 2011
By CarbonTech - Battle against others using weapons...
800,964 plays

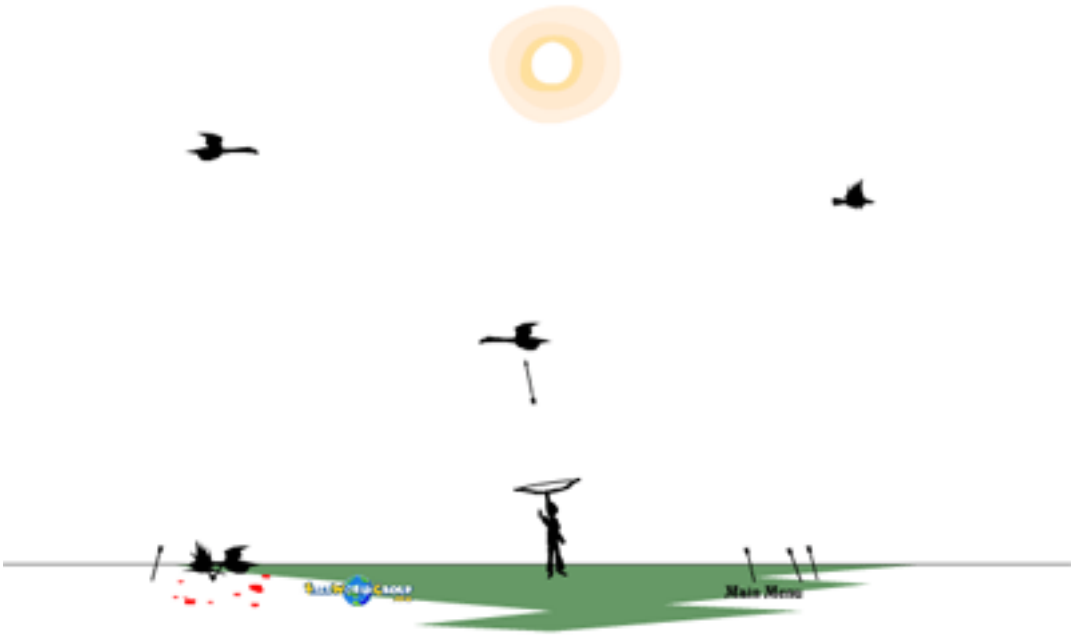

Unity 3D
Authoring Tool
Unity Game Engine
Your Awesome Game
Unity iOS deployment
Unity PS4 deployment
Your Awesome Game on iOS
Your Awesome Game on PC
Your Awesome Game on PS4

Chapter 2: Let's Start with the Sky

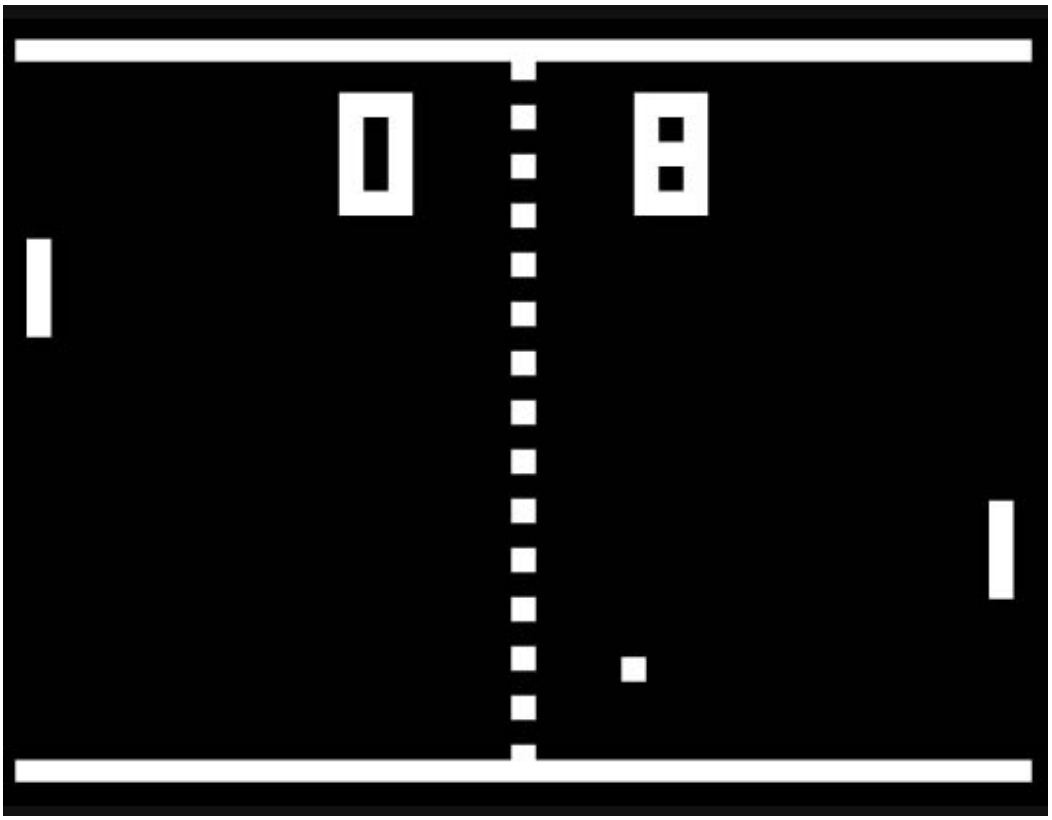




0000008270
SCORE
DEPTH
00014
00:04:54
EXPLORE
The Depths!
M
I
$000000155
1
2
3
OXYGN
PSI
HULL
BINS



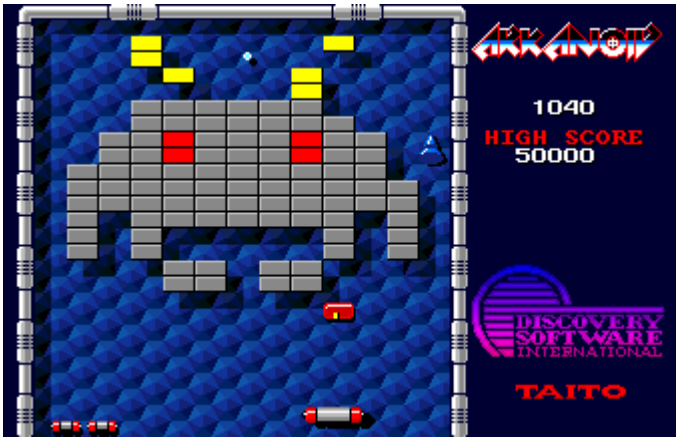
Boiled
95
44
28:20


0
8

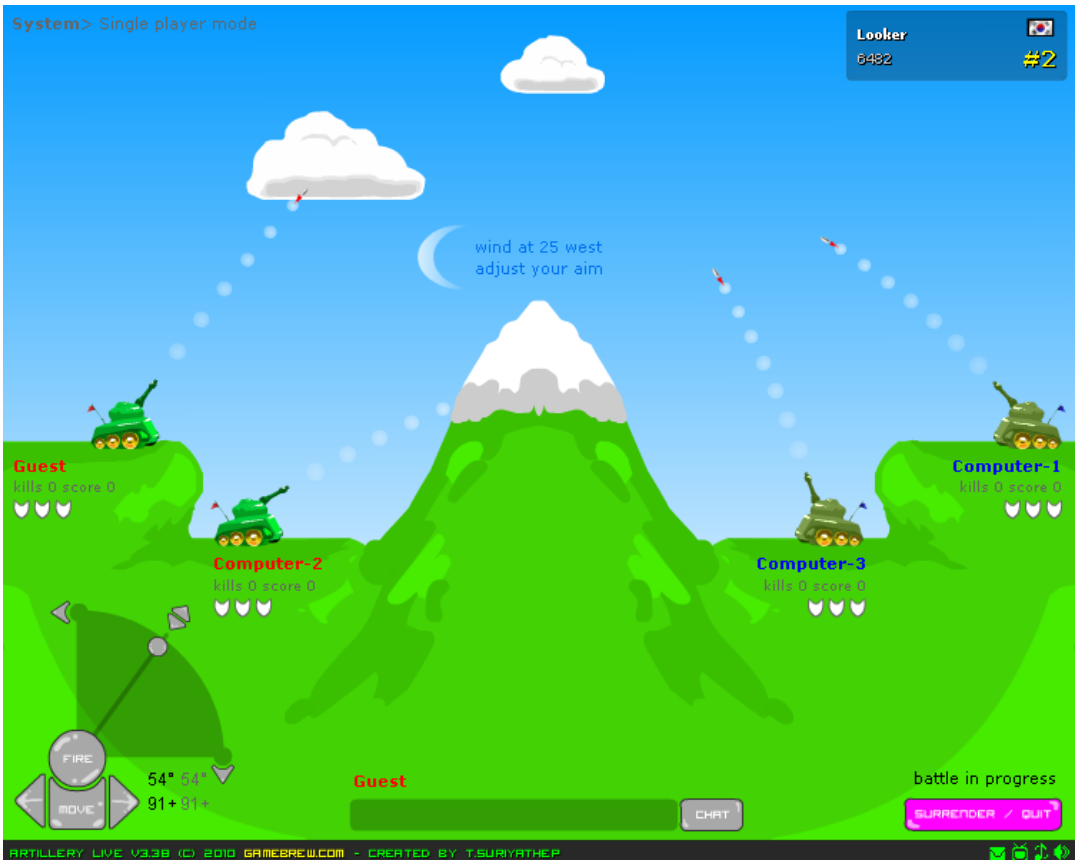
2
LUC
6

2/100

00 2


ARKANOID
1040
HIGH SCORE
50000
DISCOVERY
SOFTWARE
INTERNATIONAL
TAITO

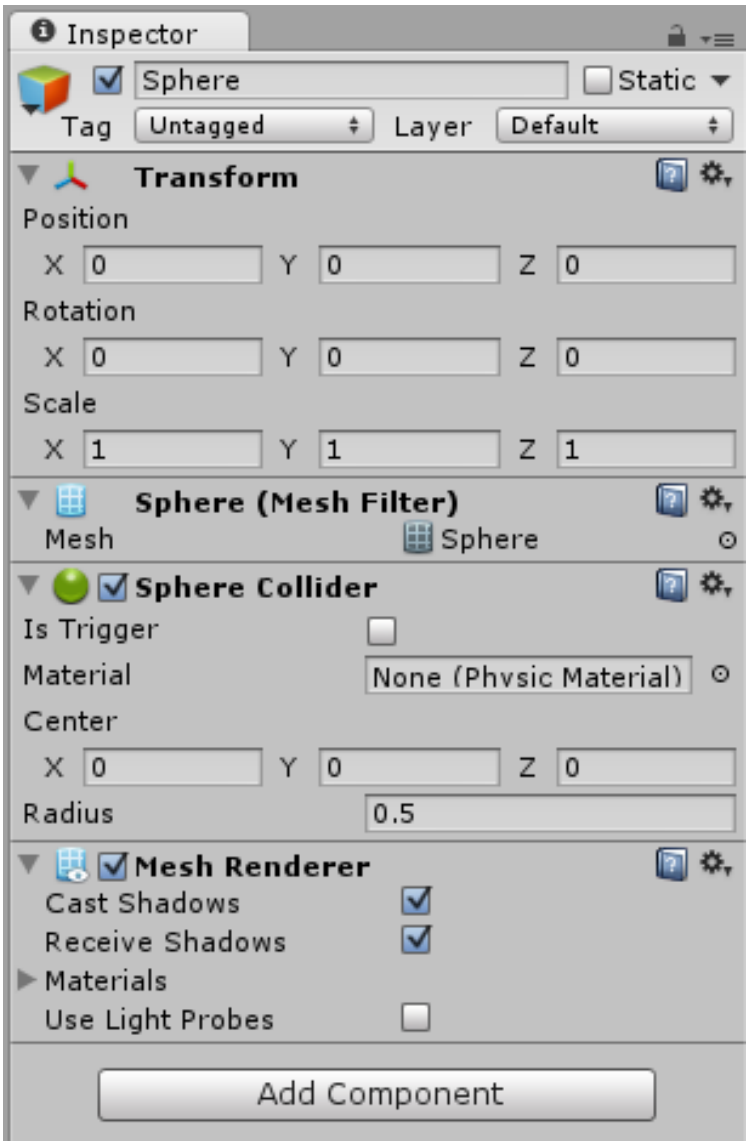
QUICK
SCORE
0
PYRAMID
5
TOP SCORE
ANTHONY
300,000
BALL-O-TRON
9
FEVERMETER
10
10
10
x10
x5
x3
x2
MENU

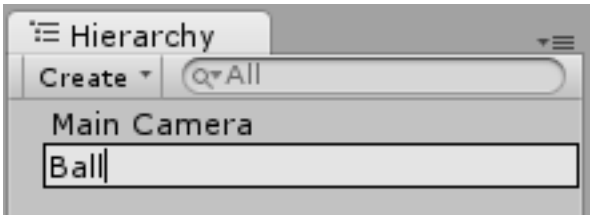

System> Single player mode
Looker
6482
#2
wind at 25 west
adjust your aim
Guest
kills 0 score 0
Computer-2
kills 0 score 0
Computer-3
kills 0 score 0
Computer-1
kills 0 score 0
FIRE
MOVE
54° 54°
91+ 91+
Guest
CHAT
battle in progress
SURRENDER / QUIT
ARTILLERY LIVE V3.38 (C) 2010 GAMEBREW.COM - CREATED BY T.SURIYATHEP

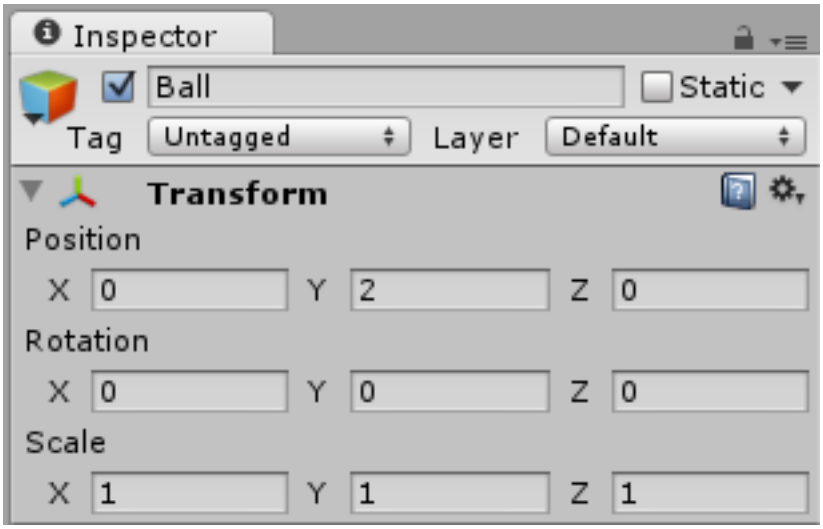
Screenshot saved as C:₩Program Files₩softnyx₩Gunbound
Bound0000017.bmp.
LinaCipher [Good Shot Bonus] +23G
Screenshot saved as C:₩Program Files₩softnyx₩Gunbound₩C₩GunBound0000018.bmp.
KoreaGunba] KoreaGunba is Number one!
KOREACCiCC] shot me?
12
shot me?
KoreaGunba
observador
LinaCipher
Turn List
0iris0 -790
CCiCC -600
dein123 -420
KoreaGunba -290
LinaCipher -140
observador 970
All
WEAPON
Item 1
Item 2
DOUBLE DEATH
SCORE
My Team
Enemy Team
3
5
100 G
Slice
Move

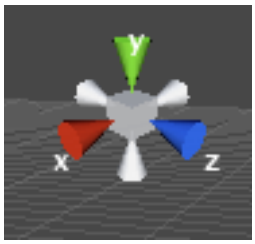
Hull
fuel
F
E
0
$20
INV
HELP
OPTIONS
MORE SHOPS
0 ft.
FUEL
MINERAL
PROCESSING

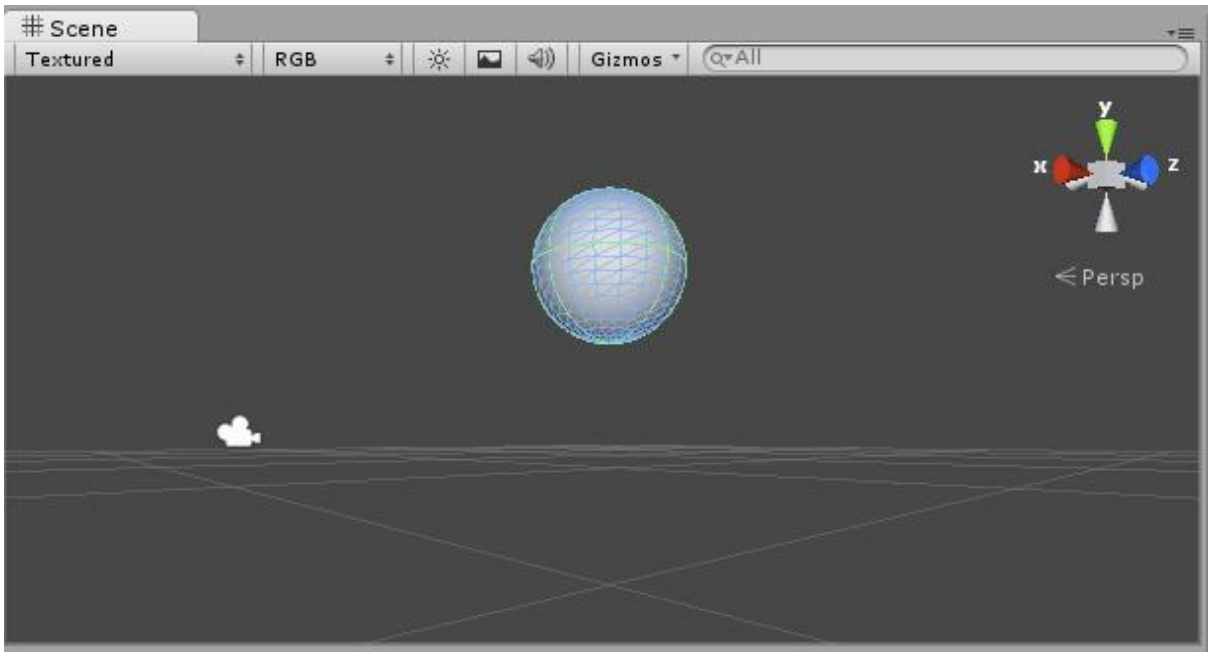
Chapter 3: Game #1 – Ticker Taker

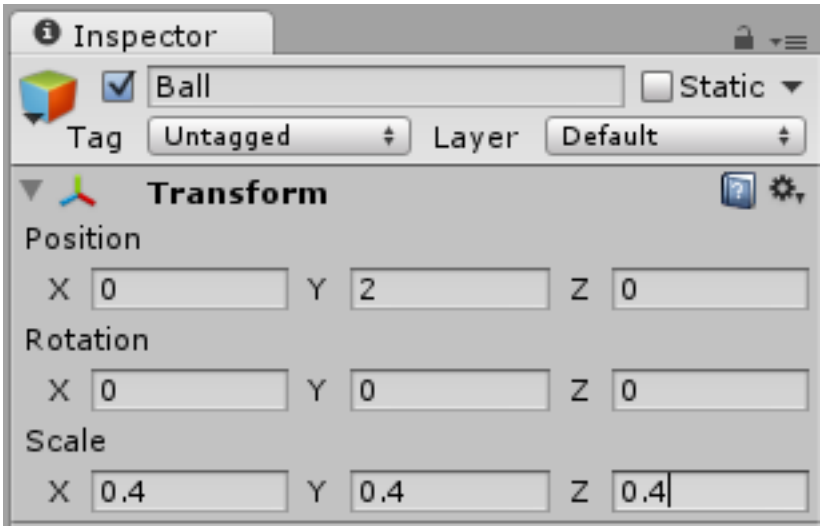


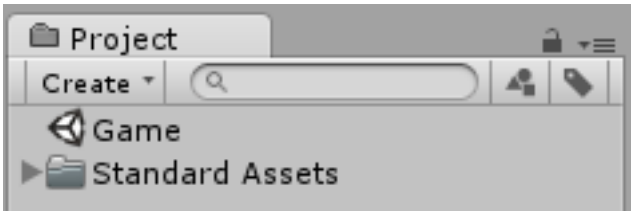


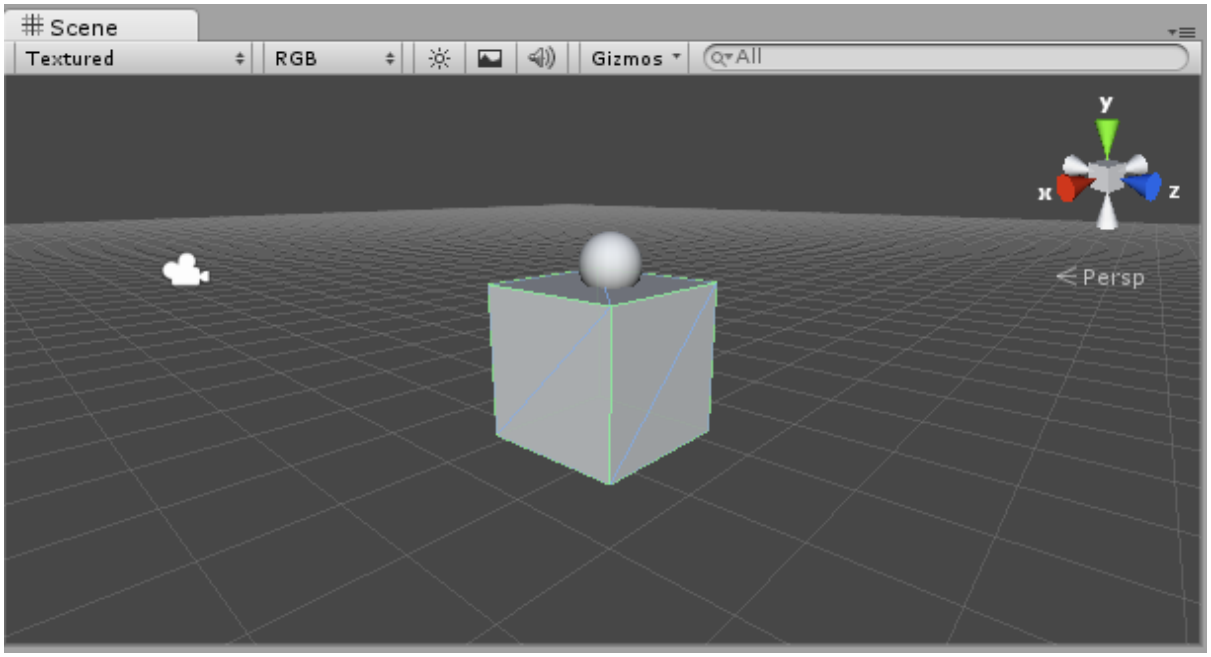

Inspector
Ball
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 2
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1


y
x
z

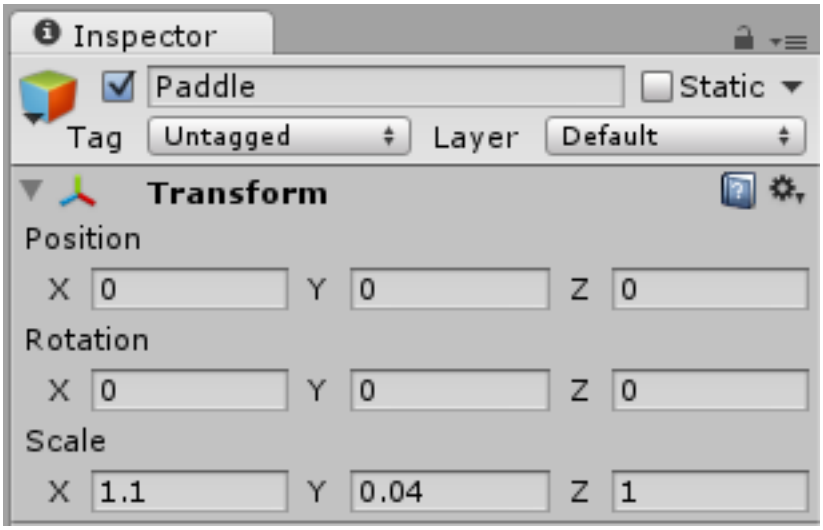

Scene
Textured
RGB
Gizmos
All
y
x
z
Persp


Inspector
Ball
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 2
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 0.4
Y 0.4
Z 0.4


Project
Create
Game
Standard Assets


Scene
Textured
RGB
Gizmos
All
y
x
z
Persp

Hierarchy
Create
All
Ball
Paddle
Main Camera


Inspector
Paddle
Static
Tag
Untagged
Layer
Default
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Position
X 0
Y 0
Z 0
Rotation
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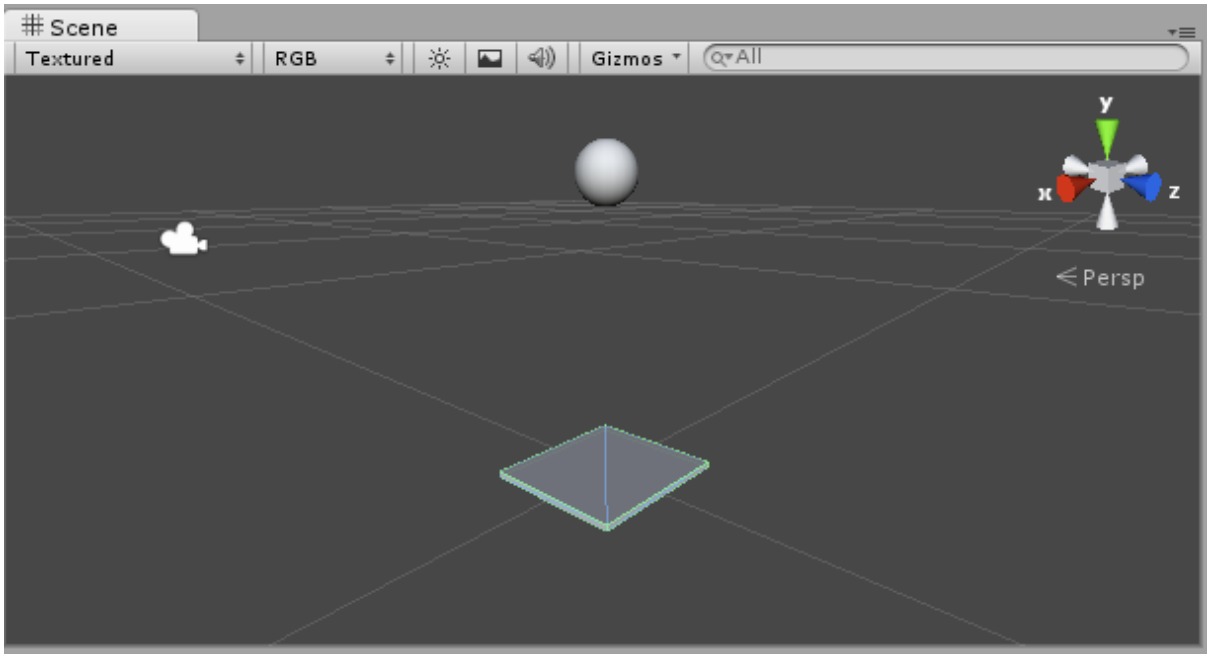
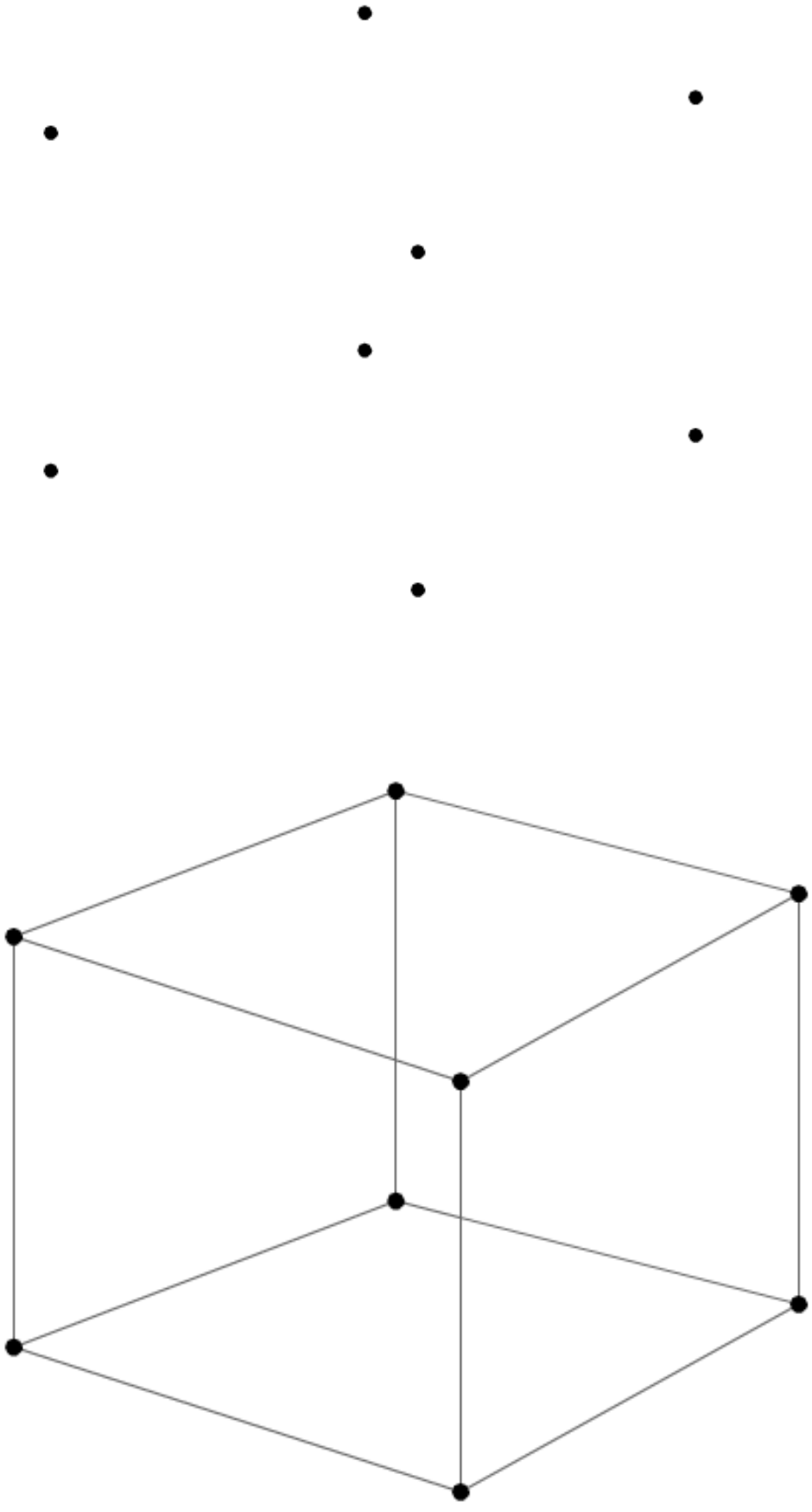
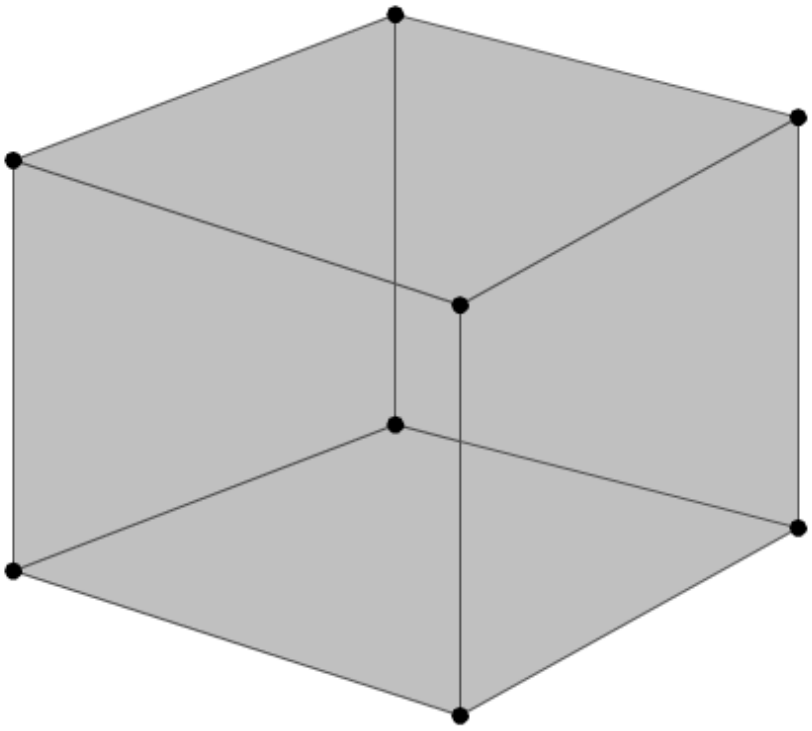
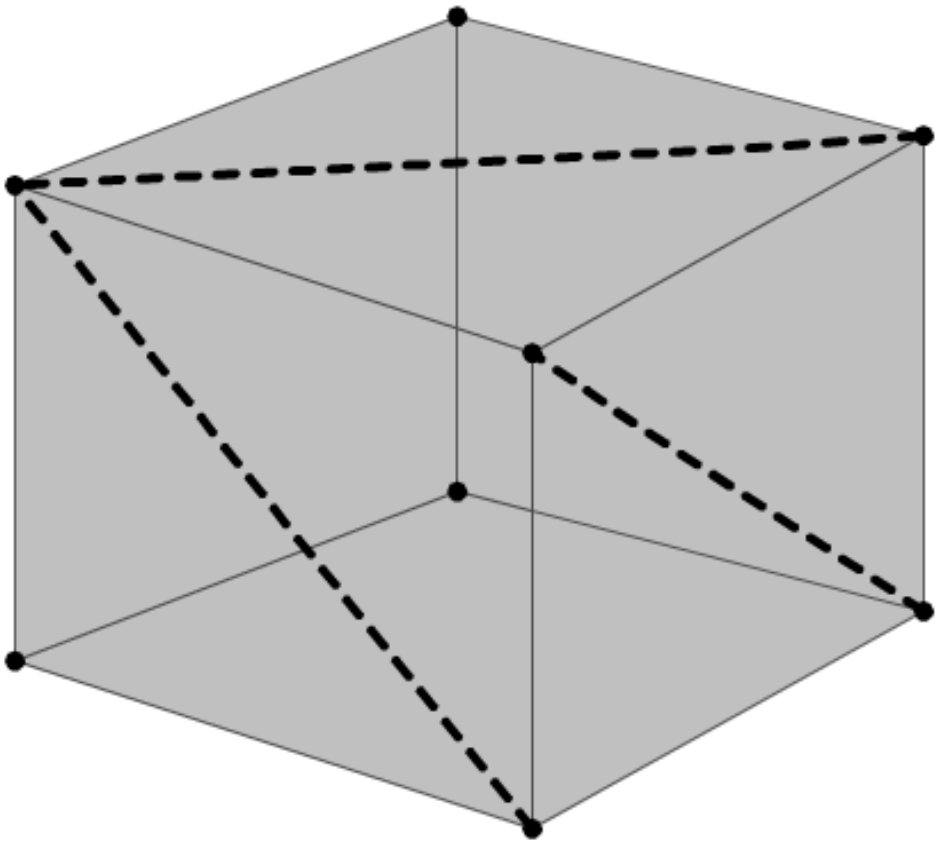
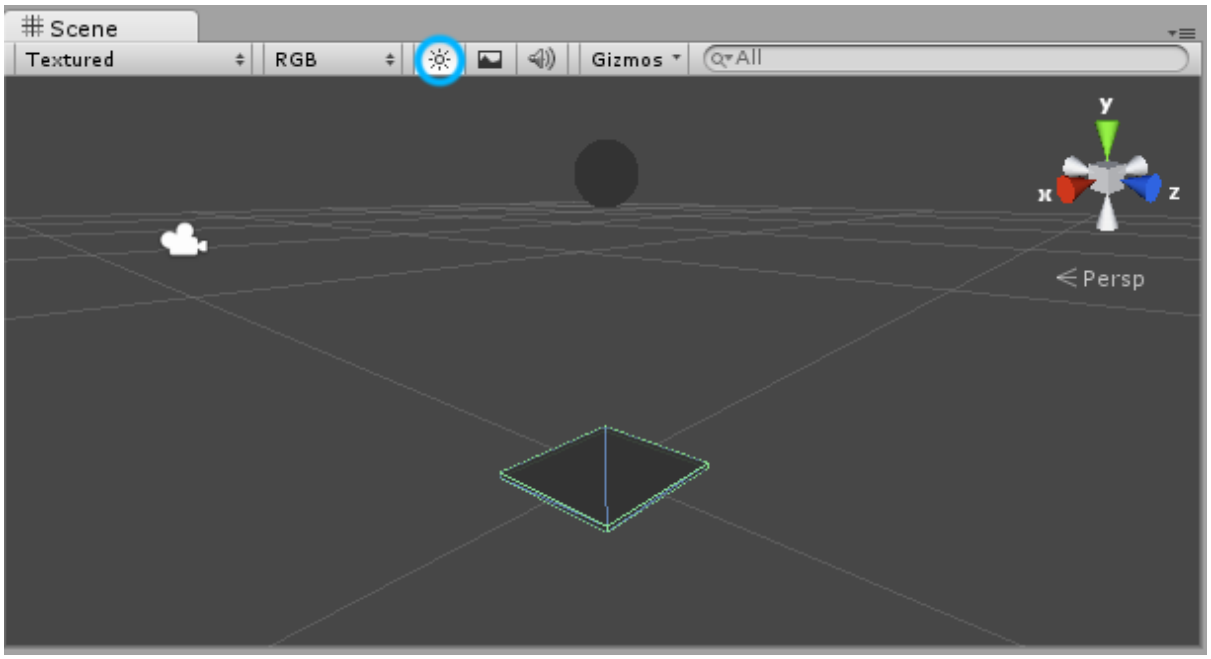
Y 0
Z 0
Scale
X 1.1
Y 0.04
Z 1

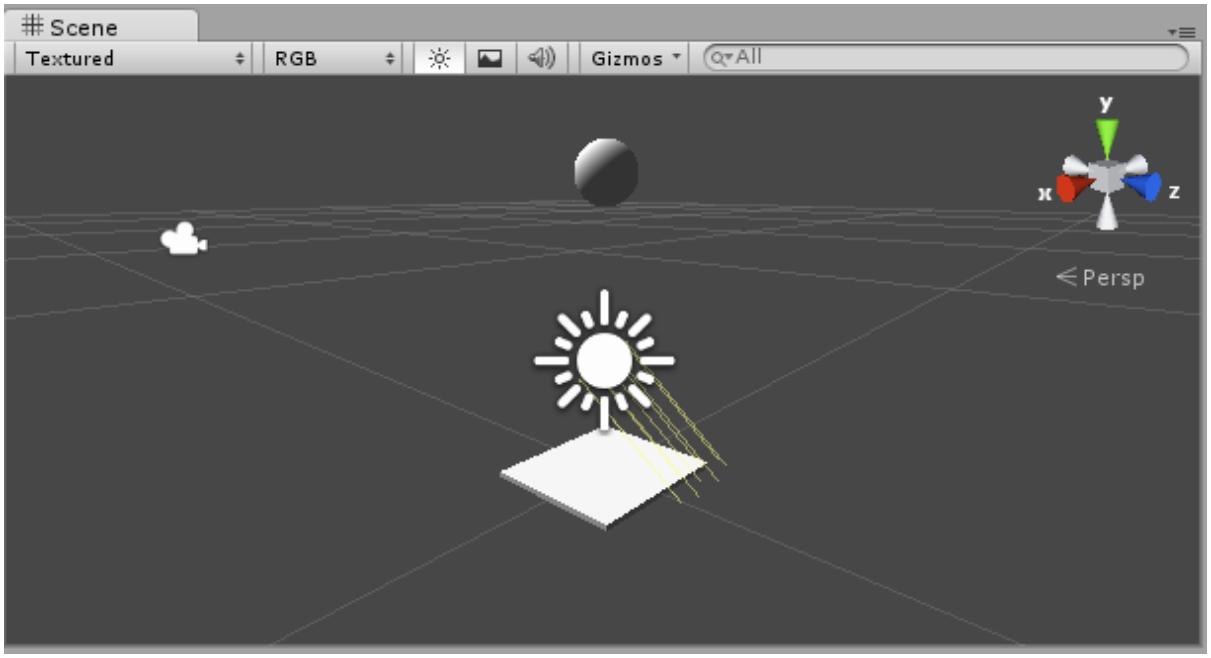

Scene
Textured
RGB
Gizmos
All
y
x
z
Persp

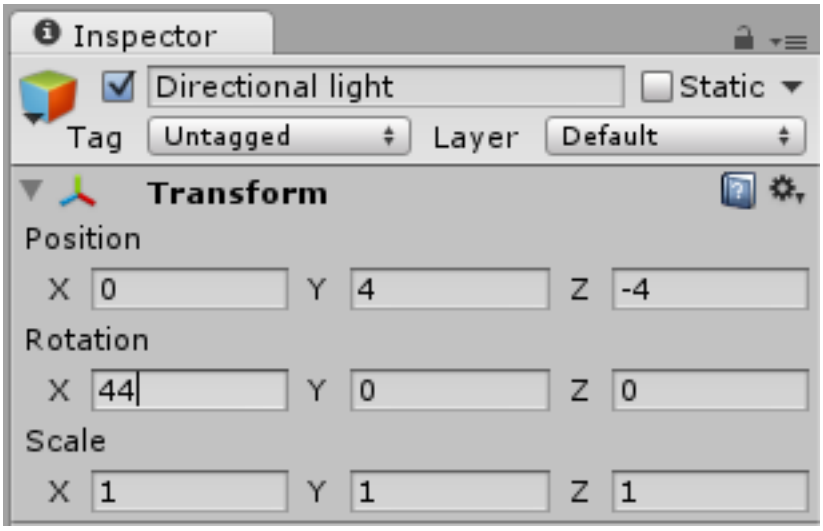


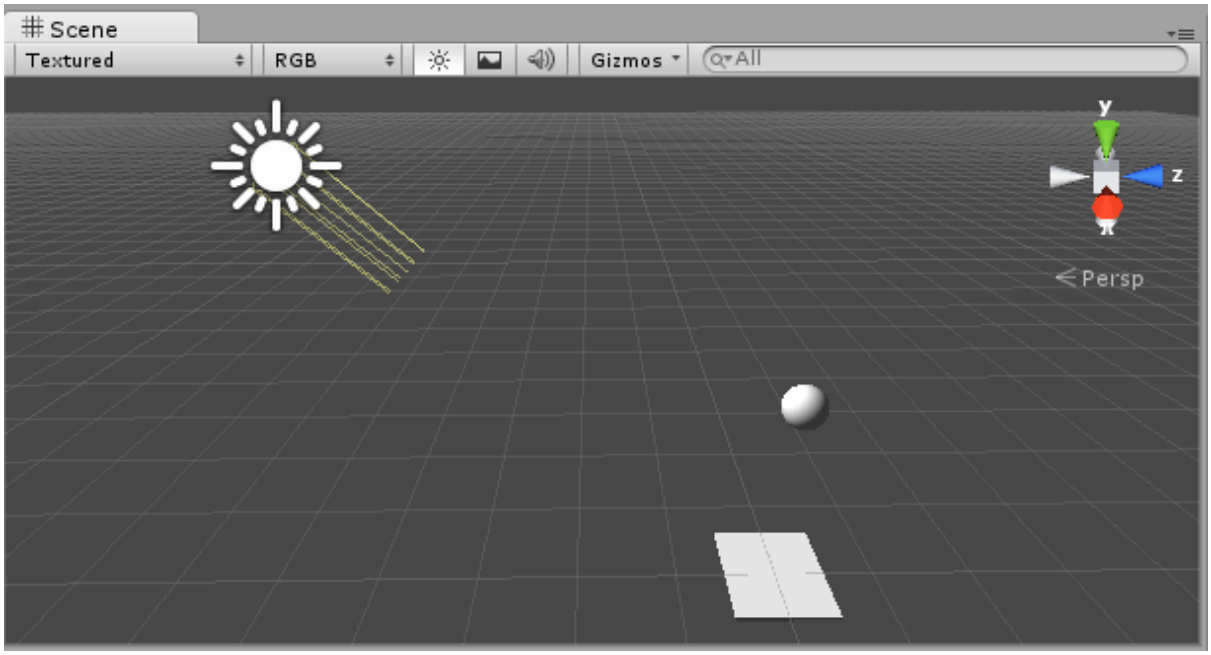


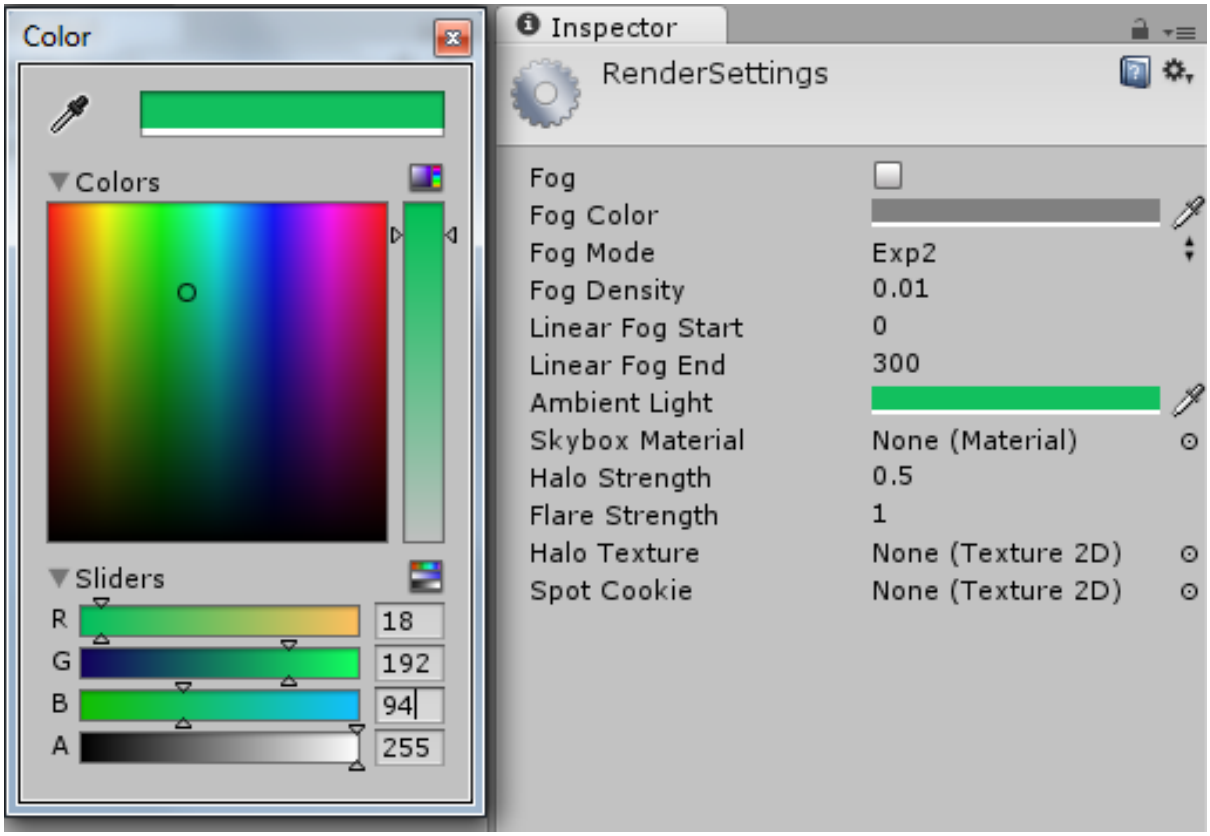


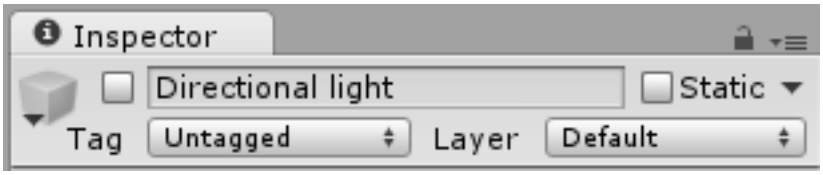

Scene
Textured
RGB
Gizmos
All
y
x
z
Persp


Scene
Textured
RGB
Gizmos
All
y
x
z
Persp

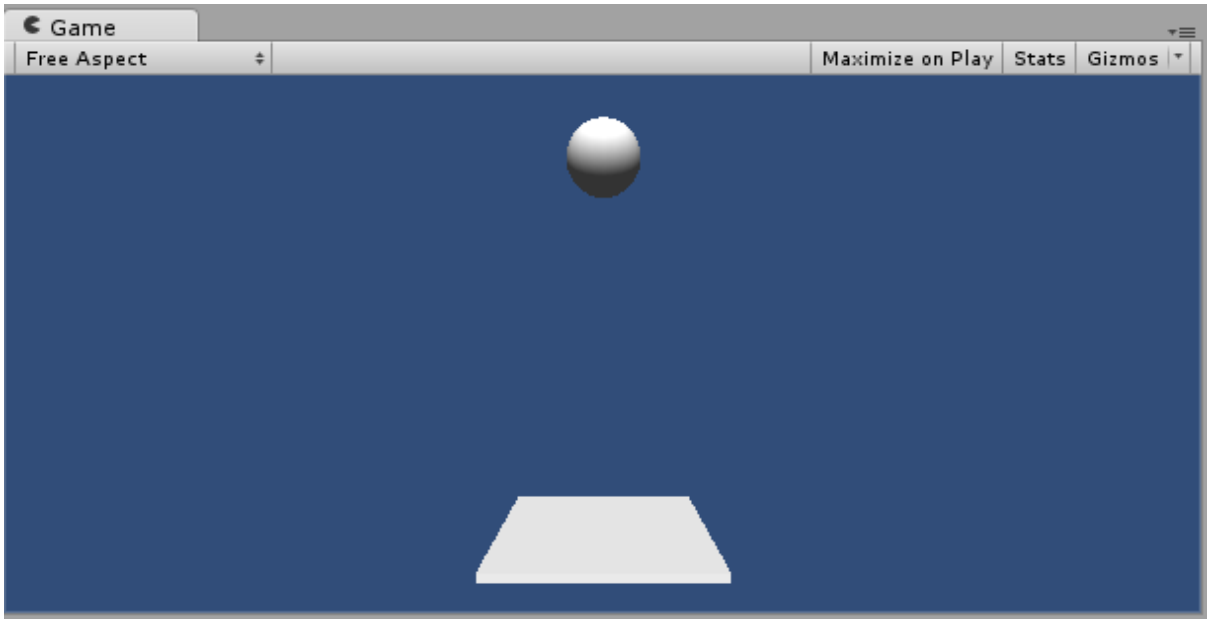

Inspector
Directional light
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 4
Z -4
Rotation
X 44
Y 0
Z 0
Scale
X 1
Y 1
Z 1

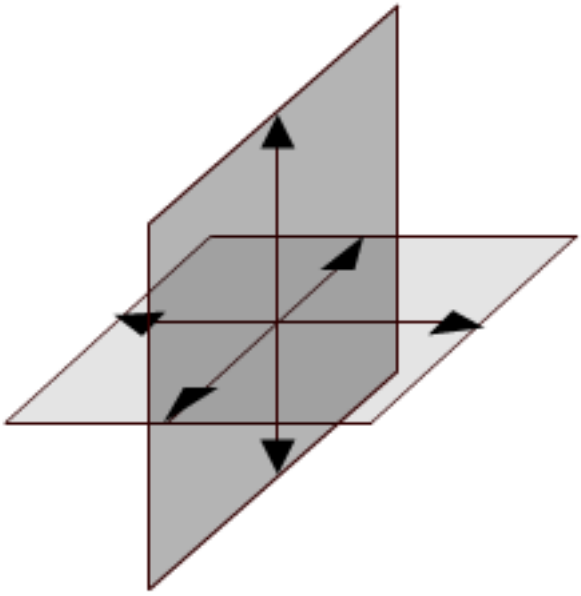

Scene
Textured
RGB
Gizmos
All
y
z
Persp

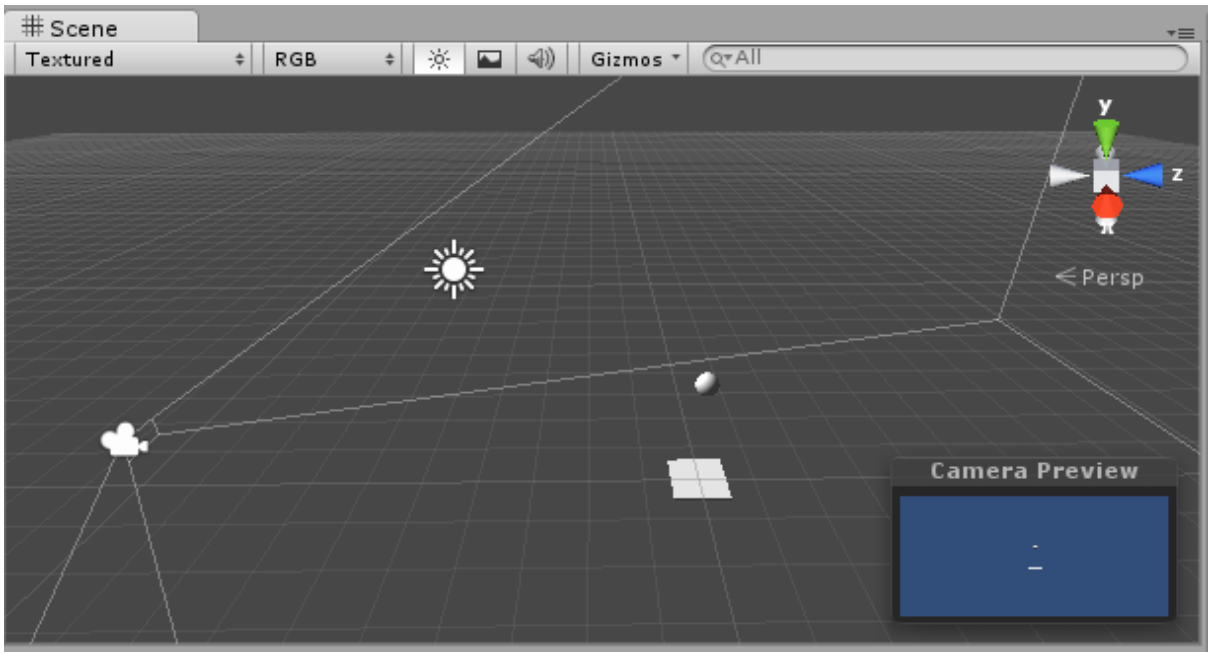

Color
Colors
Sliders
R
G
B
A
18
192
94
255
Inspector
RenderSettings
Fog
Fog Color
Fog Mode
Exp2
Fog Density
0.01
Linear Fog Start
0
Linear Fog End
300
Ambient Light
Skybox Material
None (Material)
Halo Strength
0.5
Flare Strength
1
Halo Texture
None (Texture 2D)
Spot Cookie
None (Texture 2D)

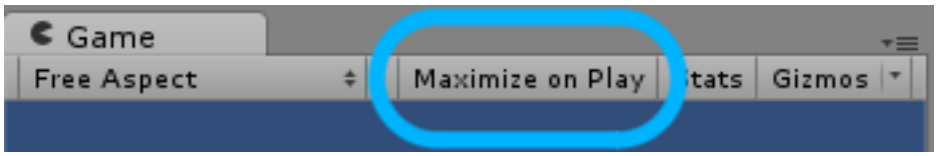

Inspector
Directional light
Static
Tag
Untagged
Layer
Default

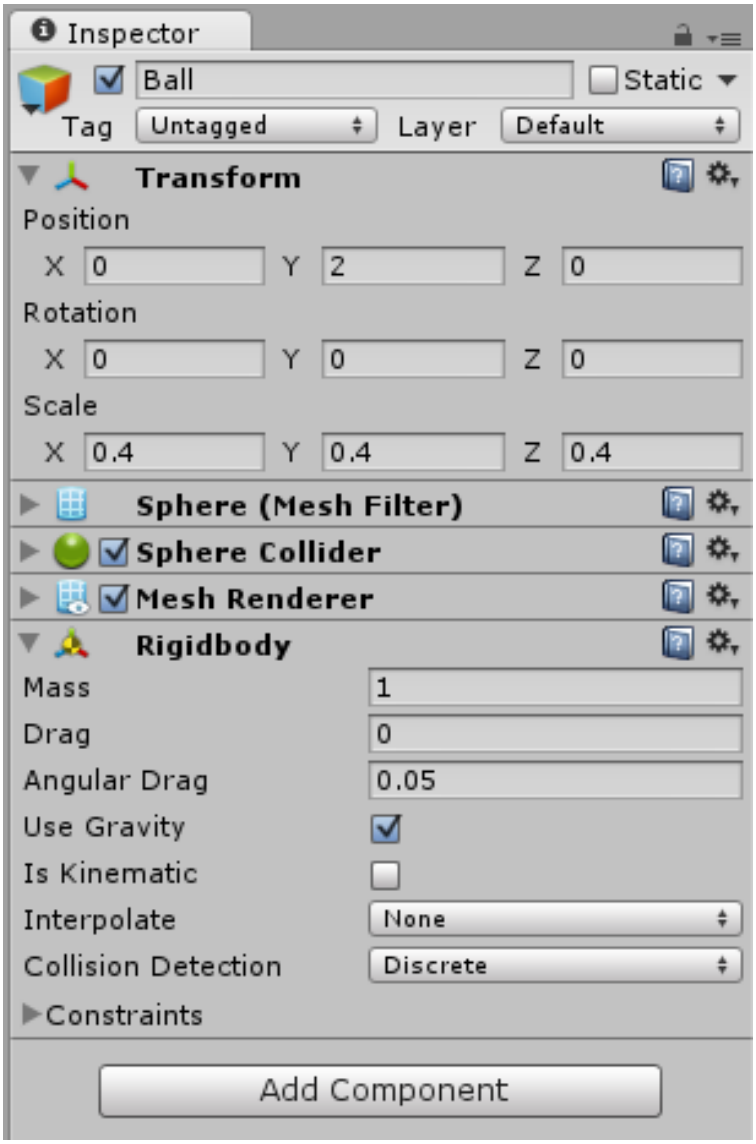
Scene
Textured
RGB

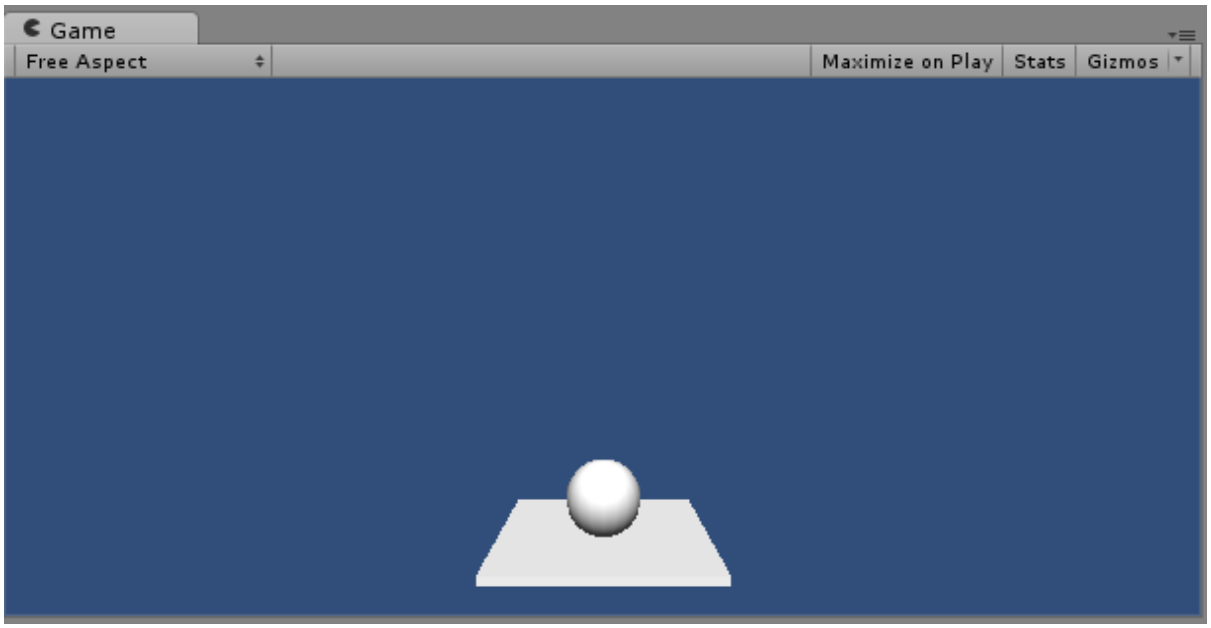

Game
Free Aspect
Maximize on Play
Stats
Gizmos

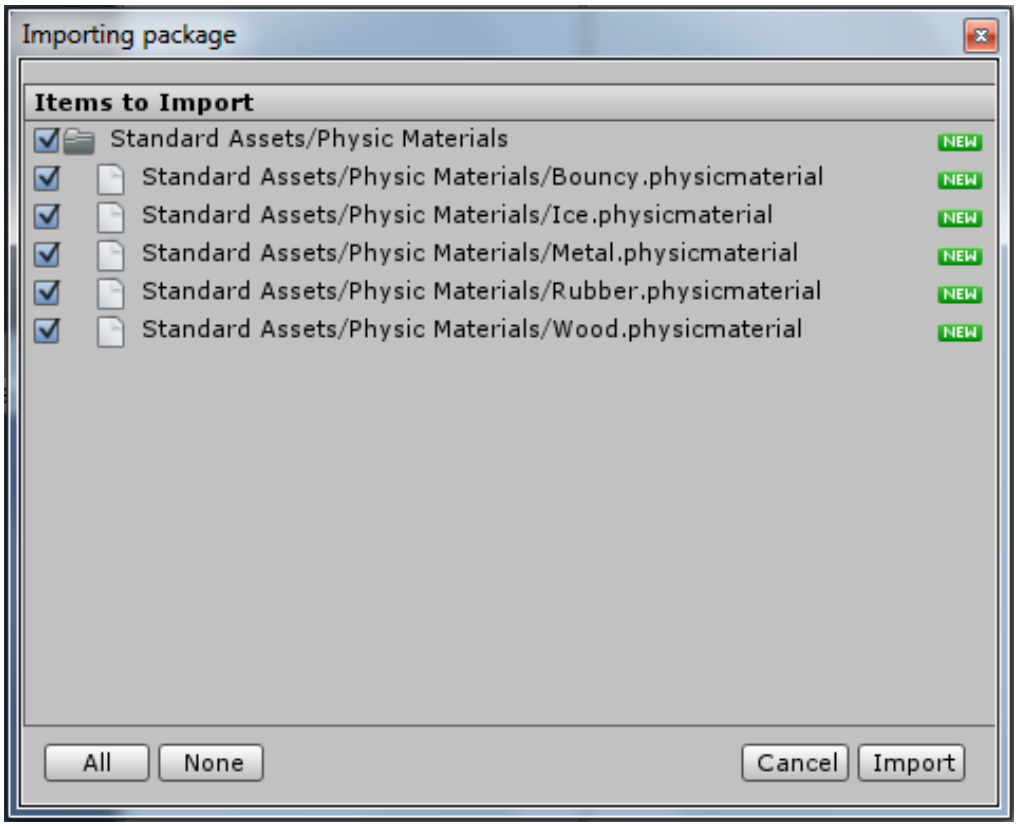


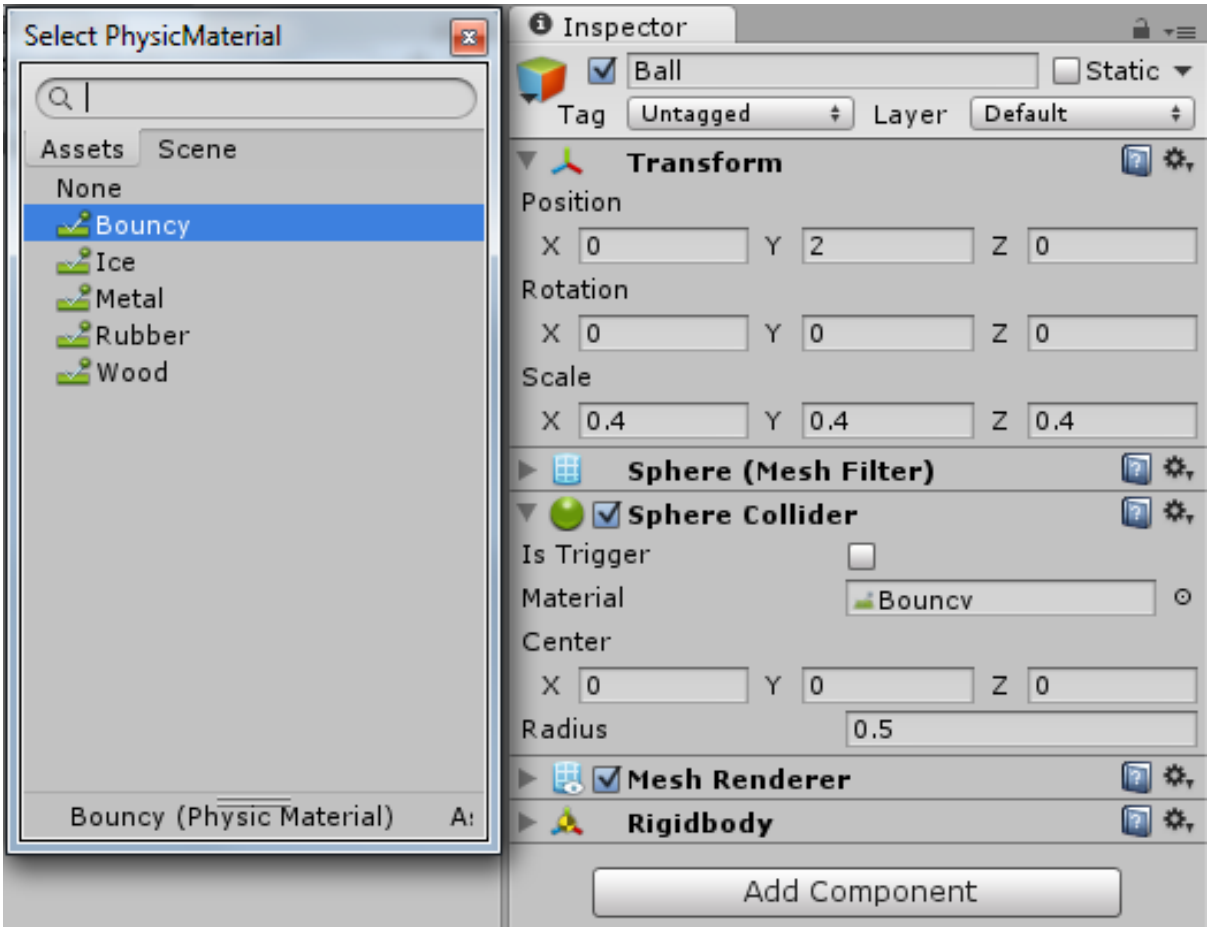

Scene
Textured
RGB
Gizmos
All
y
z
Persp
Camera Preview


Game
Free Aspect
Maximize on Play
tats
Gizmos

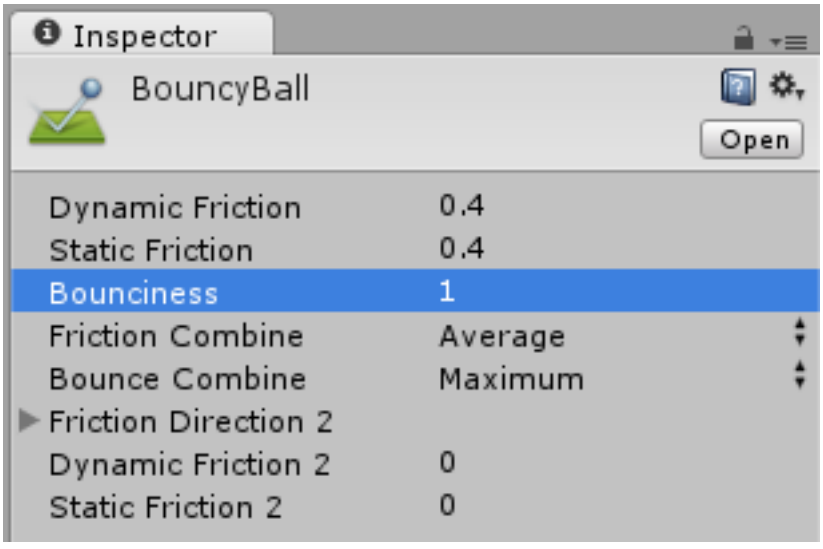

Inspector
Ball
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 2
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 0.4
Y 0.4
Z 0.4
Sphere (Mesh Filter)
Sphere Collider
Mesh Renderer
Rigidbody
Mass
1
Drag
0
Angular Drag
0.05
Use Gravity
Is Kinematic
Interpolate
None
Collision Detection
Discrete
Constraints
Add Component

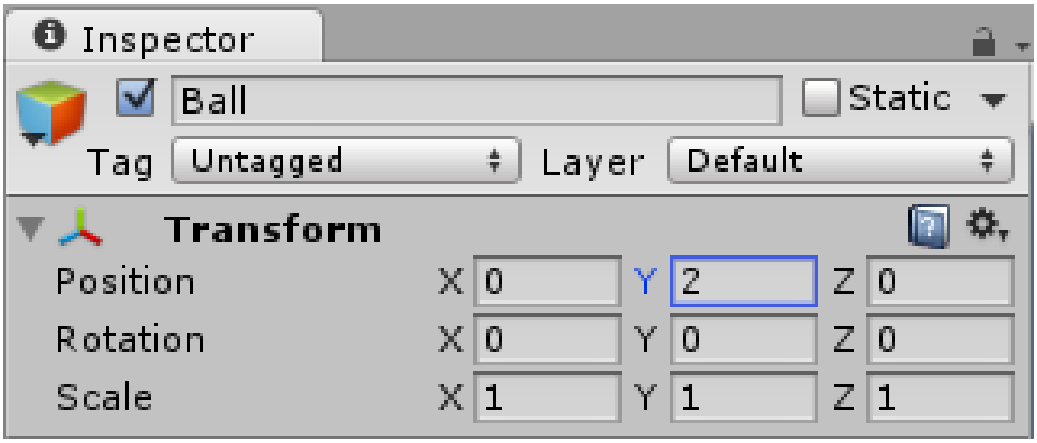

Game
Free Aspect
Maximize on Play
Stats
Gizmos

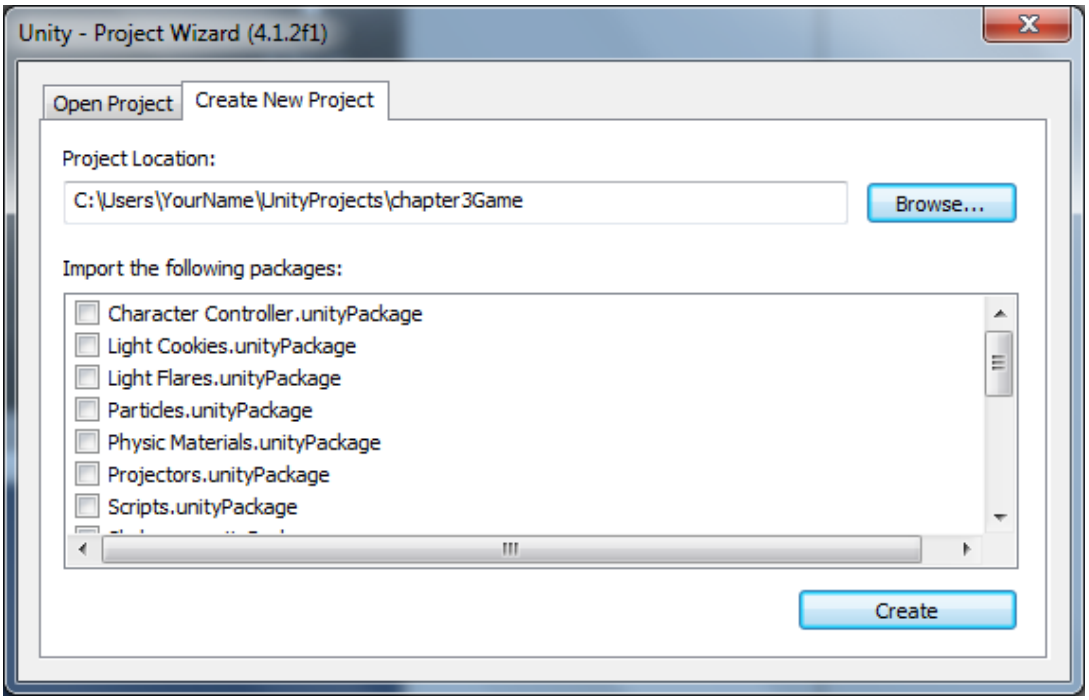

Importing package
Items to Import
Standard Assets/Physic Materials
Standard Assets/Physic Materials/Bouncy.physicmaterial
Standard Assets/Physic Materials/Ice.physicmaterial
Standard Assets/Physic Materials/Metal.physicmaterial
Standard Assets/Physic Materials/Rubber.physicmaterial
Standard Assets/Physic Materials/Wood.physicmaterial
NEW
All
None
Cancel
Import

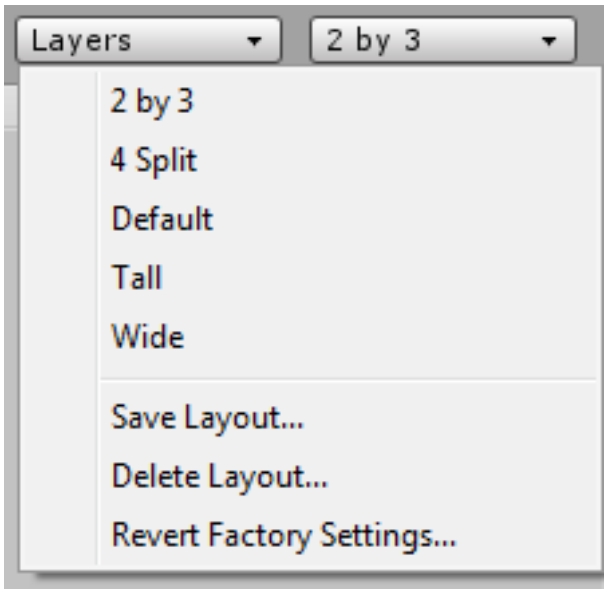

Select PhysicMaterial
Assets
Scene
None
Bouncy
Ice
Metal
Rubber
Wood
Bouncy (Physic Material)
Inspector
Ball
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 2
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 0.4
Y 0.4
Z 0.4
Sphere (Mesh Filter)
Sphere Collider
Is Trigger
Material
Bouncy
Center
X 0
Y 0
Z 0
Radius
0.5
Mesh Renderer
Rigidbody
Add Component

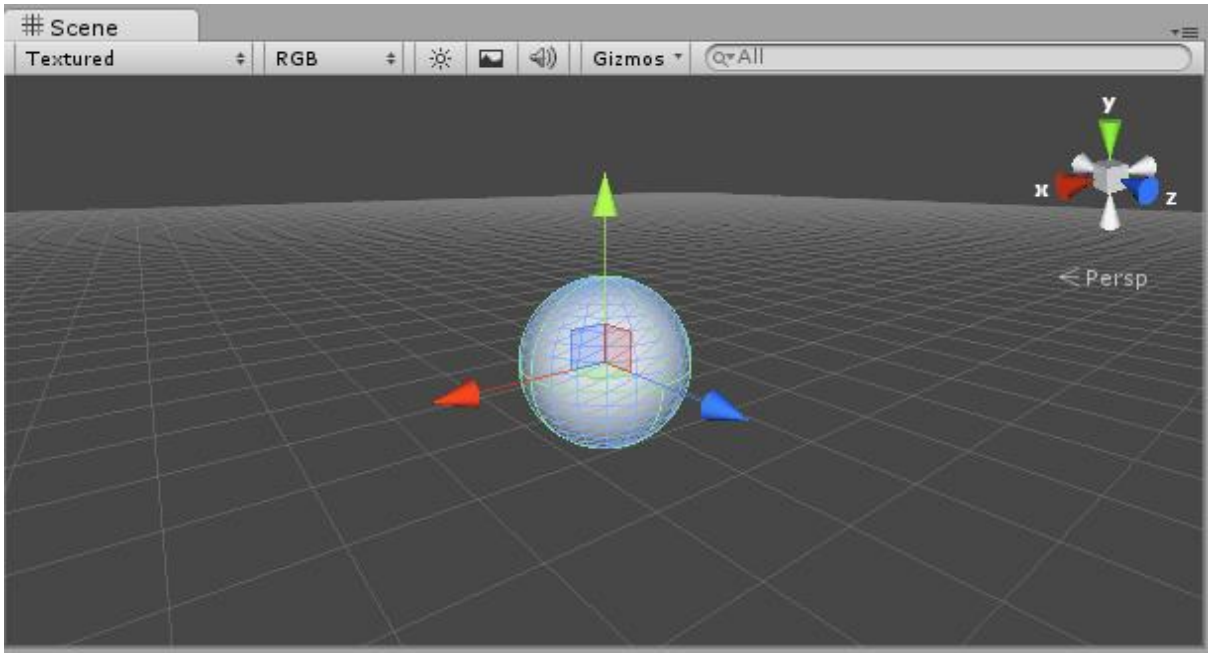
Project
Create


Inspector
BouncyBall
Open
Dynamic Friction 0.4
Static Friction 0.4
Bounciness 1
Friction Combine Average
Bounce Combine Maximum
Friction Direction 2
Dynamic Friction 2 0
Static Friction 2 0

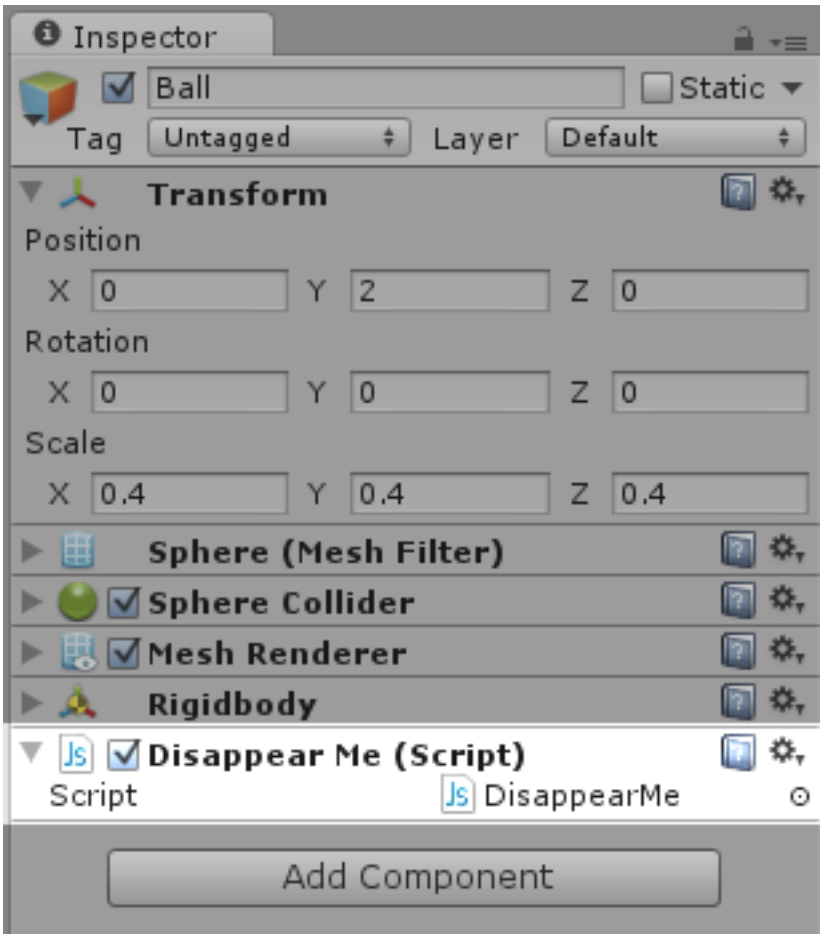

Inspector
Ball
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 2
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1

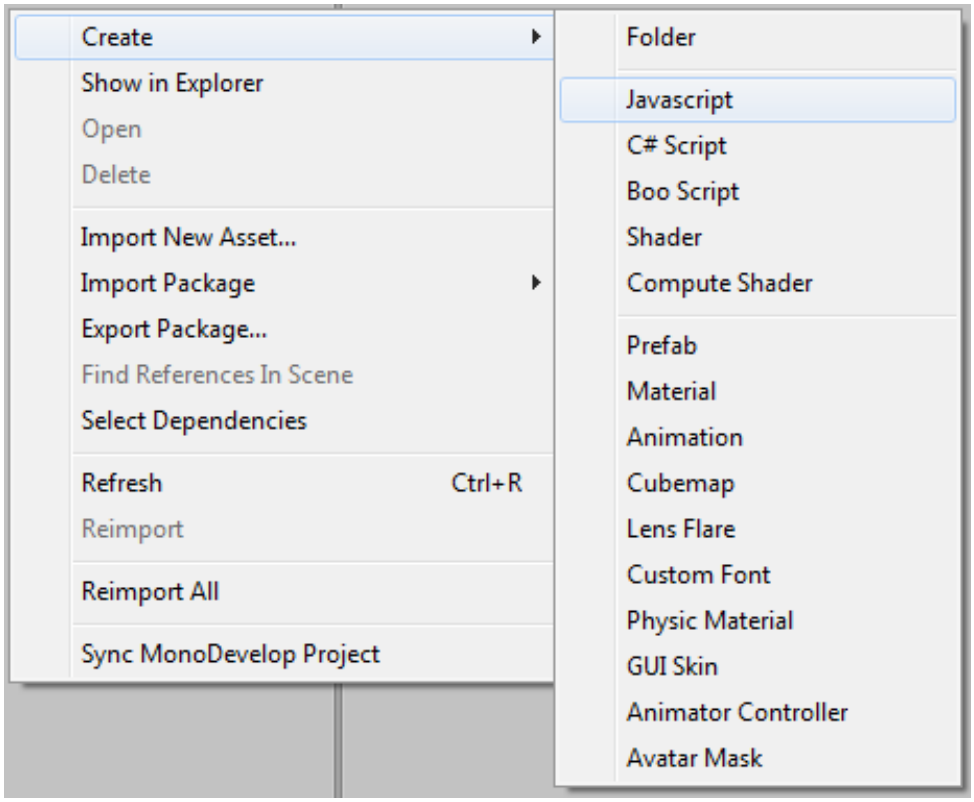

Unity - Project Wizard (4.1.2f1)
Open Project
Create New Project
Project Location:
C:\Users\YourName\UnityProjects\chapter3Game
Browse...
Import the following packages:
Character Controller.unityPackage
Light Cookies.unityPackage
Light Flares.unityPackage
Particles.unityPackage
Physic Materials.unityPackage
Projectors.unityPackage
Scripts.unityPackage
Create

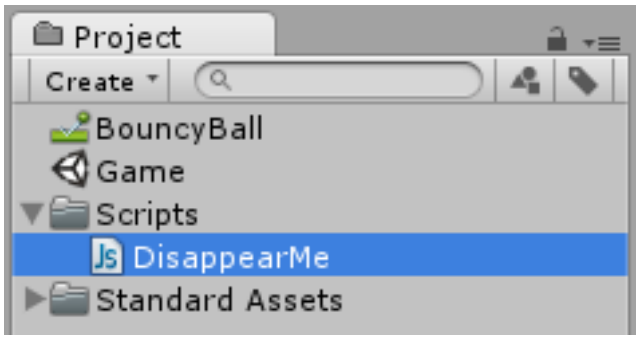

Layers
2 by 3
2 by 3
4 Split
Default
Tall
Wide
Save Layout...
Delete Layout...
Revert Factory Settings...

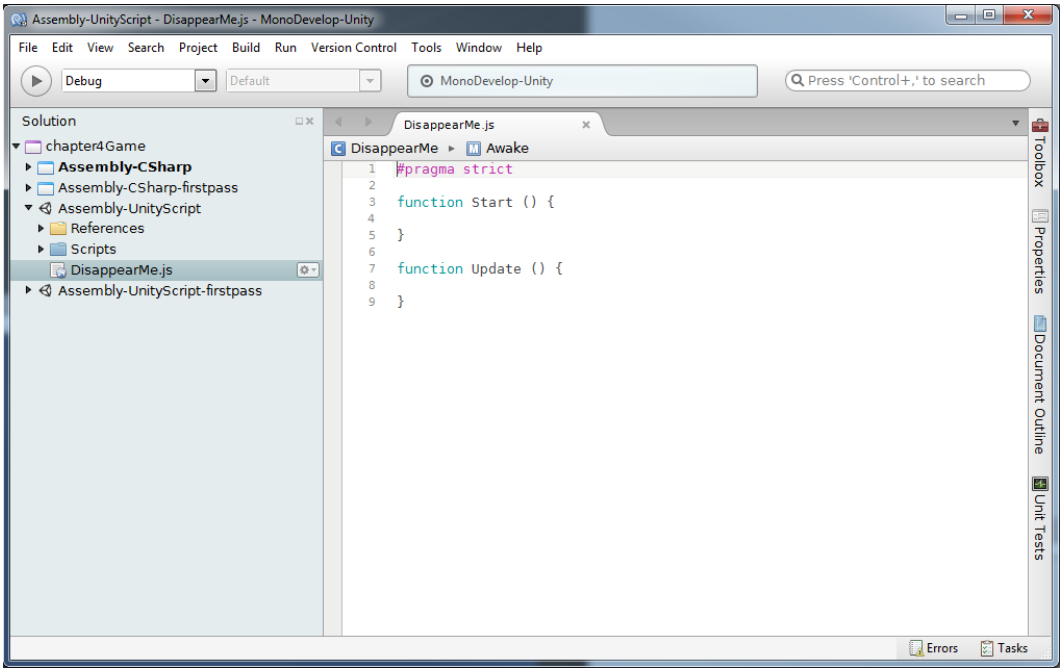

Scene
Textured
RGB
Gizmos
All
y
x
z
Persp

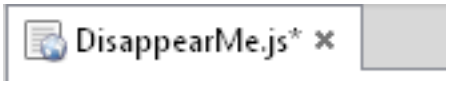
Chapter 4: Code Comfort

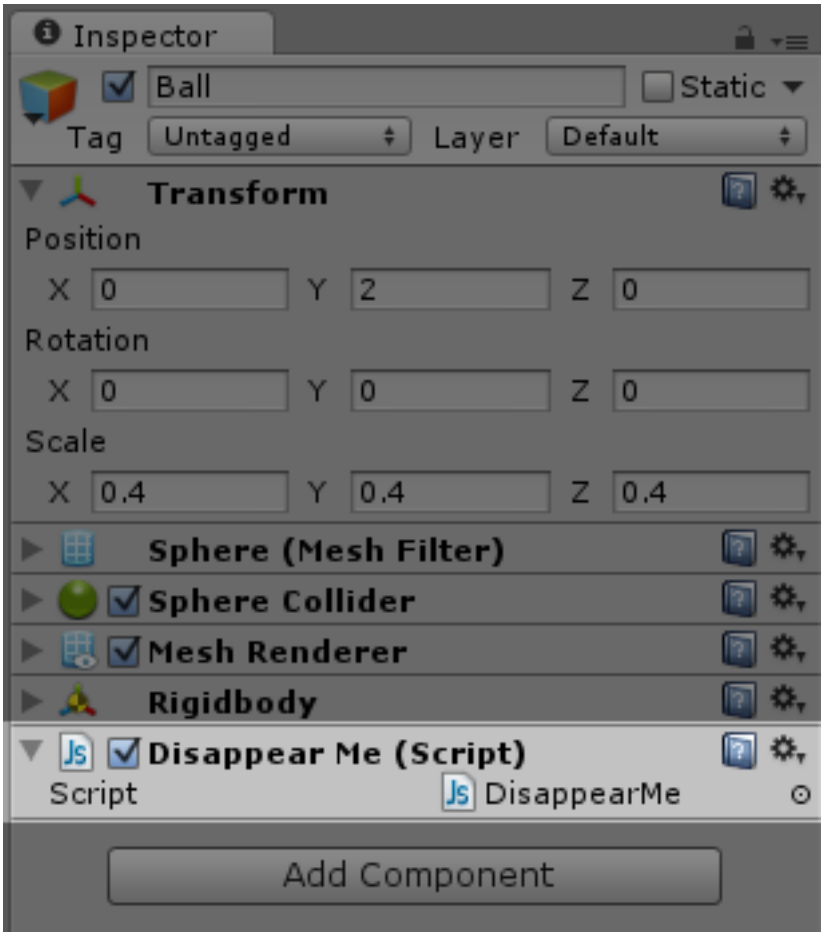


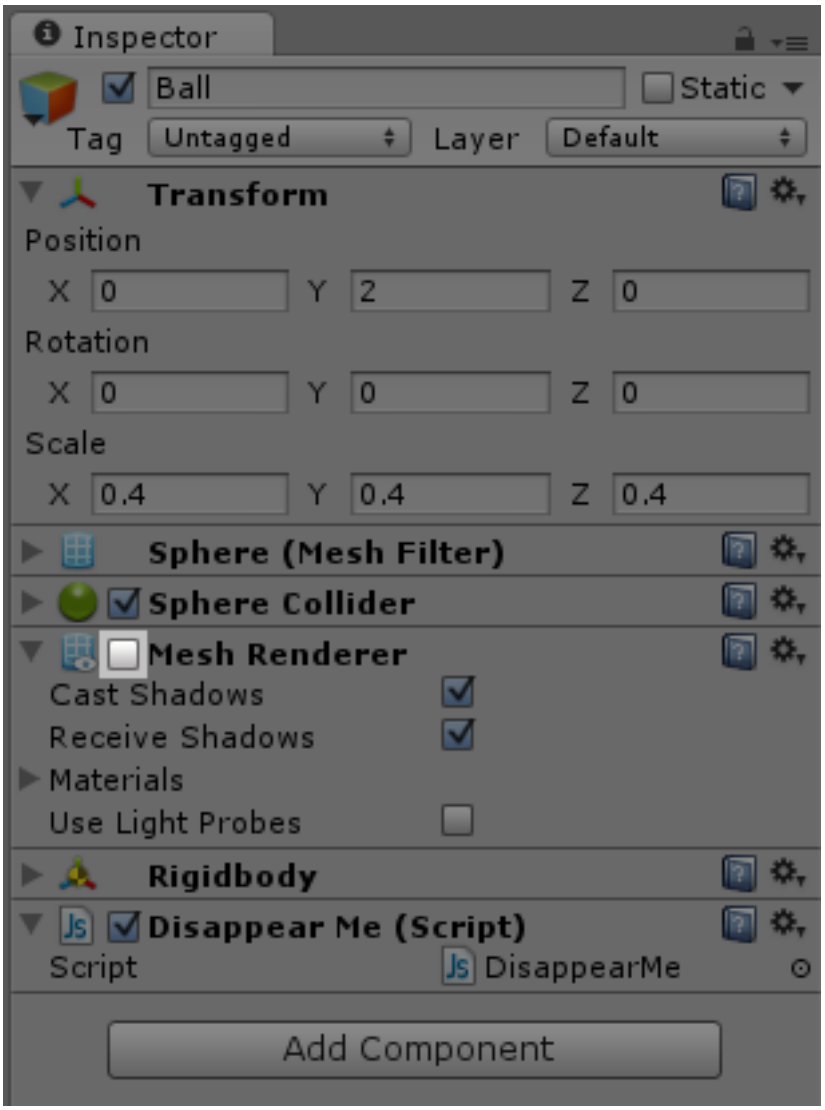

Create
Show in Explorer
Open
Delete
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Sync MonoDevelop Project
Folder
Javascript
C# Script
Boo Script
Shader
Compute Shader
Prefab
Material
Animation
Cubemap
Lens Flare
Custom Font
Physic Material
GUI Skin
Animator Controller
Avatar Mask


Project
Create
BouncyBall
Game
Scripts
DisappearMe
Standard Assets


Assembly-UnityScript - DisappearMe.js - MonoDevelop-Unity
File Edit View Search Project Build Run Version Control Tools Window Help
Debug
Default
MonoDevelop-Unity
Press 'Control+,' to search
Solution
chapter4Game
Assembly-CSharp
Assembly-CSharp-firstpass
Assembly-UnityScript
References
Scripts
DisappearMe.js
Assembly-UnityScript-firstpass
DisappearMe.js
DisappearMe ▸ Awake
#pragma strict
function Start () {
}
function Update () {
}
Toolbox
Properties
Document Outline
Unit Tests
Errors
Tasks

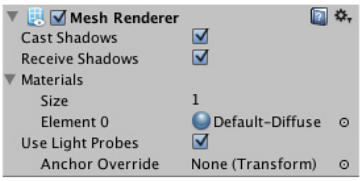

DisappearMe.js*


Inspector
Ball
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 2
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 0.4
Y 0.4
Z 0.4
Sphere (Mesh Filter)
Sphere Collider
Mesh Renderer
Rigidbody
Disappear Me (Script)
Script
DisappearMe
Add Component


Inspector
Ball
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 2
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 0.4
Y 0.4
Z 0.4
Sphere (Mesh Filter)
Sphere Collider
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Use Light Probes
Rigidbody
Disappear Me (Script)
Script
DisappearMe
Add Component

Mesh Renderer

The **Mesh Renderer** takes the geometry from the Mesh Filter and renders it at the position defined by the object's Transform component.



Properties

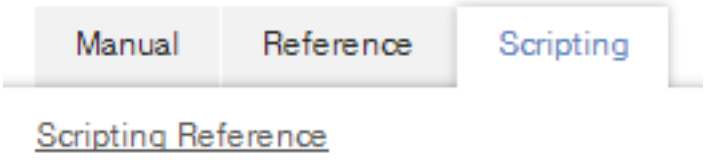
Cast Shadows (Pro only) If enabled, this **Mesh** will create shadows when a shadow-creating Light shines on it
Receive Shadows (Pro only) If enabled, this Mesh will display any shadows being cast upon it
Materials A list of **Materials** to render model with
Use Light Probes (Pro only) Enable probe-based lighting for this mesh
Anchor Override (Pro only) A **Transform** used to determine the interpolation position when the light probe system is used

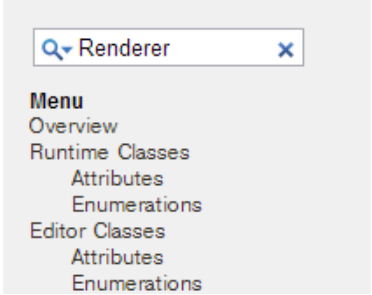
Details

Meshes imported from 3D packages can use multiple Materials. All the materials used by a Mesh Renderer are held in the Materials list. Each submesh will use one material from the materials list. If there are more materials assigned to the Mesh Renderer than there are submeshes in the mesh, the first submesh will be rendered with each of the remaining materials, one on top of the next. At a cost of performance, this will let you set up multi-pass rendering on that submesh. Fully opaque materials, however, will simply overwrite the previous layers, costing performance for no advantage.

A mesh can receive light from the **light probe** system if the **Use Light Probes** option is enabled (see the light probes manual page for further details). A single point is used as the mesh's notional position for light probe interpolation. By default, this is the centre of the mesh's bounding box, but you can override this by dragging a **Transform** to the **Anchor Override** property. It may be useful to set the anchor in cases where an object contains two adjoining meshes; since each mesh has a separate bounding box, the two will be lit discontinuously at the join by default. However, if you set both meshes to use the same anchor point, they will be consistently lit.

Page last updated: 2013-04-08





Scripting Overview

This is a short overview of how scripting inside Unity works.

Scripting inside Unity consists of attaching custom script objects being the following:

Update:
This function is called before rendering a frame.

Renderer
Inherits from Component

General functionality for all renderers.

A renderer is what makes an object appear on the screen. For any game object or component its renderer can be accessed trough a renderer property:

JavaScript

```
// make the object invisible!
renderer.enabled = false;
```

Use this class to access the renderer of any object, mesh or particle system. Renderers can be disabled to make objects invisible (see enabled), and the materials can be accessed and modified through them (see material).

See Also: Renderer components for meshes, particles, lines and trails.

Variables

isPartOfStaticBatch	Has this renderer been statically batched with any other renderers?
worldToLocalMatrix	Matrix that transforms a point from world space into local space (Read Only).
localToWorldMatrix	Matrix that transforms a point from local space into world space (Read Only).
enabled	Makes the rendered 3D object visible if enabled.
castShadows	Does this object cast shadows?
receiveShadows	Does this object receive shadows?
material	The material of this object.
sharedMaterial	The shared material of this object.
sharedMaterials	All the shared materials of this object.
materials	All the materials of this object.
bounds	The bounding volume of the renderer (Read Only).
lightmapIndex	The index of the lightmap applied to this renderer.
lightmapTilingOffset	The tiling & offset used for lightmap.
isVisible	Is this renderer visible in any camera? (Read Only)
useLightProbes	Use light probes for this Renderer.
lightProbeAnchor	If set, Renderer will use this Transform's position to find the interpolated light probe.

Renderer.enabled

var **enabled** : boolean

Description

Makes the rendered 3D object visible if enabled.

JavaScript

```
// make the object invisible
renderer.enabled = false;
```

Another example:

JavaScript

```
// Toggle the Object's visibility each second.
// make the object visible
renderer.enabled = true;
function Update () {
    // Find out whether current second is odd or even
    var seconds : int = Time.time;
    var oddeven = (seconds % 2) == 0;
    // Enable renderer accordingly
    renderer.enabled = oddeven;
}
```

Dictionary | Thesaurus | Encyclopedia | Translator | Web

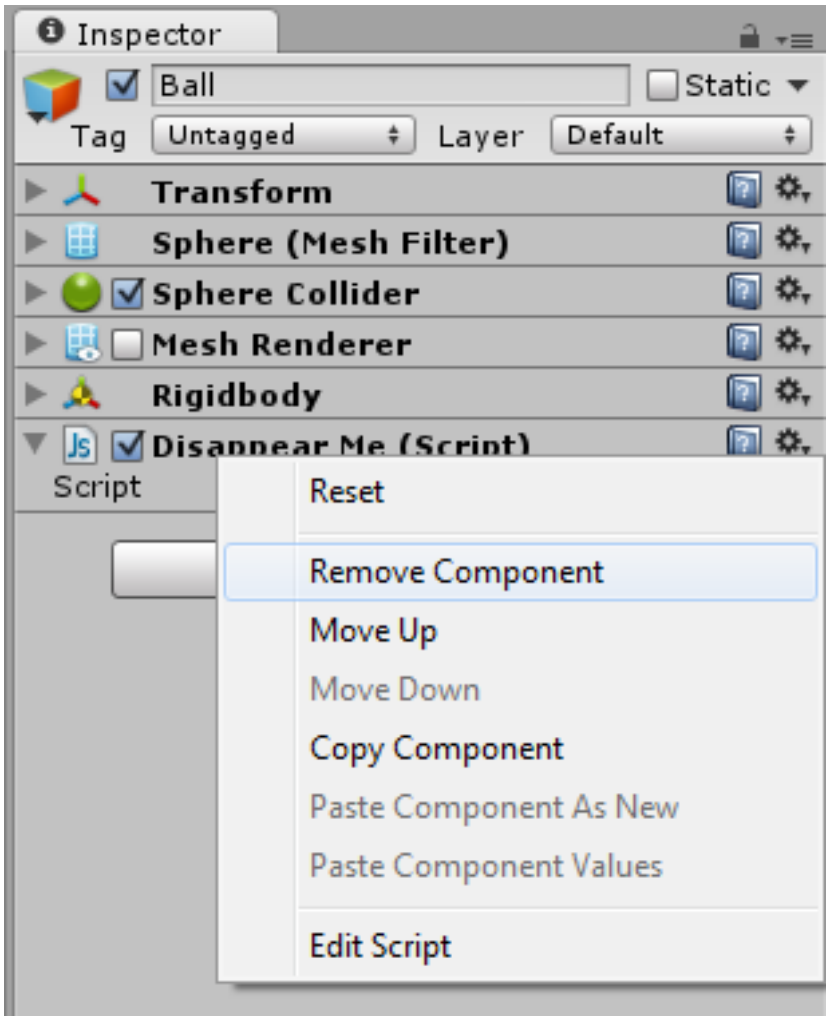
Thesaurus.com
An Ask.com Service

visible Search

Related Searches

- When will mars be vis...
- Which planets are vis...
- Which planets will be...
- Visible light
- Planets visible now
- Visible blue veins
- Visible light spectru...
- Visible light wavelen...
- Visible light waves
- When are the northern...
- Why do veins pop out
- Are bed bugs visible ...

Main Entry: visible
Part of Speech: *adjective*
Definition: apparent, seeable
Synonyms: arresting, big as life, bold, clear, conspicuous, detectable, discernible, discoverable, distinguishable, evident, in sight, in view, inescapable, macroscopic, manifest, marked, not hidden, noticeable, observable, obtrusive, obvious, ocular, open, out in the open, outstanding, palpable, patent, perceivable, perceptible, plain, pointed, pronounced, revealed, salient, seen, signal, striking, to be seen, unconcealed, under one's nose, unhidden, unmistakable, viewable, visual
Antonyms: concealed, hidden, invisible, obscured, unseeable



MouseCursor.Text
Text cursor.
MouseCursor.Zoom
Cursor with a magnifying glass for zoom.
Event.mousePosition
The mouse position.
Input.mousePosition
The current mouse position in pixel coordinates.
Event.isMouse
Is this event a mouse event?
KeyCode.Mouse0
First (primary) mouse button.
KeyCode.Mouse1
Second (secondary) mouse button.
KeyCode.Mouse2
Third mouse button.

Input.mousePosition

static var **mousePosition** : Vector3

Description
The current mouse position in pixel coordinates. (Read Only)

The bottom-left of the screen or window is at (0, 0). The top-right of the screen or window is at (Screen.width, Screen.height).

JavaScript

```
var particle : GameObject;
function Update () {
    if (Input.GetButtonDown ("Fire1")) {
        // Construct a ray from the current mouse coordinates
        var ray : Ray = Camera.main.ScreenPointToRay (Input.mousePosition);
        if (Physics.Raycast (ray)) {
            // Create a particle if hit
            Instantiate (particle, transform.position, transform.rotation);
        }
    }
}
```

Vector3

Struct

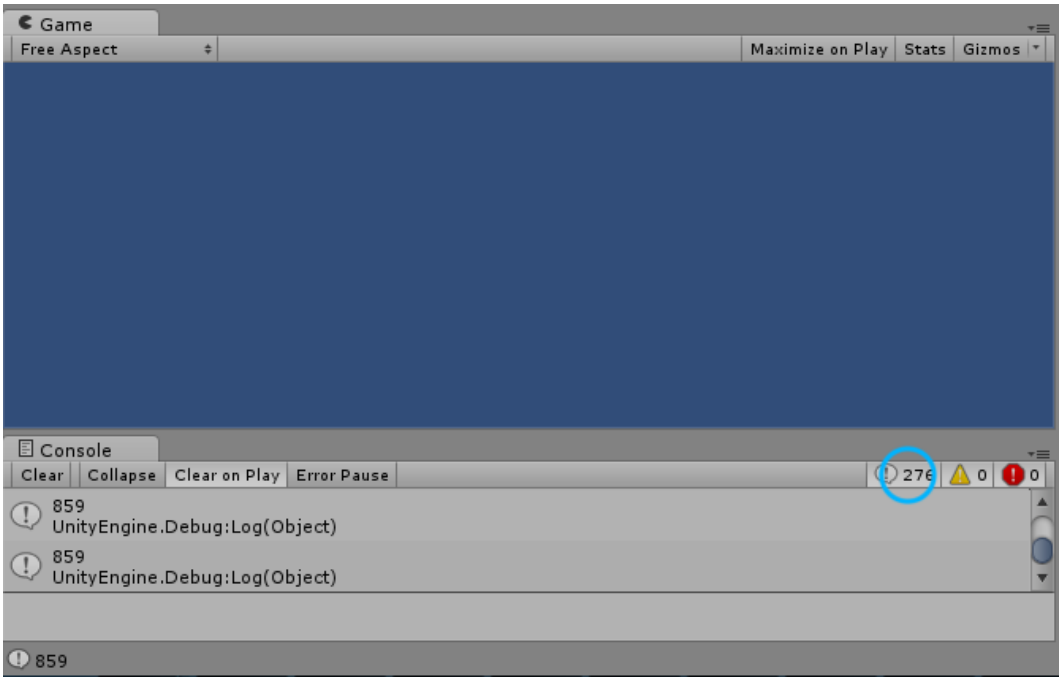
Representation of 3D vectors and points.

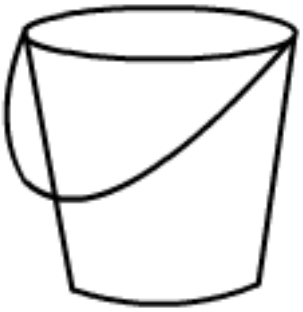
This structure is used throughout Unity to pass 3D positions and directions around. It also contains functions for doing common vector operations.

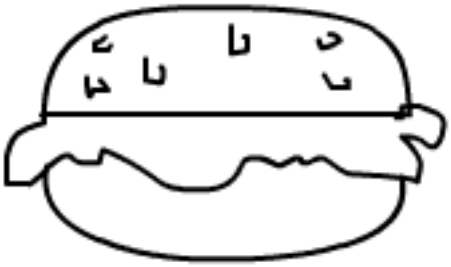
Besides the functions listed below, other classes can be used to manipulate vectors and points as well. For example the Quaternion and the Matrix4x4 classes are useful for rotating or transforming vectors and points.

Variables

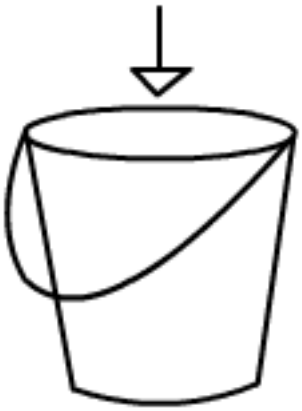
x	X component of the vector.
y	Y component of the vector.
z	Z component of the vector.
this [int index]	Access the x, y, z components using [0], [1], [2] respectively.
normalized	Returns this vector with a magnitude of 1 (Read Only).
magnitude	Returns the length of this vector (Read Only).
sqrMagnitude	Returns the squared length of this vector (Read Only).





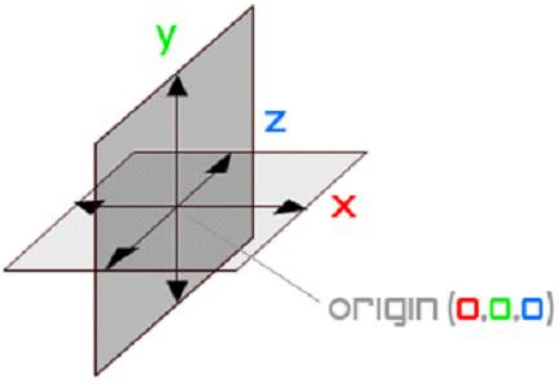


Uppercase Sandwiches

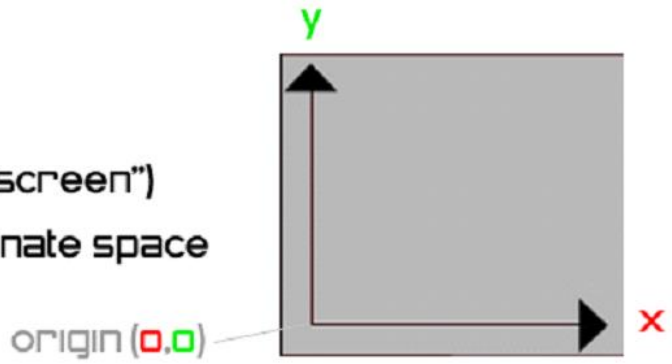


lowercase buckets

3D ("world")
co-ordinate space



2D ("screen")
co-ordinate space



Transform.rotation

var **rotation** : Quaternion

Description
The rotation of the transform in world space stored as a Quaternion.

Unity stores rotations as Quaternions internally. To rotate an object, use Transform.Rotate. Use Transform.eulerAngles for setting the rotation as euler angles.

JavaScript

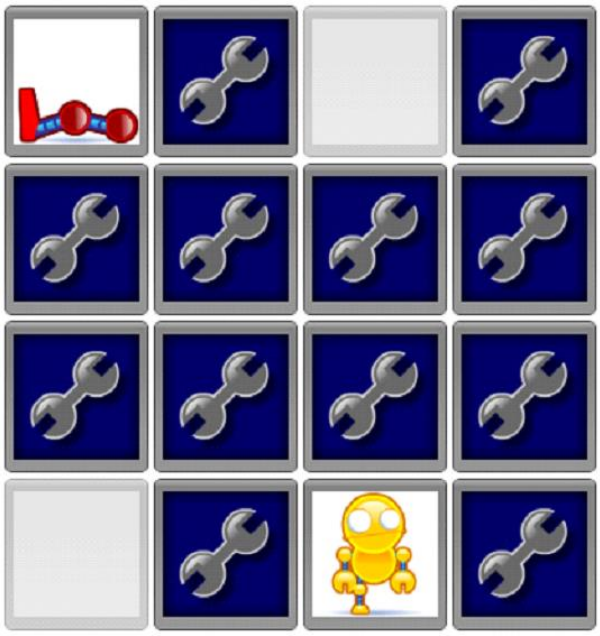
```
// Reset the world rotation
transform.rotation = Quaternion.identity;
```

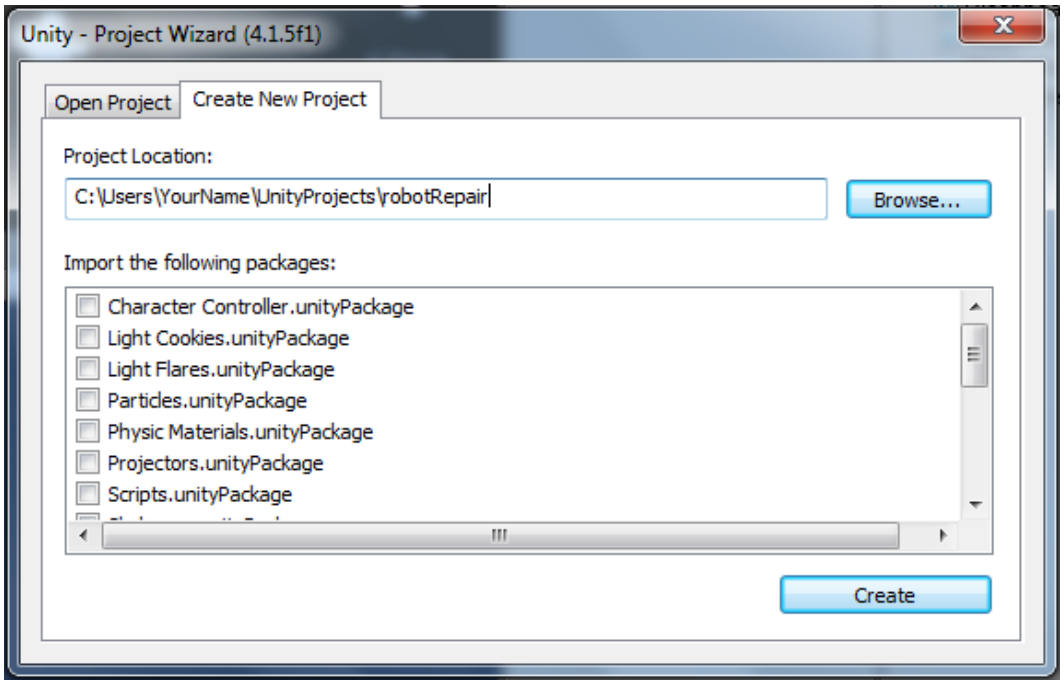
Another example:

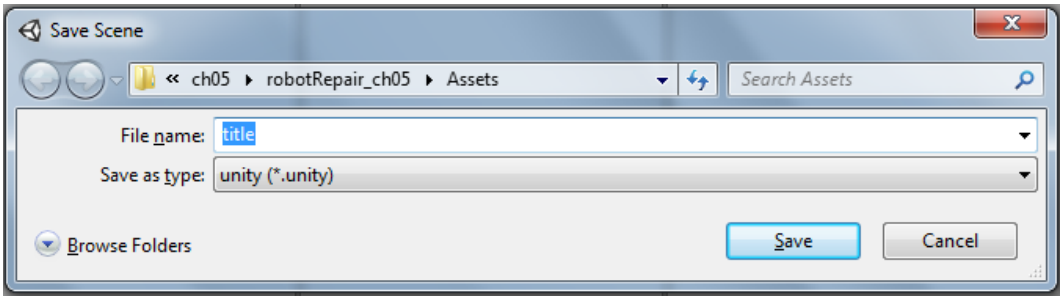
JavaScript

```
// Smoothly tilts a transform towards a target rotation.
var smooth = 2.0;
var tiltAngle = 30.0;
function Update () {
    var tiltAroundZ = Input.GetAxis("Horizontal") * tiltAngle;
    var tiltAroundX = Input.GetAxis("Vertical") * tiltAngle;
    var target = Quaternion.Euler (tiltAroundX, 0, tiltAroundZ);
    // Dampen towards the target rotation
    transform.rotation = Quaternion.Slerp(transform.rotation, target,
                             Time.deltaTime * smooth);;
}
```

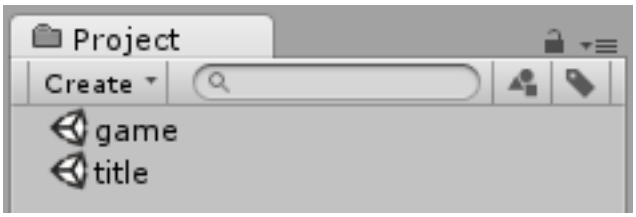
Chapter 5: Game #2 – Robot Repair

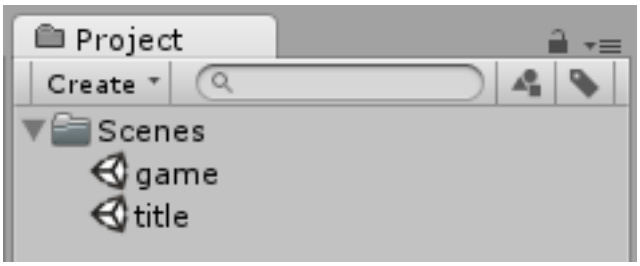





Save Scene
« ch05 ▸ robotRepair_ch05 ▸ Assets
Search Assets
File name: title
Save as type: unity (*.unity)
Browse Folders
Save
Cancel

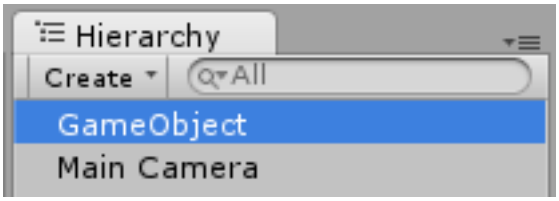
Project
Create
title

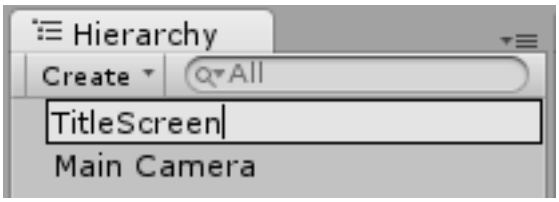

Project
Create
game
title

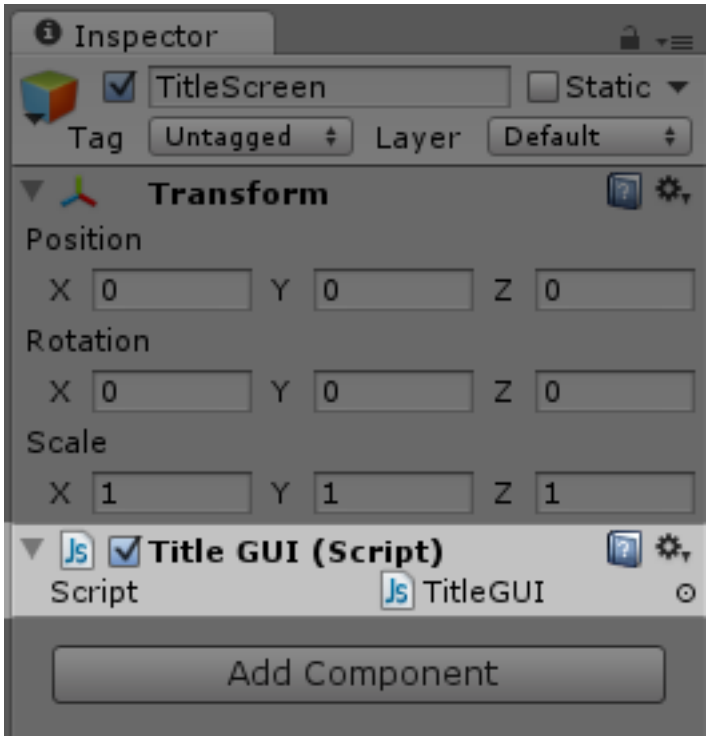

Project
Create
Scenes
game
title

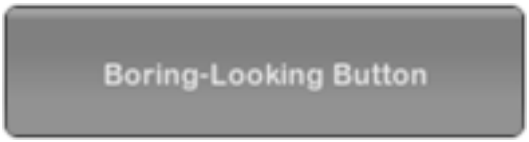
ROBOT REPAIR

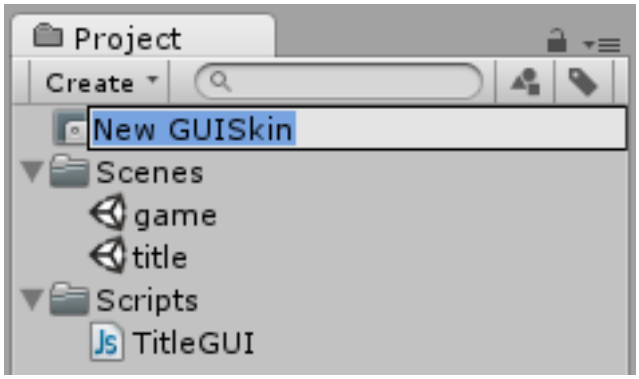
Play Game

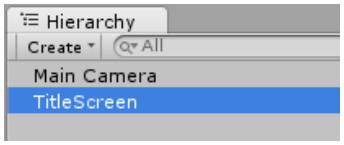


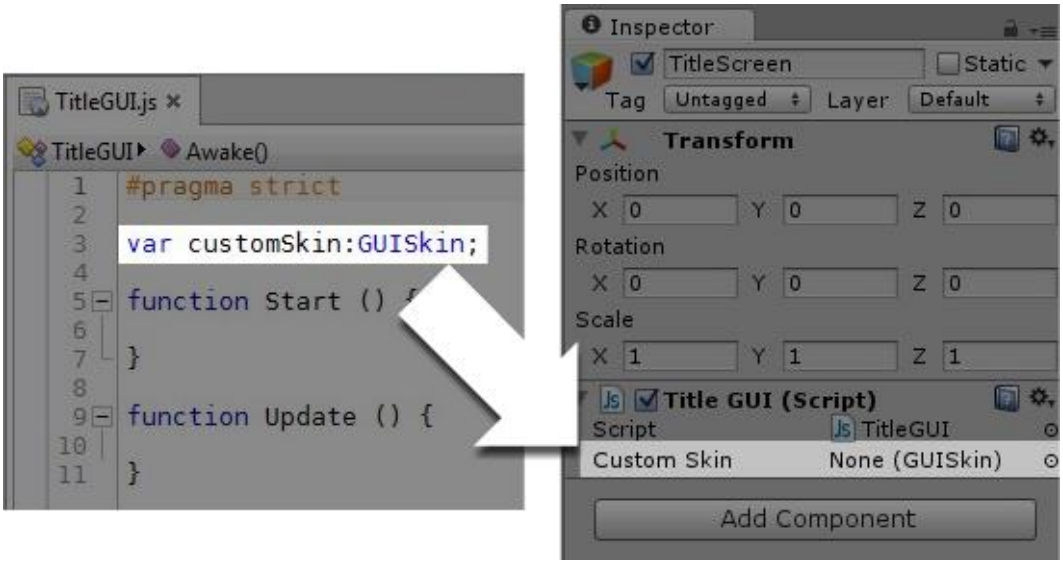



Inspector
TitleScreen
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 0
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Title GUI (Script)
Script
TitleGUI
Add Component


Boring-Looking Button

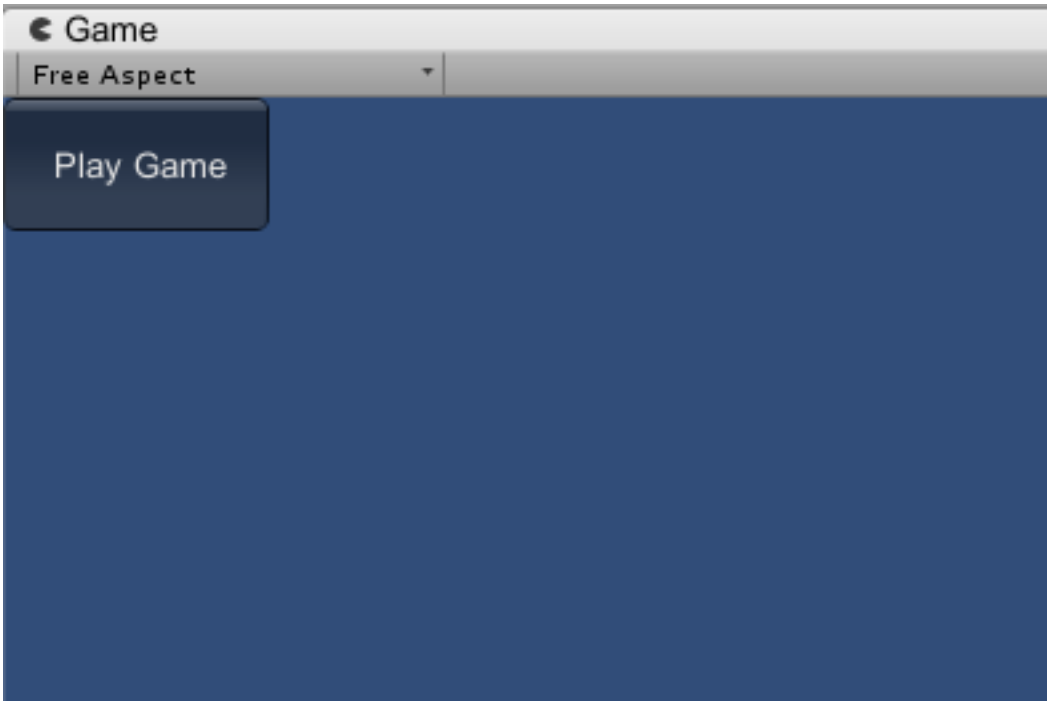

Project
Create
New GUISkin
Scenes
game
title
Scripts
TitleGUI

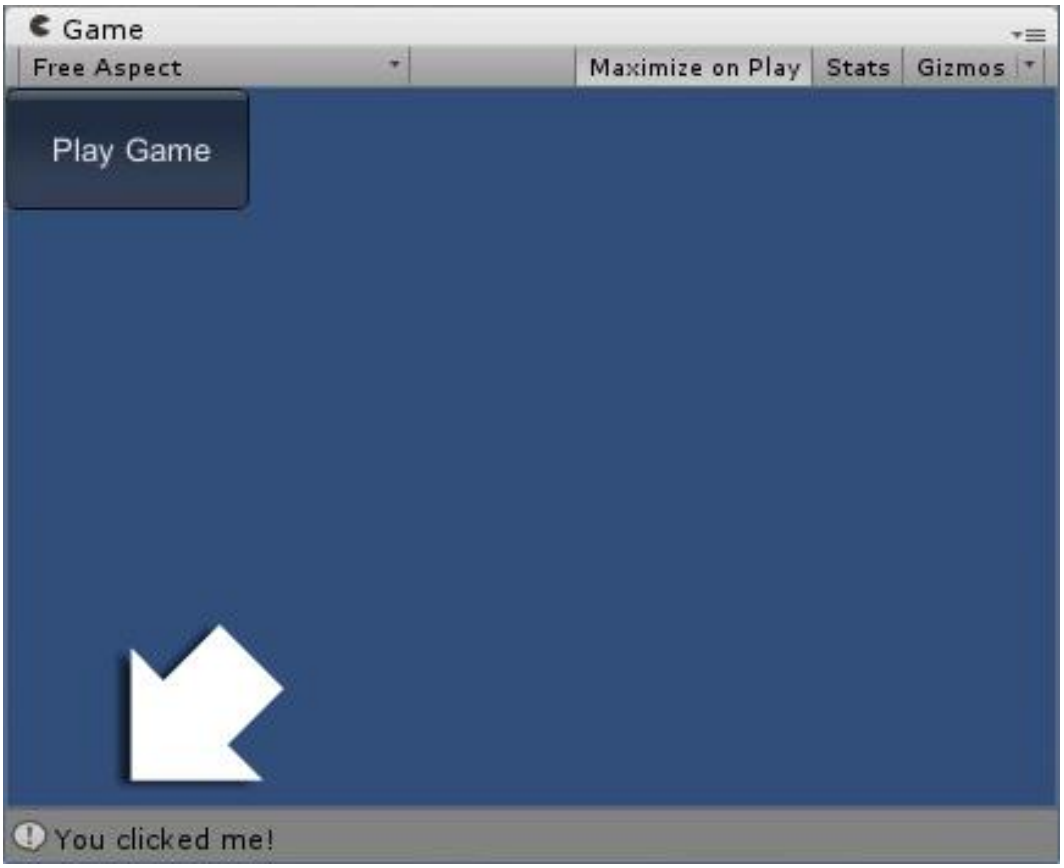

Hierarchy
Create
All
Main Camera
TitleScreen


TitleGUI.js
TitleGUI
Awake()
#pragma strict
var customSkin:GUISkin;
function Start () {
}
function Update () {
}
Inspector
TitleScreen
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0 Y 0 Z 0
Rotation
X 0 Y 0 Z 0
Scale
X 1 Y 1 Z 1
Title GUI (Script)
Script
TitleGUI
Custom Skin
None (GUISkin)
Add Component

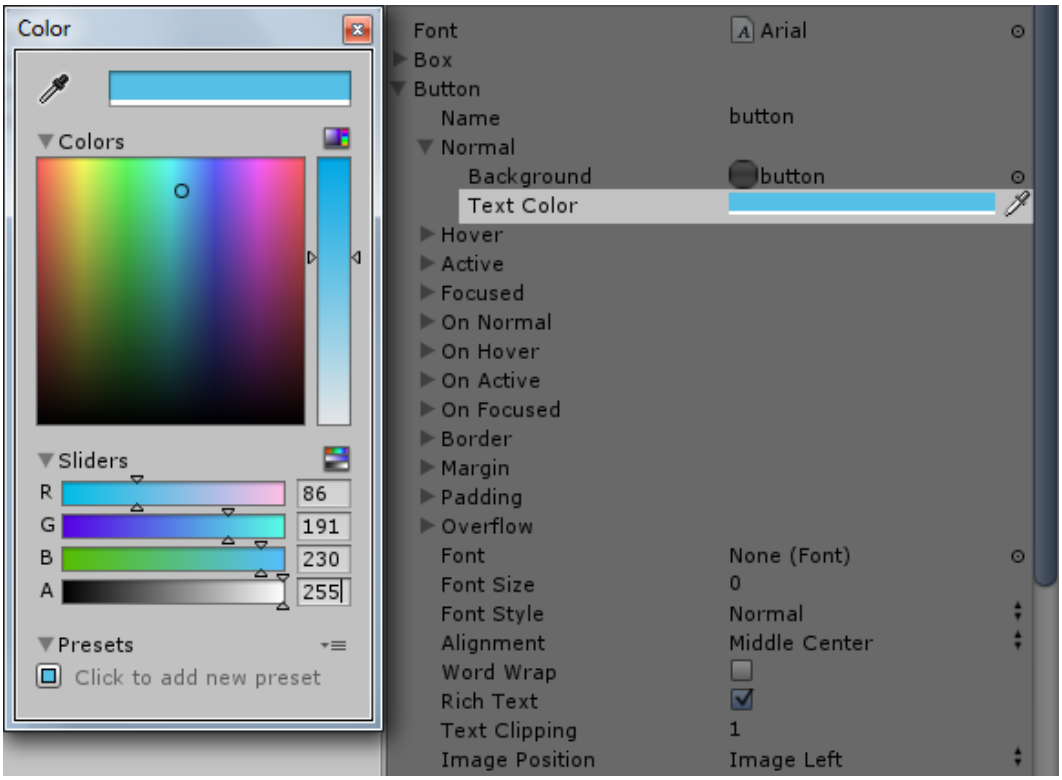
Project
Create
MyGUI
Scenes
game
title
Scripts
TitleGUI
CLICK AND DRAG!
Inspector
TitleScreen
Static
Tag
Untagged
Layer
Default
Transform
Scale
Script
TitleGUI
Custom Skin
None (GUISkin)
Add Component

Title GUI (Script)
Script
TitleGUI
Custom Skin
MyGUI (GUISkin)

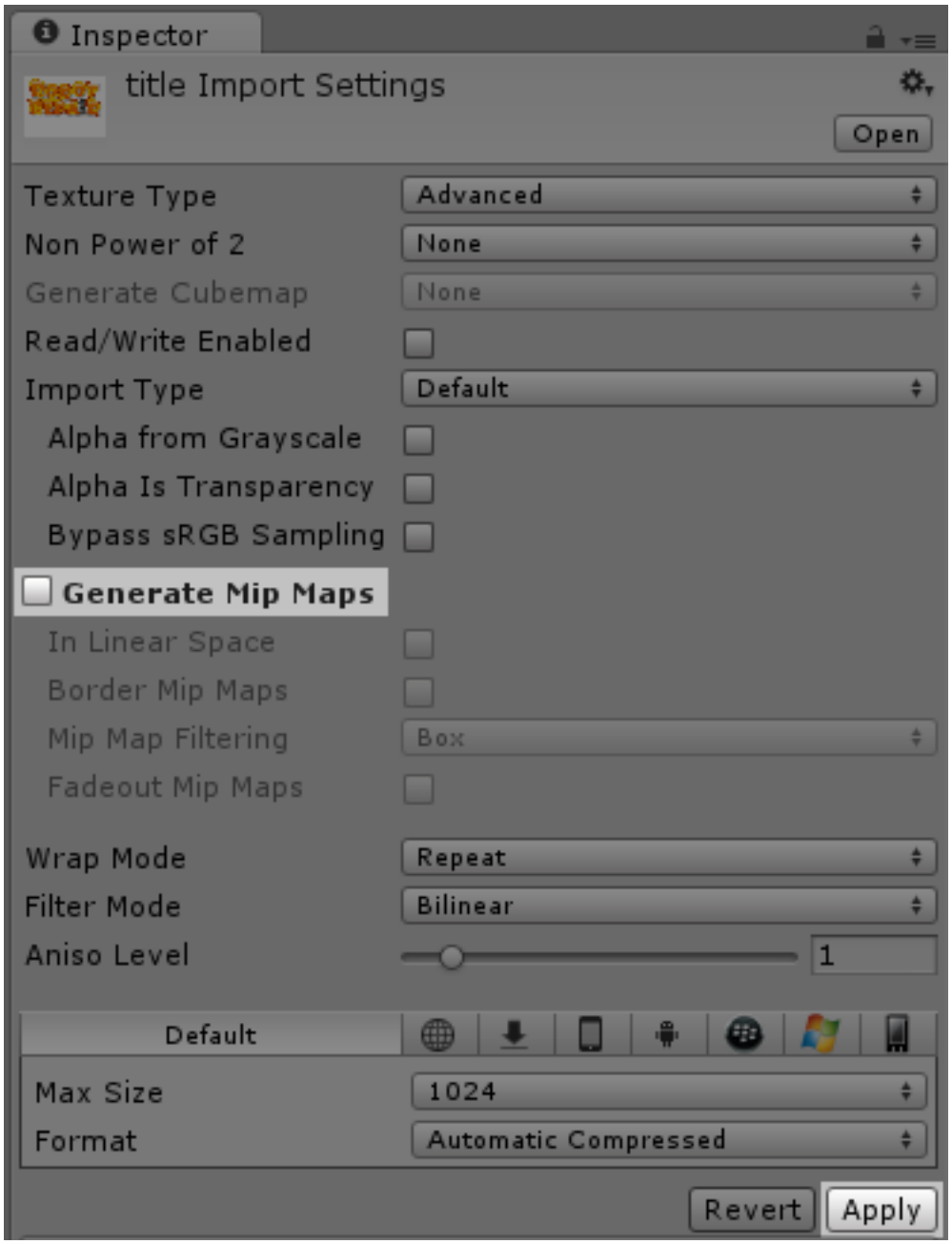

Game
Free Aspect
Play Game


Game
Free Aspect
Maximize on Play
Stats
Gizmos
Play Game
You clicked me!

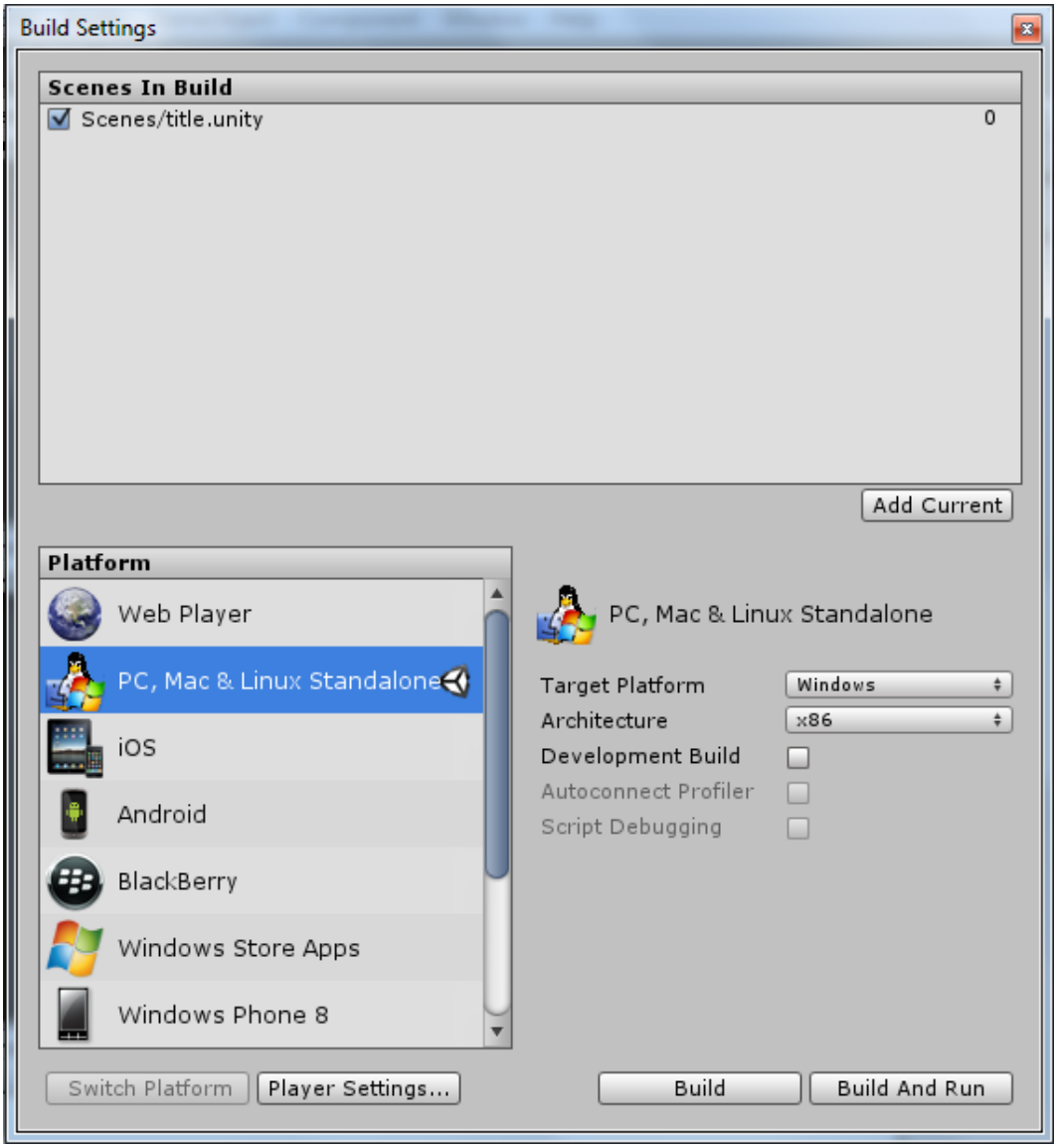
Inspector
MyGUI
Open
Font
Arial
Box
Button
Toggle
Label
Text Field
Text Area
Window
Horizontal Slider
Horizontal Slider Thumb
Vertical Slider
Vertical Slider Thumb
Horizontal Scrollbar
Horizontal Scrollbar Thumb
Horizontal Scrollbar Left Button
Horizontal Scrollbar Right Button
Vertical Scrollbar
Vertical Scrollbar Thumb
Vertical Scrollbar Up Button
Vertical Scrollbar Down Button
Scroll View
Custom Styles
Settings

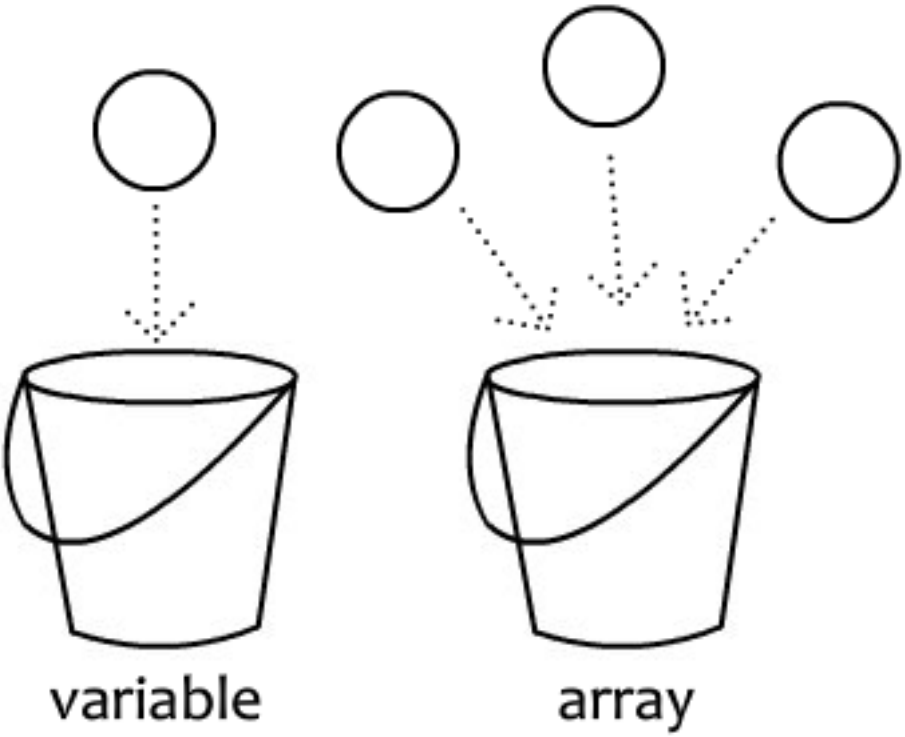

Color
Colors
Sliders
R 86
G 191
B 230
A 255
Presets
Click to add new preset
Font Arial
Box
Button
Name button
Normal
Background button
Text Color
Hover
Active
Focused
On Normal
On Hover
On Active
On Focused
Border
Margin
Padding
Overflow
Font None (Font)
Font Size 0
Font Style Normal
Alignment Middle Center
Word Wrap
Rich Text
Text Clipping 1
Image Position Image Left

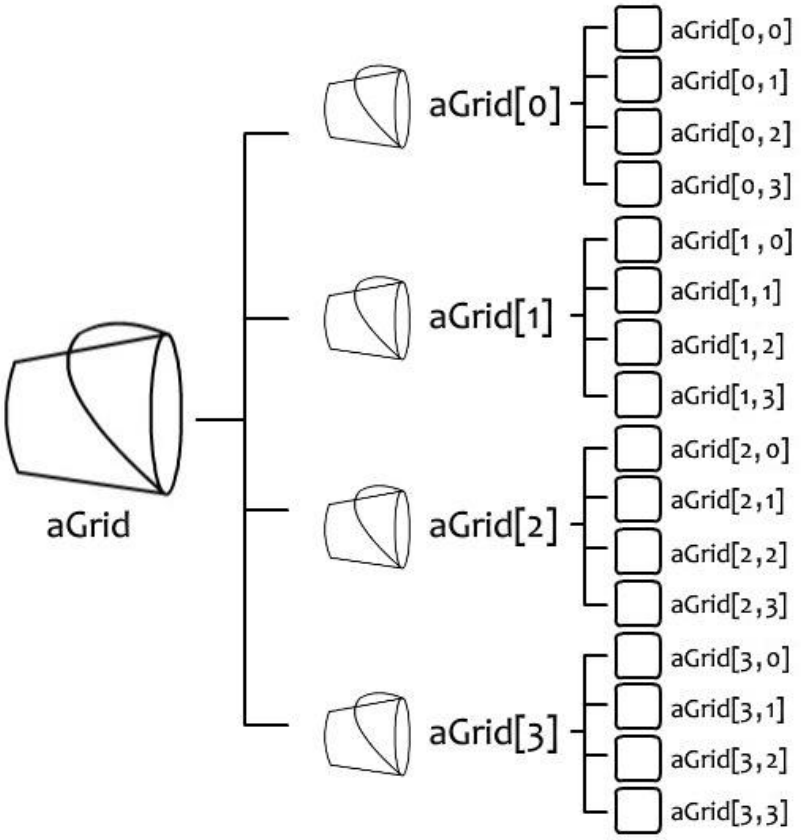
Preview
ROBOT
REPAIR
title
800x600 (NPOT) RGB 24 bit 1.8 MB


Inspector
title Import Settings
Open
Texture Type
Advanced
Non Power of 2
None
Generate Cubemap
None
Read/Write Enabled
Import Type
Default
Alpha from Grayscale
Alpha Is Transparency
Bypass sRGB Sampling
Generate Mip Maps
In Linear Space
Border Mip Maps
Mip Map Filtering
Box
Fadeout Mip Maps
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
1
Default
Max Size
1024
Format
Automatic Compressed
Revert
Apply

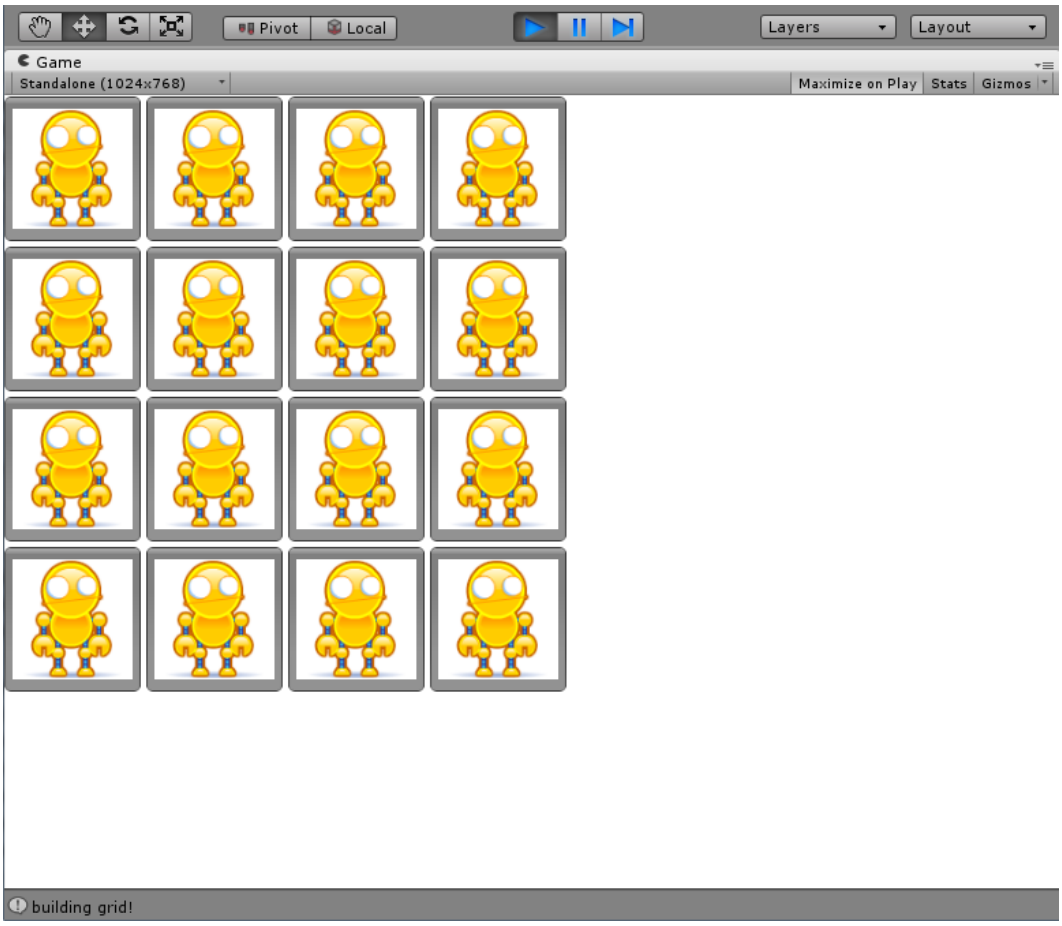
Play Game


Build Settings
Scenes In Build
Scenes/title.unity
0
Add Current
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Windows Store Apps
Windows Phone 8
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86
Development Build
Autoconnect Profiler
Script Debugging
Switch Platform
Player Settings...
Build
Build And Run

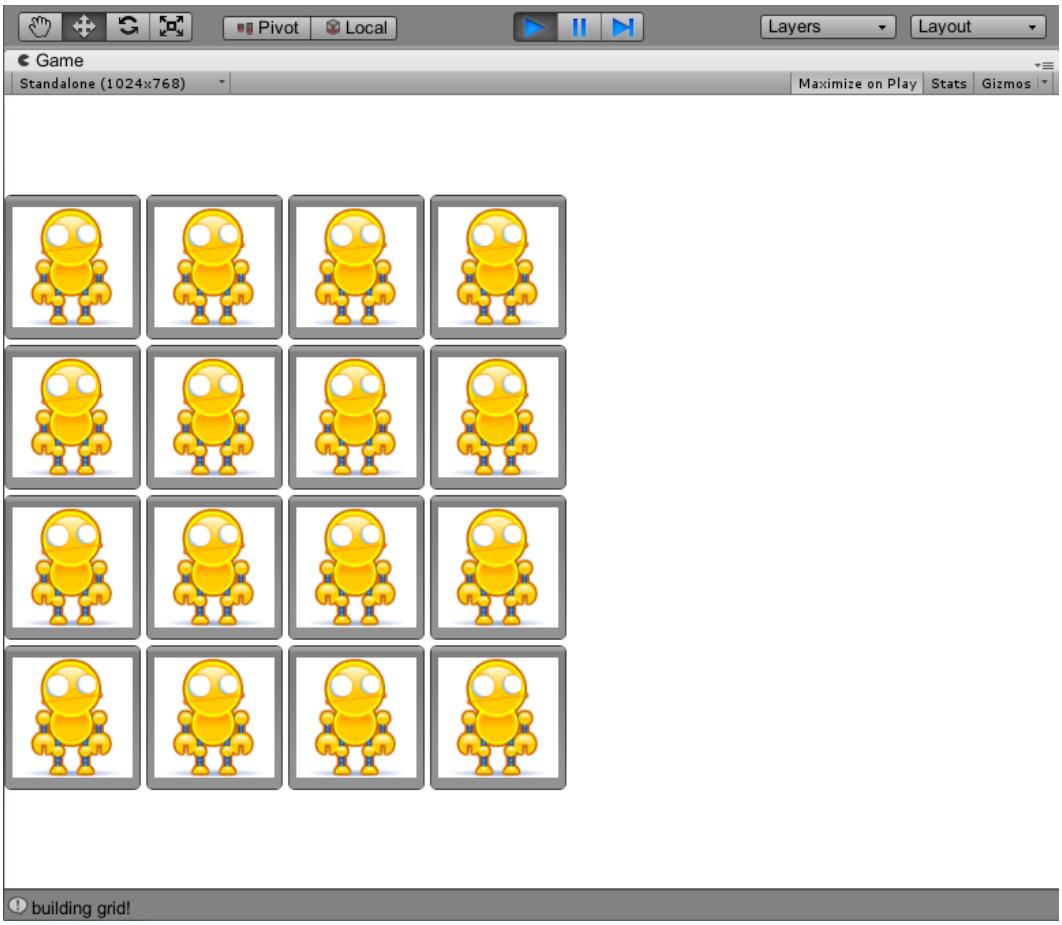

variable
array

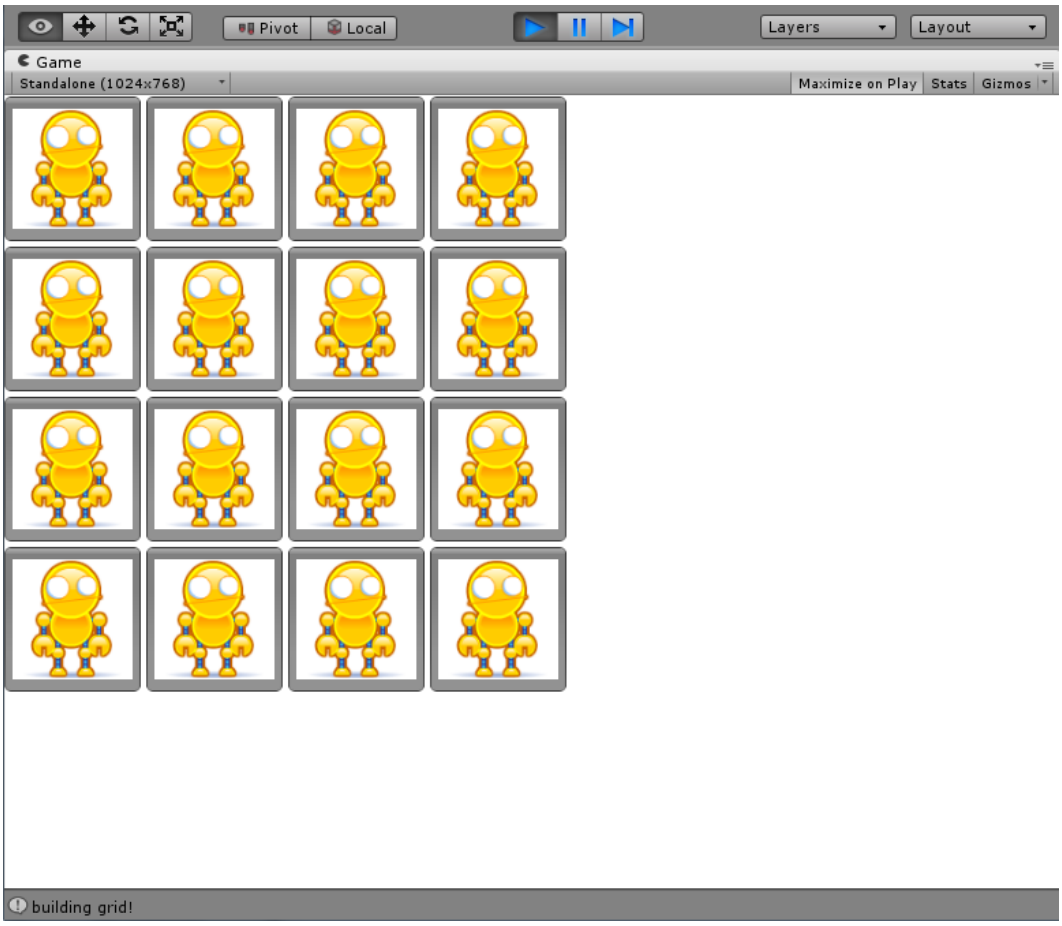

aGrid
aGrid[0]
aGrid[1]
aGrid[2]
aGrid[3]
aGrid[0,0]
aGrid[0,1]
aGrid[0,2]
aGrid[0,3]
aGrid[1,0]
aGrid[1,1]
aGrid[1,2]
aGrid[1,3]
aGrid[2,0]
aGrid[2,1]
aGrid[2,2]
aGrid[2,3]
aGrid[3,0]
aGrid[3,1]
aGrid[3,2]
aGrid[3,3]

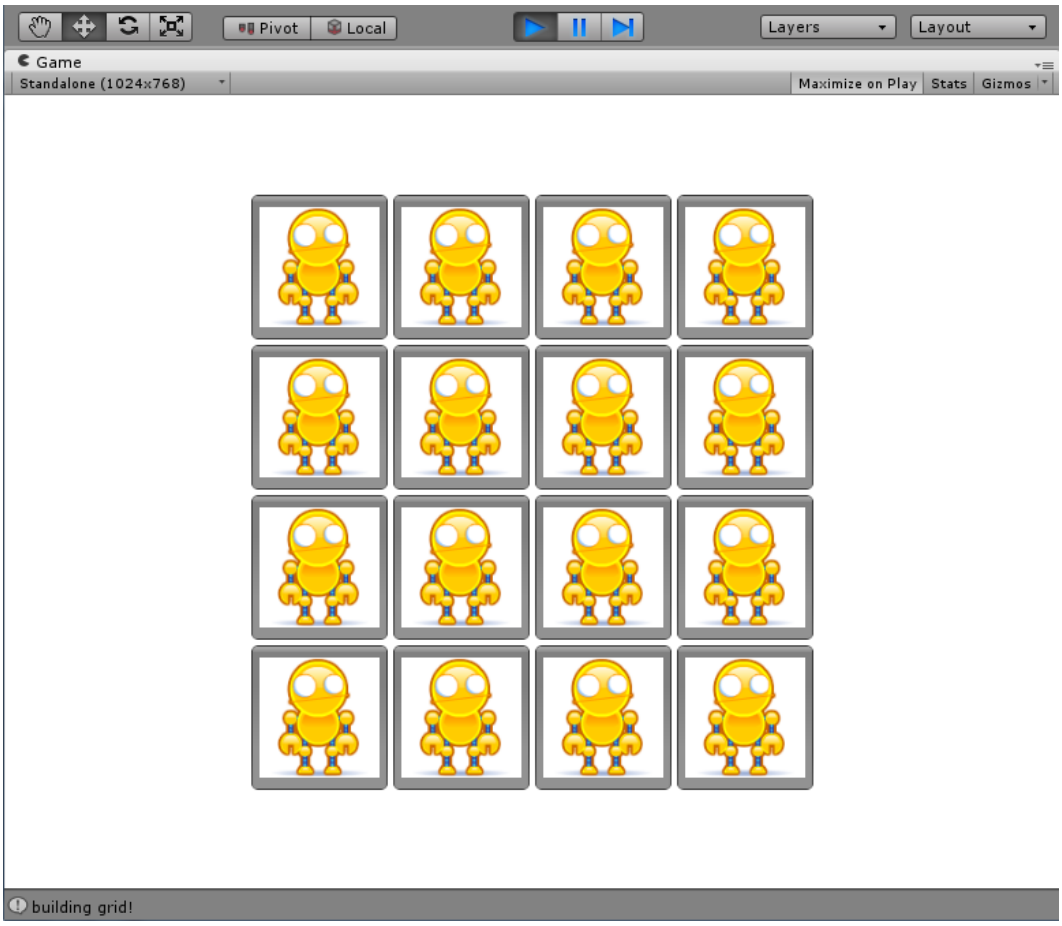
aGrid[0,0]	aGrid[0,1]	aGrid[0,2]	aGrid[0,3]
aGrid[1,0]	aGrid[1,1]	aGrid[1,2]	aGrid[1,3]
aGrid[2,0]	aGrid[2,1]	aGrid[2,2]	aGrid[2,3]
aGrid[3,0]	aGrid[3,1]	aGrid[3,2]	aGrid[3,3]

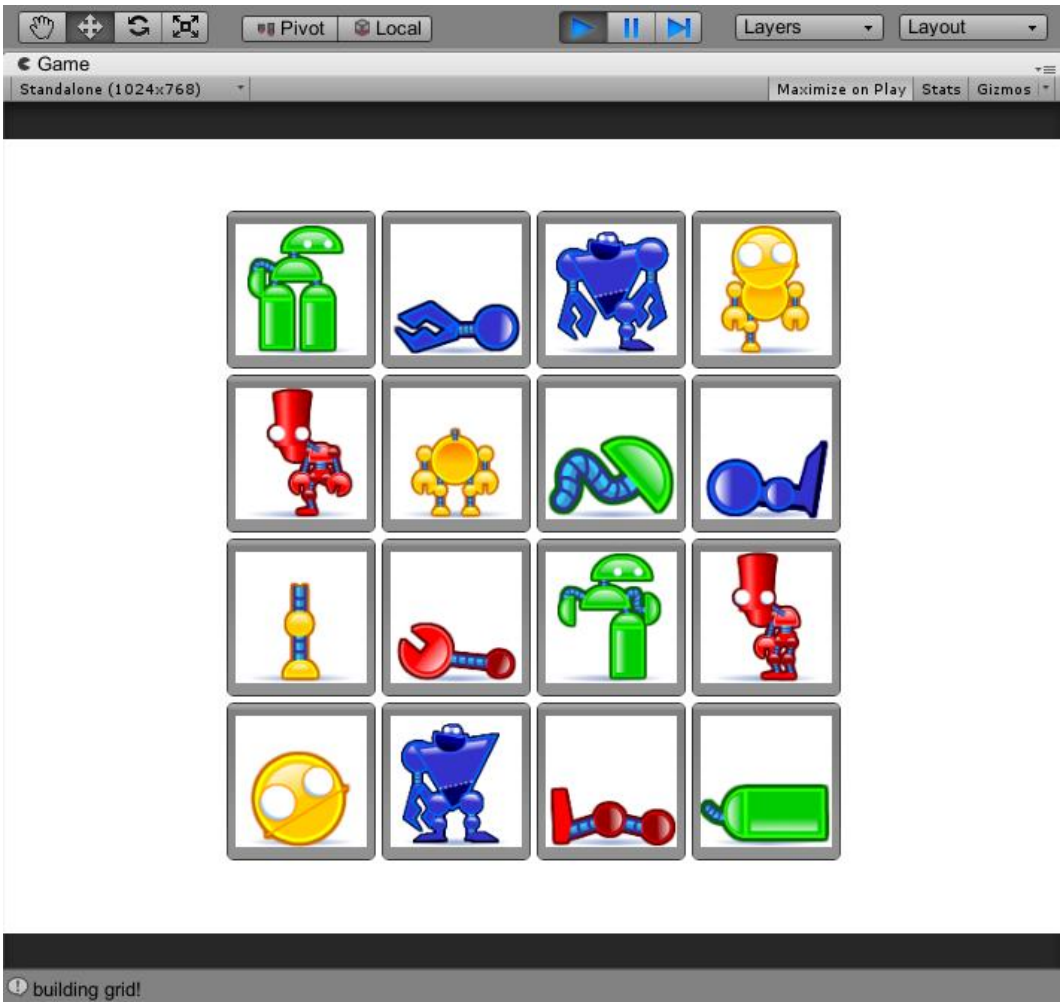

Pivot
Local
Layers
Layout
Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
building grid!

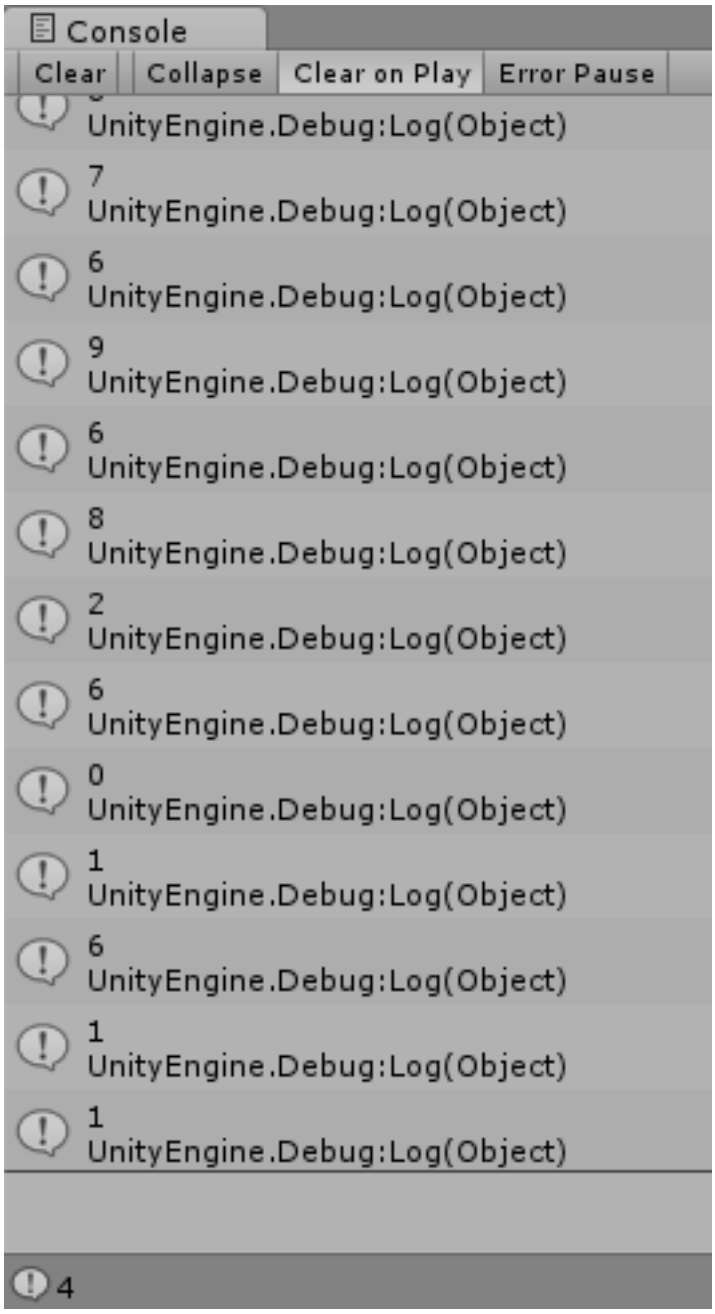
Chapter 6: Game #2 – Robot Repair Part 2

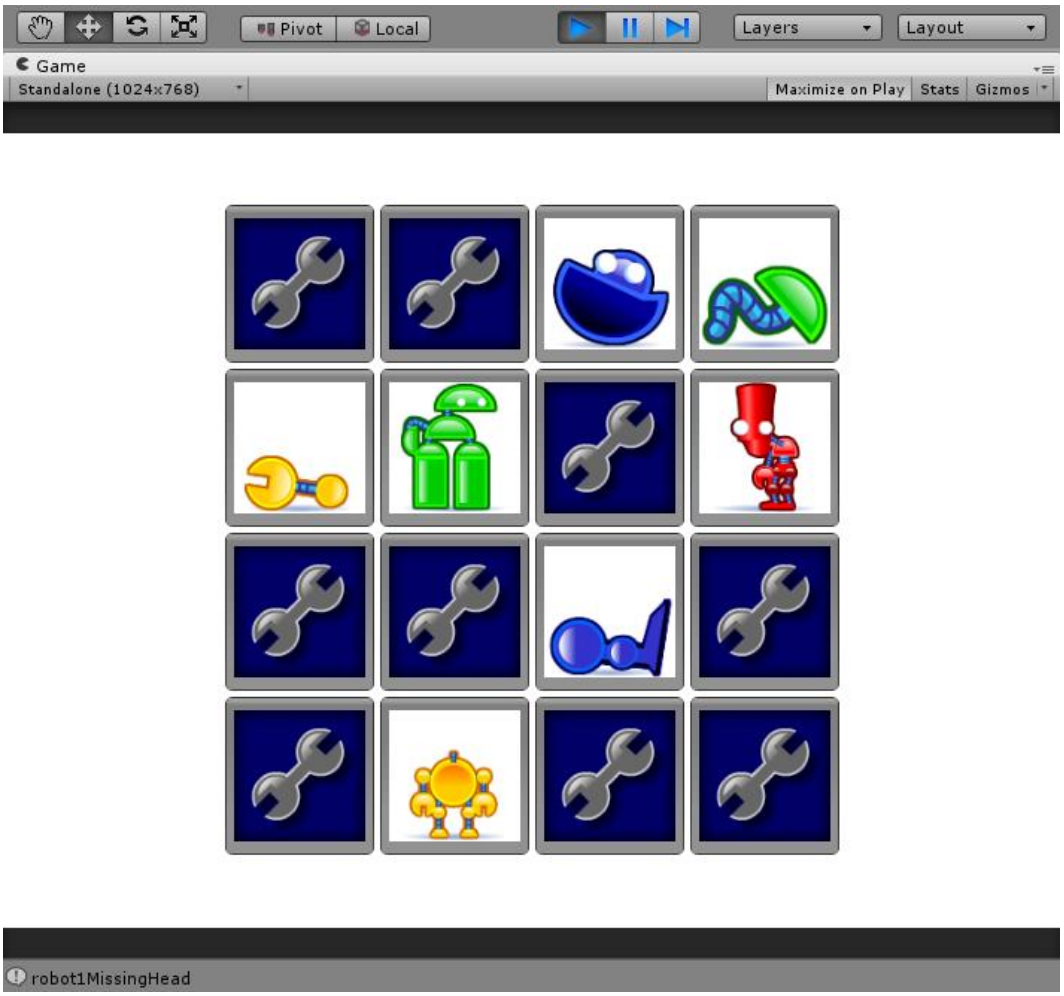


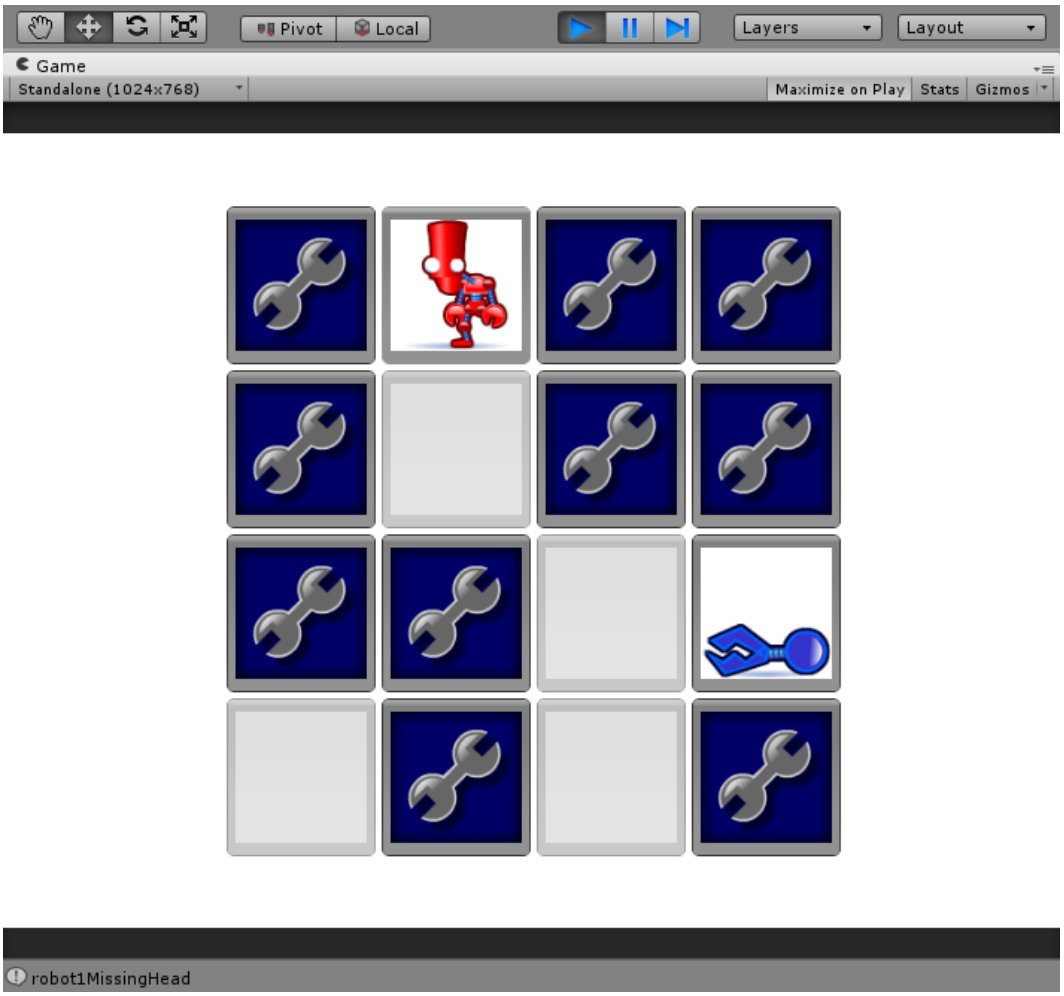

Pivot
Local
Layers
Layout
Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
building grid!

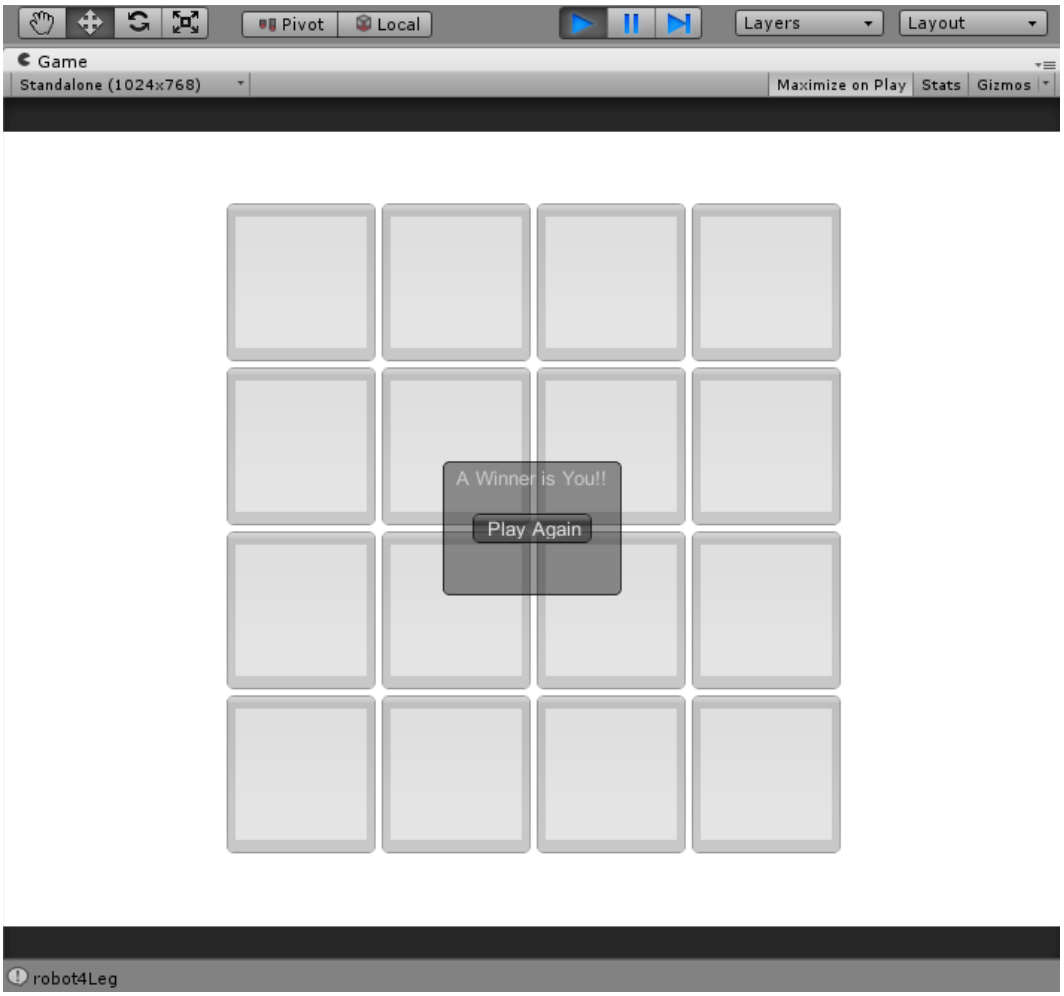

Pivot
Local
Layers
Layout
Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
building grid!


Pivot
Local
Layers
Layout
Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
building grid!

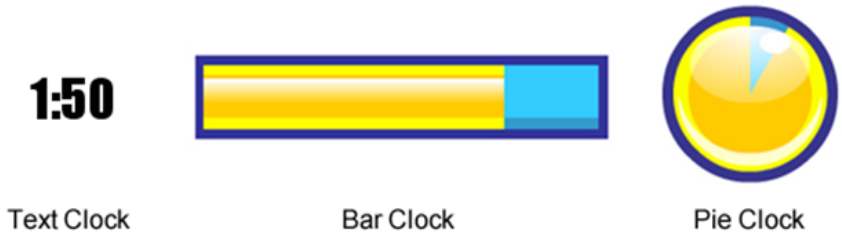

Console
Clear
Collapse
Clear on Play
Error Pause
UnityEngine.Debug:Log(Object)
7
UnityEngine.Debug:Log(Object)
6
UnityEngine.Debug:Log(Object)
9
UnityEngine.Debug:Log(Object)
6
UnityEngine.Debug:Log(Object)
8
UnityEngine.Debug:Log(Object)
2
UnityEngine.Debug:Log(Object)
6
UnityEngine.Debug:Log(Object)
0
UnityEngine.Debug:Log(Object)
1
UnityEngine.Debug:Log(Object)
6
UnityEngine.Debug:Log(Object)
1
UnityEngine.Debug:Log(Object)
1
UnityEngine.Debug:Log(Object)
4


Pivot
Local
Layers
Layout
Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
robot1MissingHead

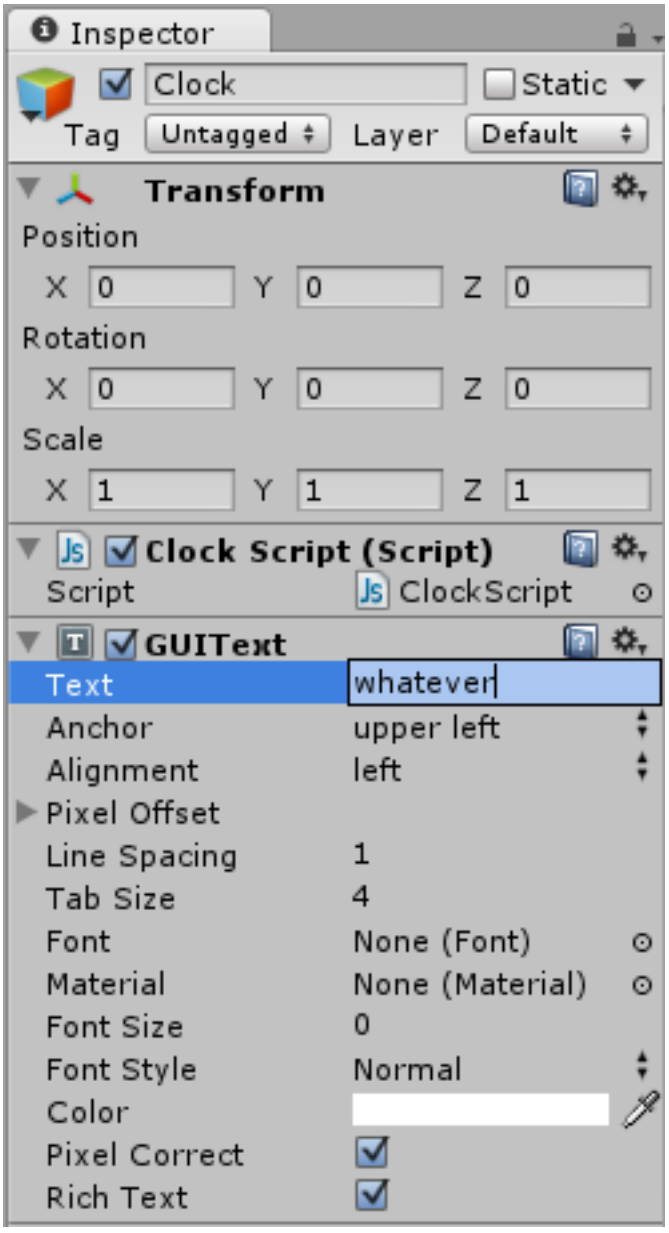

Pivot
Local
Layers
Layout
Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
robot1MissingHead

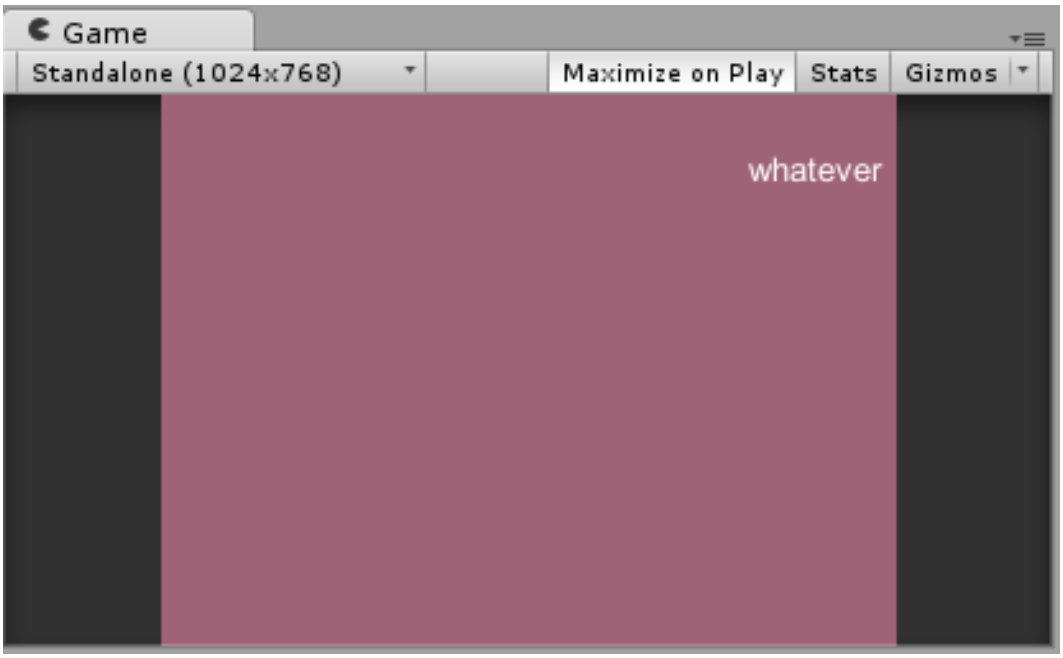

Pivot
Local
Layers
Layout
Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
A Winner is You!!
Play Again
robot4Leg

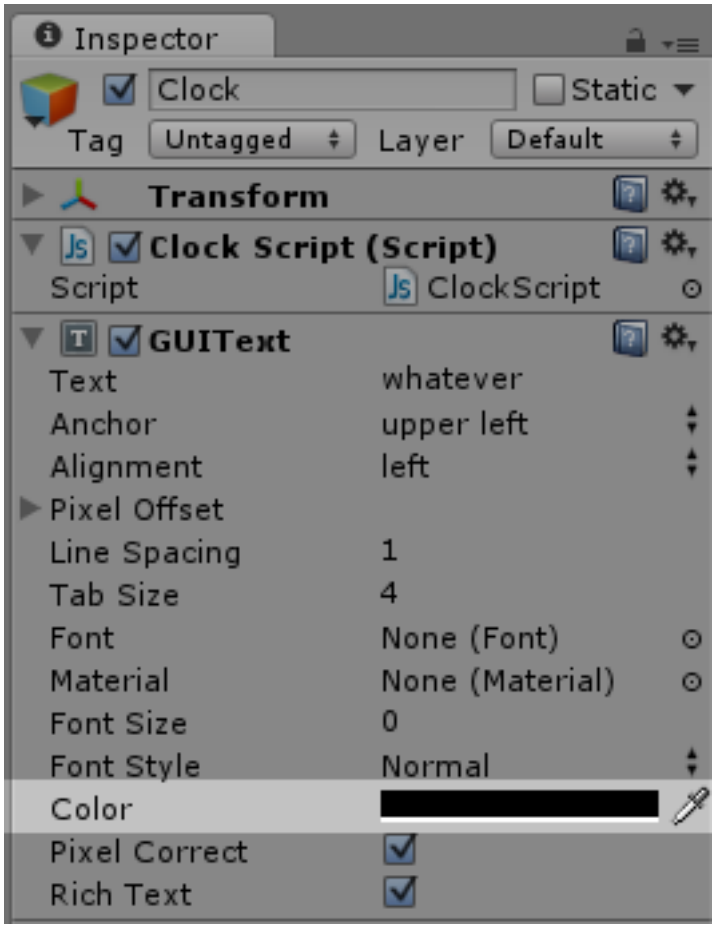
Chapter 7: Don't Be a Clock Blocker

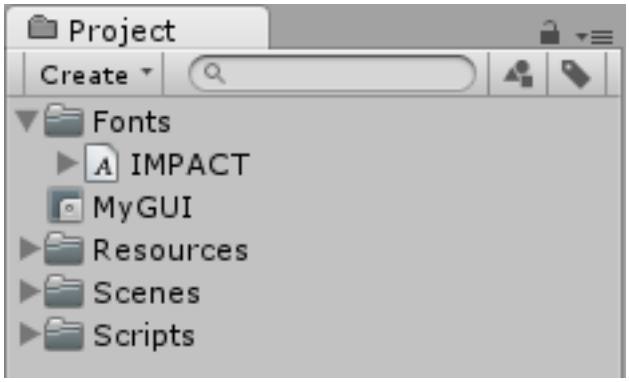


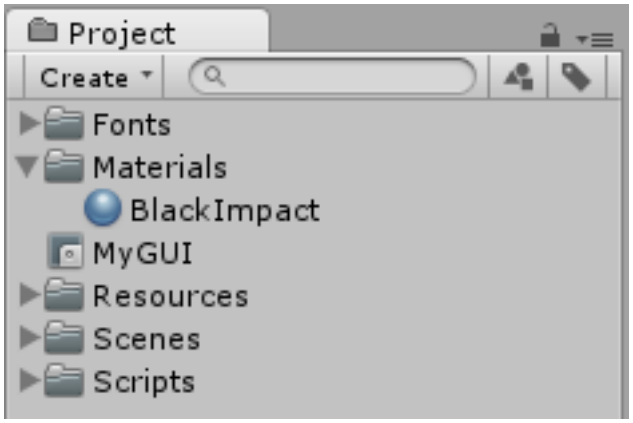
In the panel, find the component and type in the blank property.

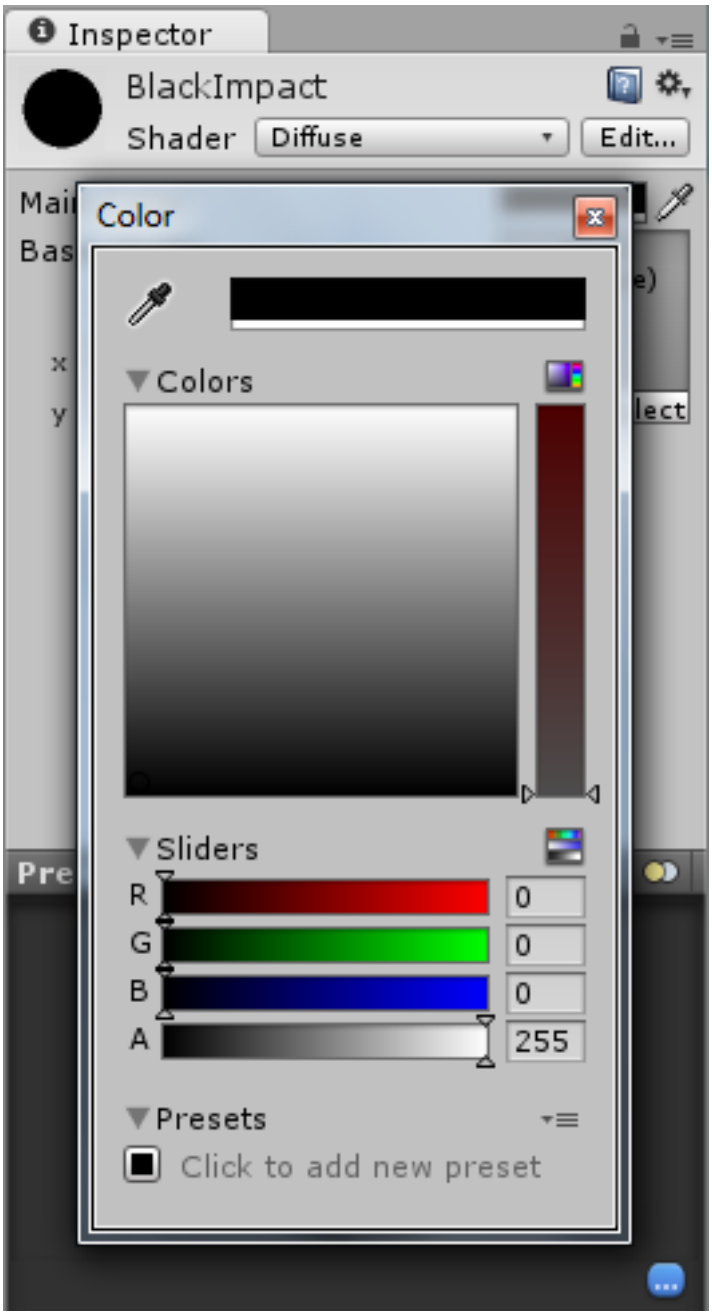


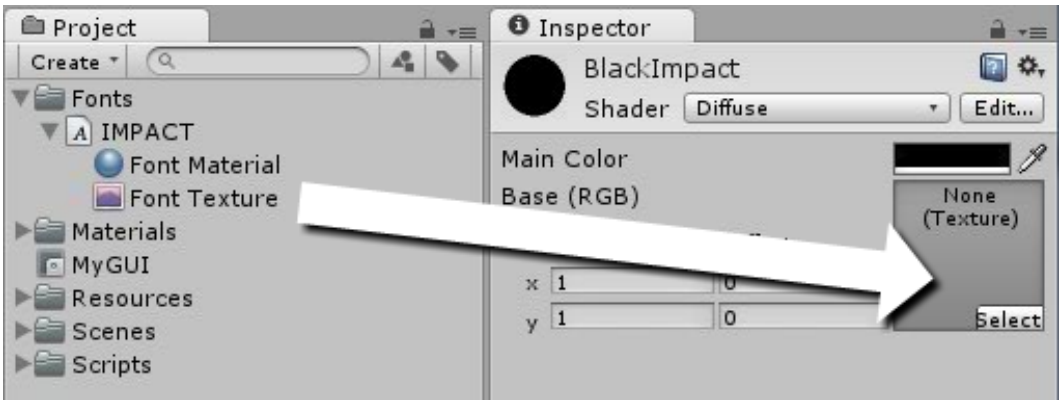

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
whatever

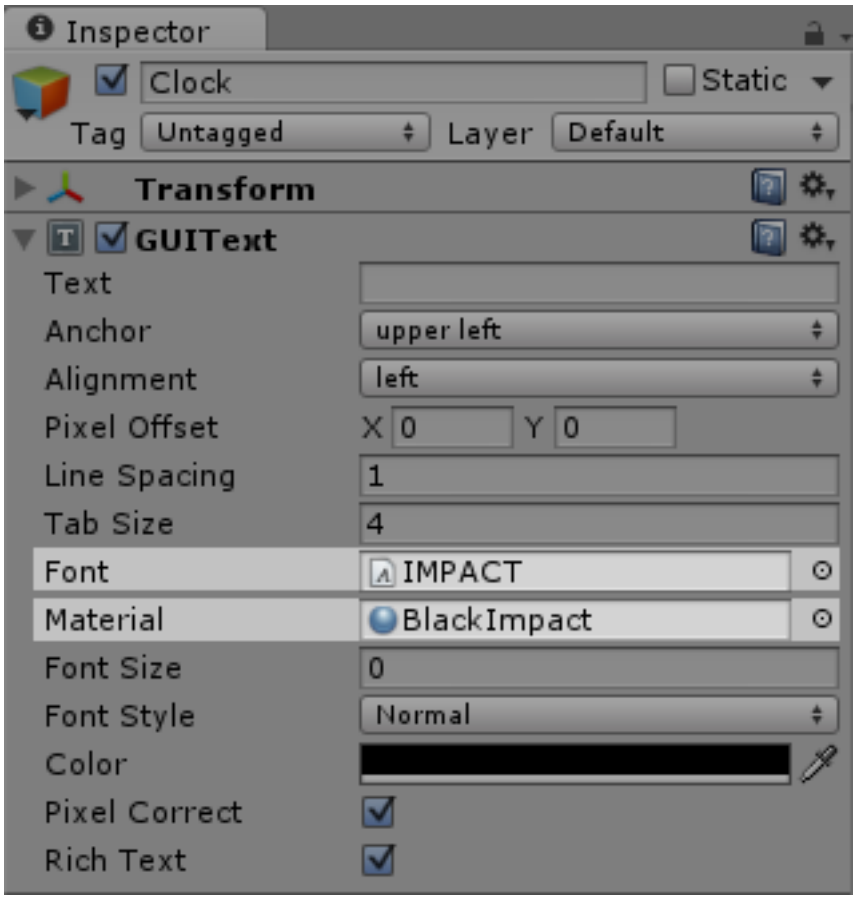

Inspector
Clock
Static
Tag
Untagged
Layer
Default
Transform
Clock Script (Script)
Script
ClockScript
GUIText
Text
whatever
Anchor
upper left
Alignment
left
Pixel Offset
Line Spacing
1
Tab Size
4
Font
None (Font)
Material
None (Material)
Font Size
0
Font Style
Normal
Color
Pixel Correct
Rich Text

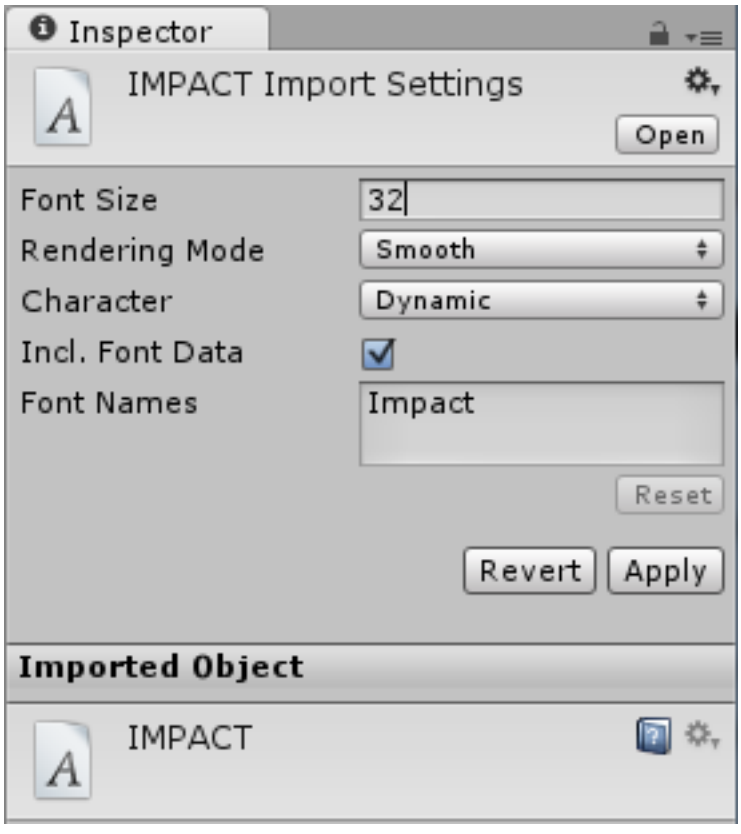

Project
Create
Fonts
IMPACT
MyGUI
Resources
Scenes
Scripts

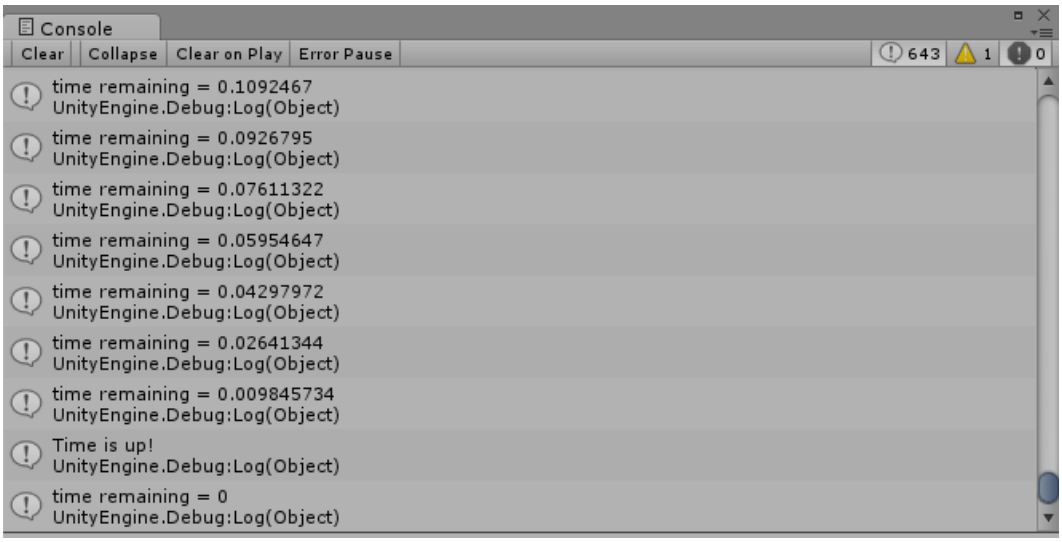

Project
Create
Fonts
Materials
BlackImpact
MyGUI
Resources
Scenes
Scripts

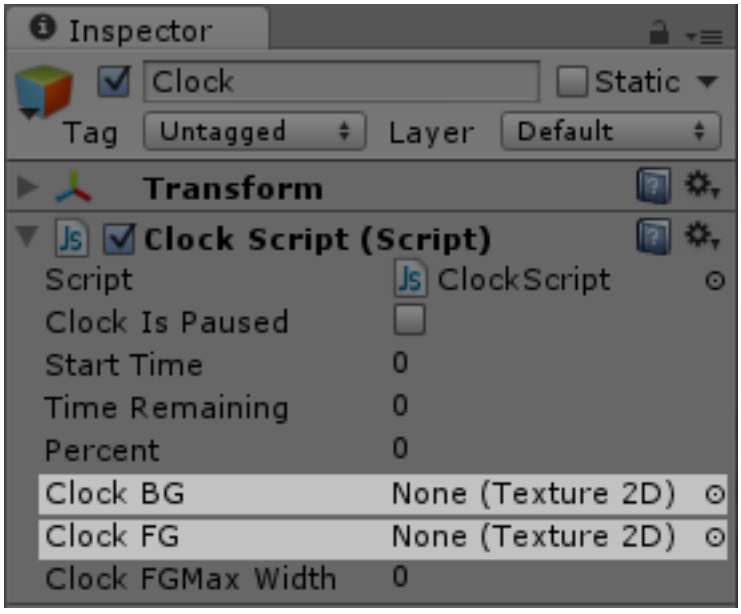

Inspector
BlackImpact
Shader
Diffuse
Edit...
Color
Colors
Sliders
R
G
B
A
0
0
0
255
Presets
Click to add new preset

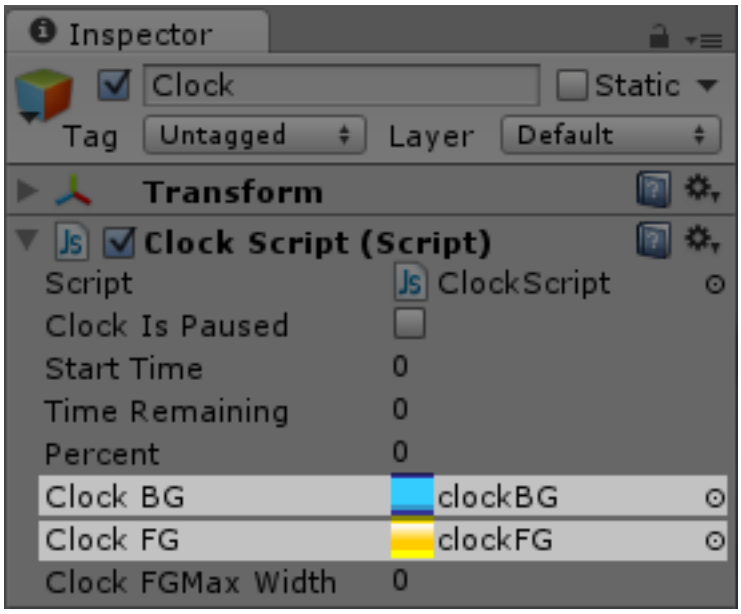

Project
Create
Fonts
IMPACT
Font Material
Font Texture
Materials
MyGUI
Resources
Scenes
Scripts
Inspector
BlackImpact
Shader
Diffuse
Edit...
Main Color
Base (RGB)
None
(Texture)
x
y
1
0
1
0
Select

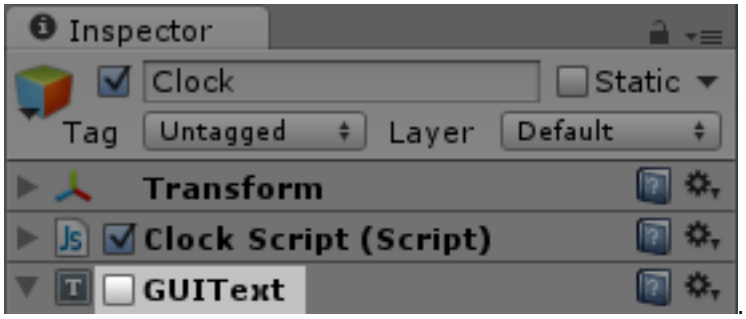

Inspector
Clock
Static
Tag
Untagged
Layer
Default
Transform
GUIText
Text
Anchor
upper left
Alignment
left
Pixel Offset
X 0
Y 0
Line Spacing
1
Tab Size
4
Font
IMPACT
Material
BlackImpact
Font Size
0
Font Style
Normal
Color
Pixel Correct
Rich Text

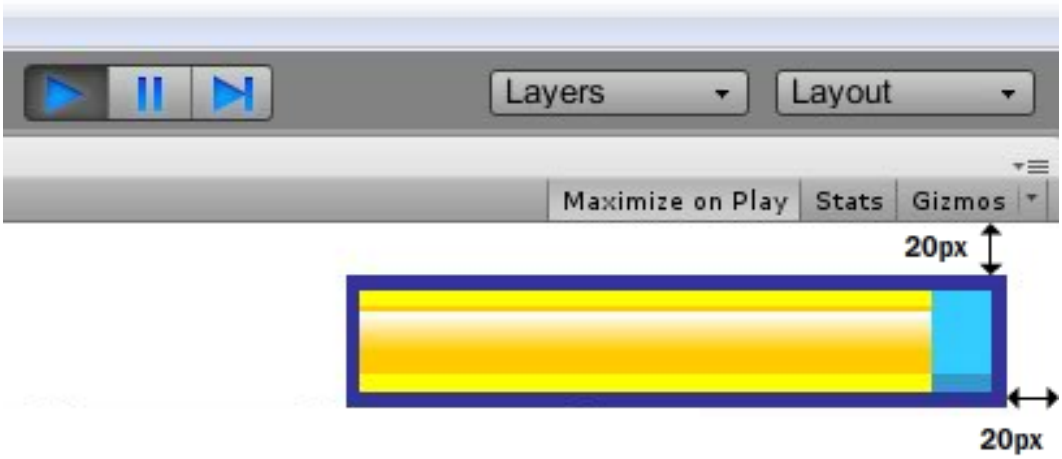

Inspector
IMPACT Import Settings
Open
Font Size
32
Rendering Mode
Smooth
Character
Dynamic
Incl. Font Data
Font Names
Impact
Reset
Revert
Apply
Imported Object
IMPACT

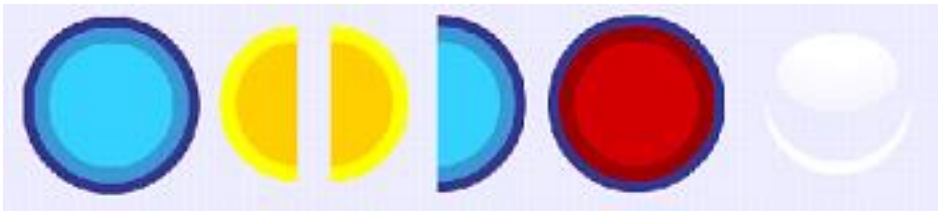

Console
Clear
Collapse
Clear on Play
Error Pause
643
1
0
time remaining = 0.1092467
UnityEngine.Debug:Log(Object)
time remaining = 0.0926795
UnityEngine.Debug:Log(Object)
time remaining = 0.07611322
UnityEngine.Debug:Log(Object)
time remaining = 0.05954647
UnityEngine.Debug:Log(Object)
time remaining = 0.04297972
UnityEngine.Debug:Log(Object)
time remaining = 0.02641344
UnityEngine.Debug:Log(Object)
time remaining = 0.009845734
UnityEngine.Debug:Log(Object)
Time is up!
UnityEngine.Debug:Log(Object)
time remaining = 0
UnityEngine.Debug:Log(Object)

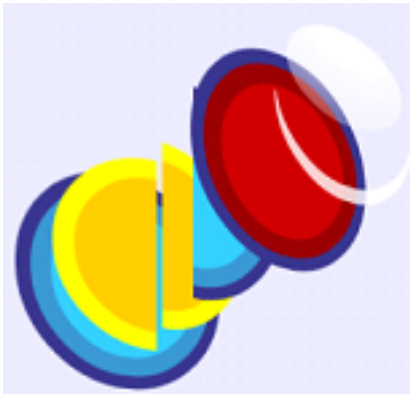

Inspector
Clock
Static
Tag
Untagged
Layer
Default
Transform
Clock Script (Script)
Script
ClockScript
Clock Is Paused
Start Time
0
Time Remaining
0
Percent
0
Clock BG
None (Texture 2D)
Clock FG
None (Texture 2D)
Clock FGMax Width
0

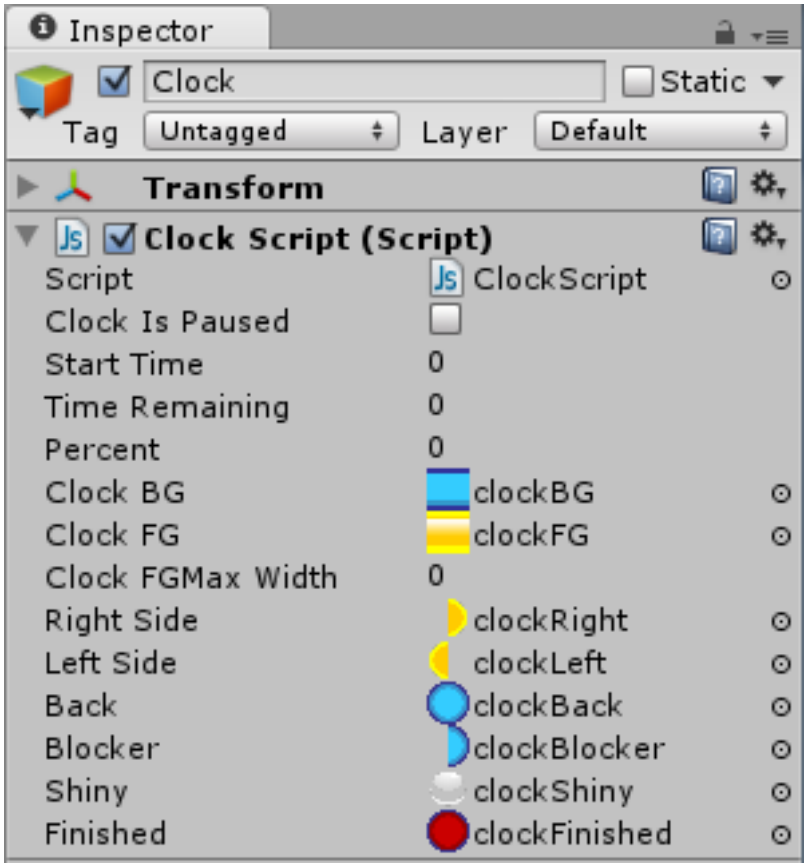

Inspector
Clock
Static
Tag
Untagged
Layer
Default
Transform
Clock Script (Script)
Script
ClockScript
Clock Is Paused
Start Time
0
Time Remaining
0
Percent
0
Clock BG
clockBG
Clock FG
clockFG
Clock FGMax Width
0

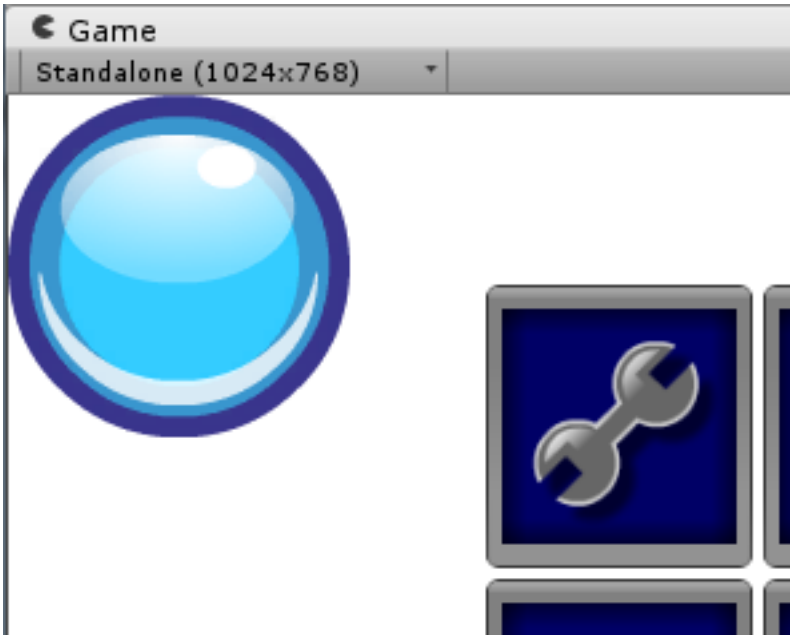

Inspector
Clock
Static
Tag
Untagged
Layer
Default
Transform
Clock Script (Script)
GUIText

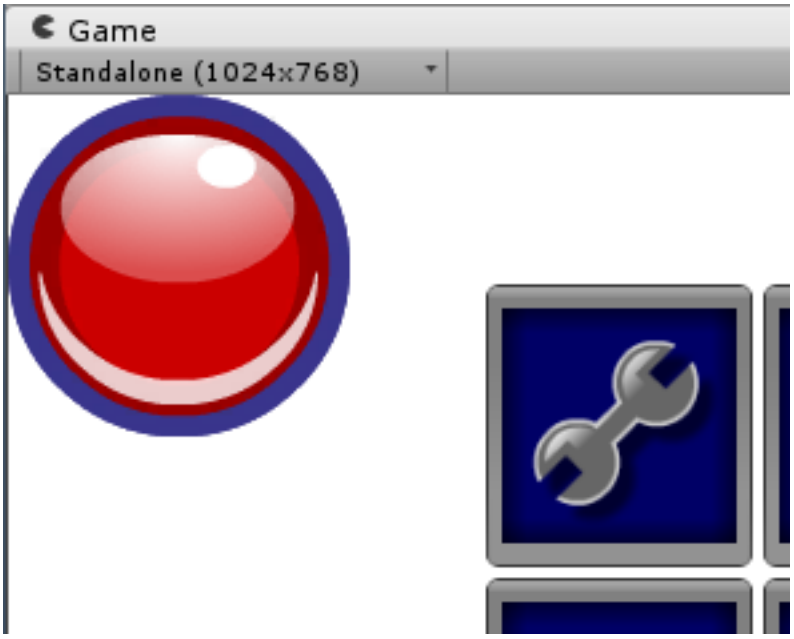

Layers
Layout
Maximize on Play
Stats
Gizmos
20px
20px



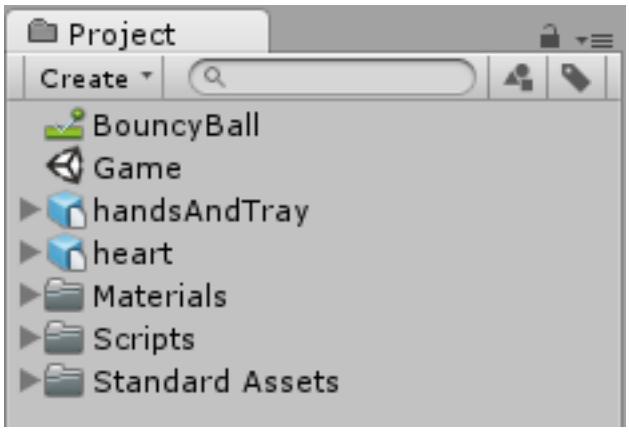


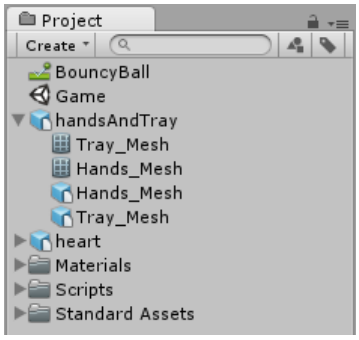

Inspector
Clock
Static
Tag
Untagged
Layer
Default
Transform
Clock Script (Script)
Script
ClockScript
Clock Is Paused
Start Time
0
Time Remaining
0
Percent
0
Clock BG
clockBG
Clock FG
clockFG
Clock FGMax Width
0
Right Side
clockRight
Left Side
clockLeft
Back
clockBack
Blocker
clockBlocker
Shiny
clockShiny
Finished
clockFinished

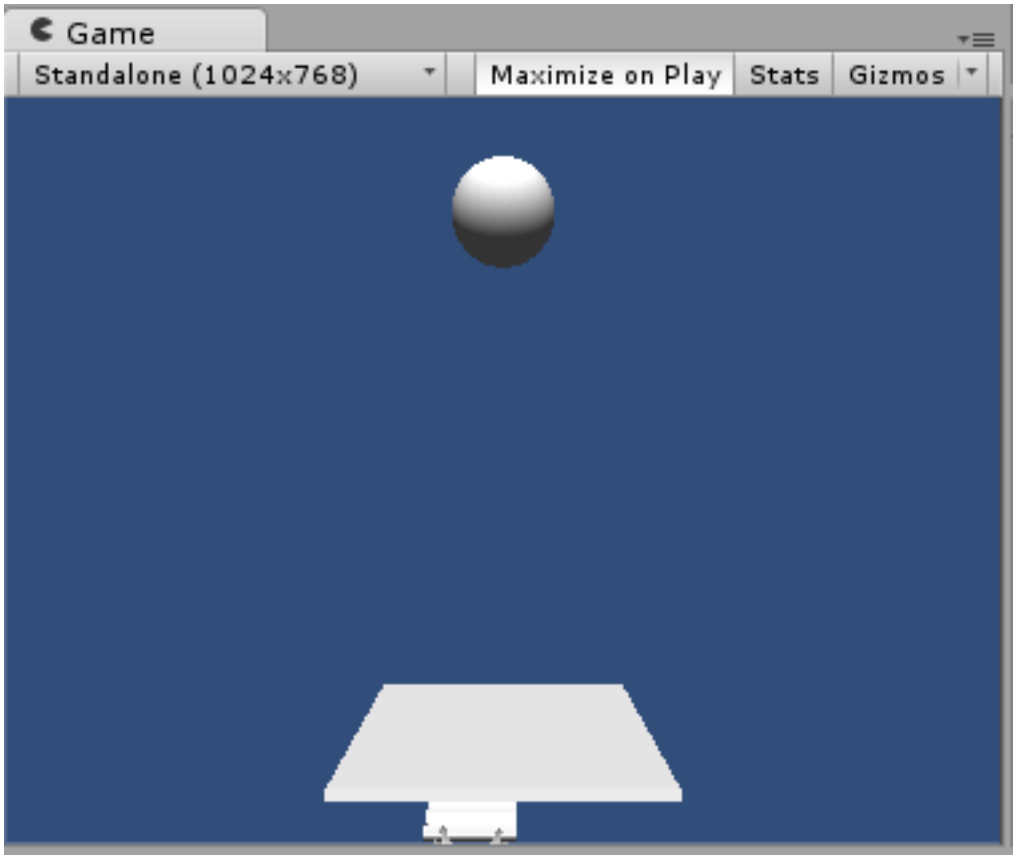

Game
Standalone (1024x768)

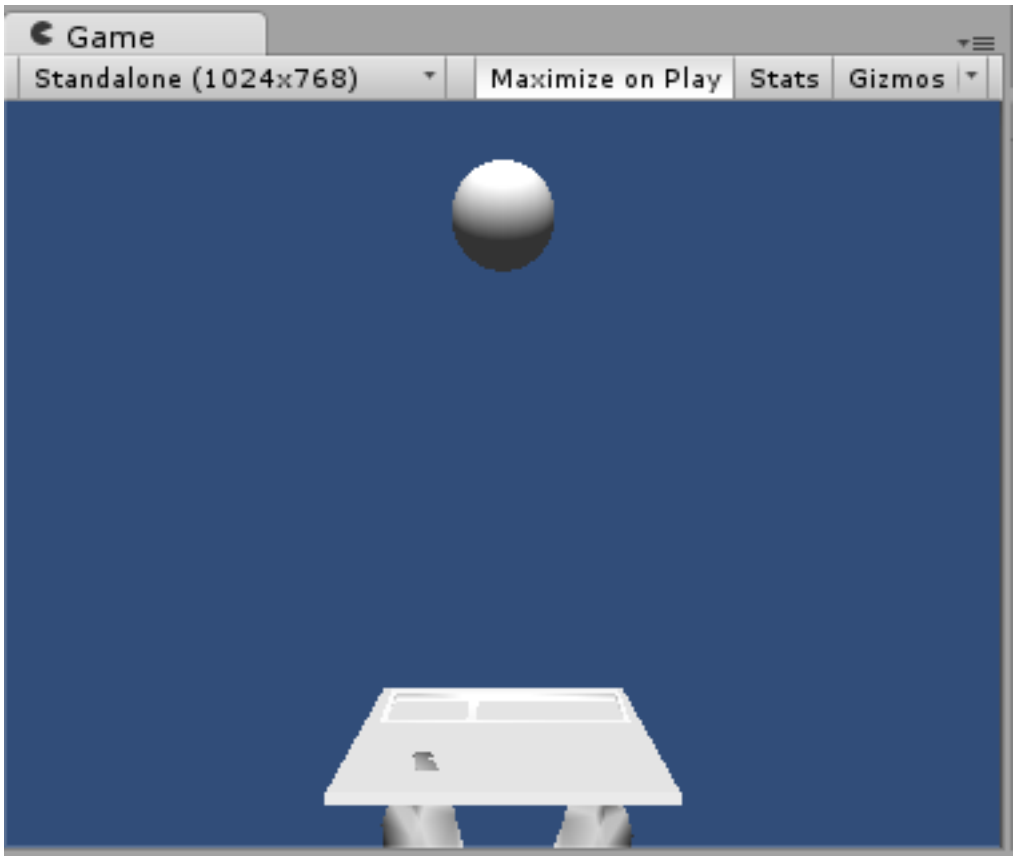

Game
Standalone (1024x768)

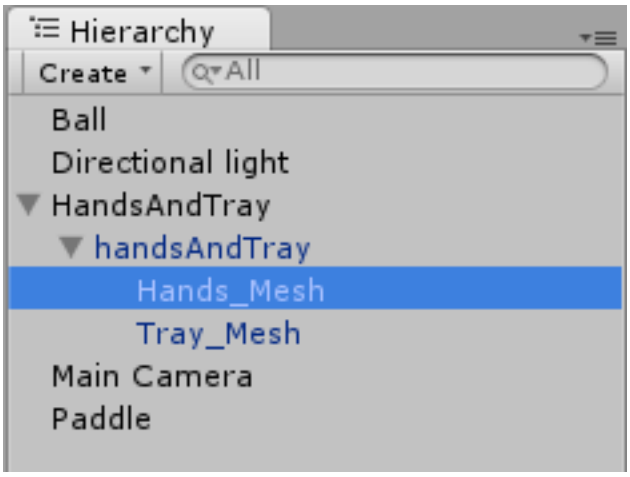
Chapter 8: Ticker Taker

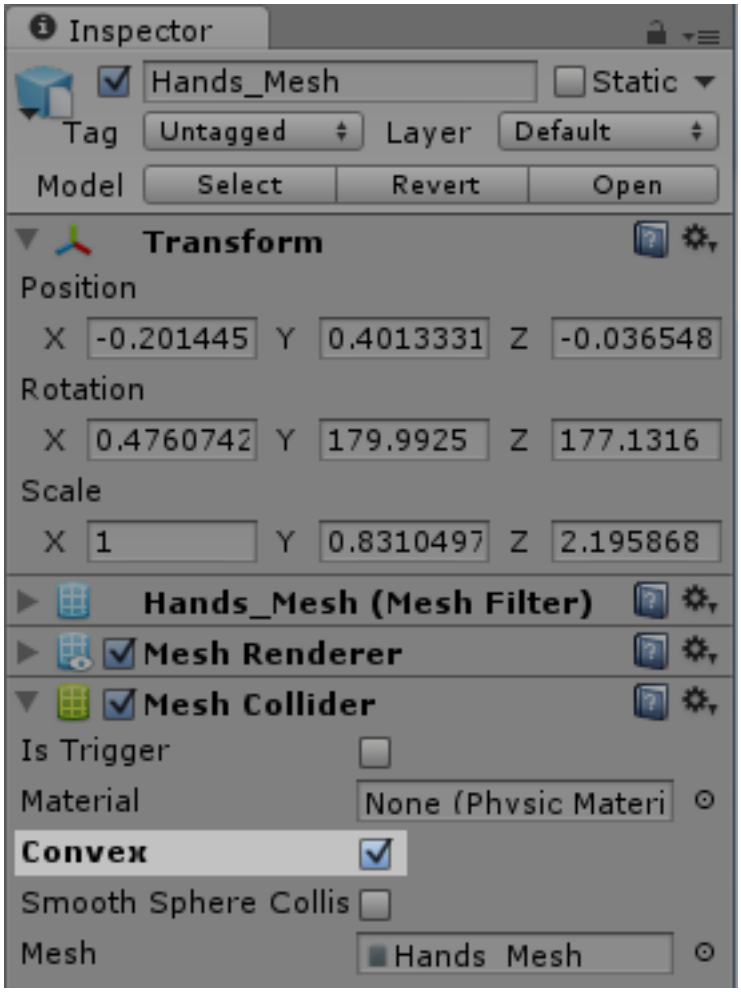


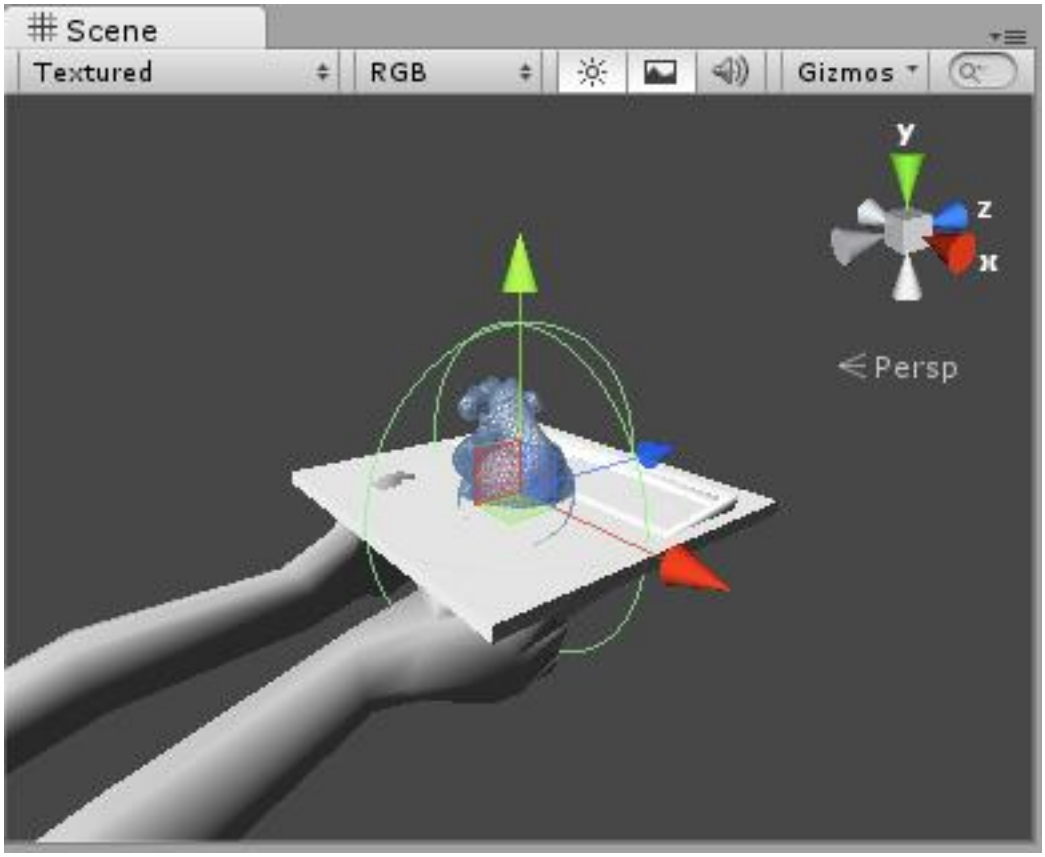


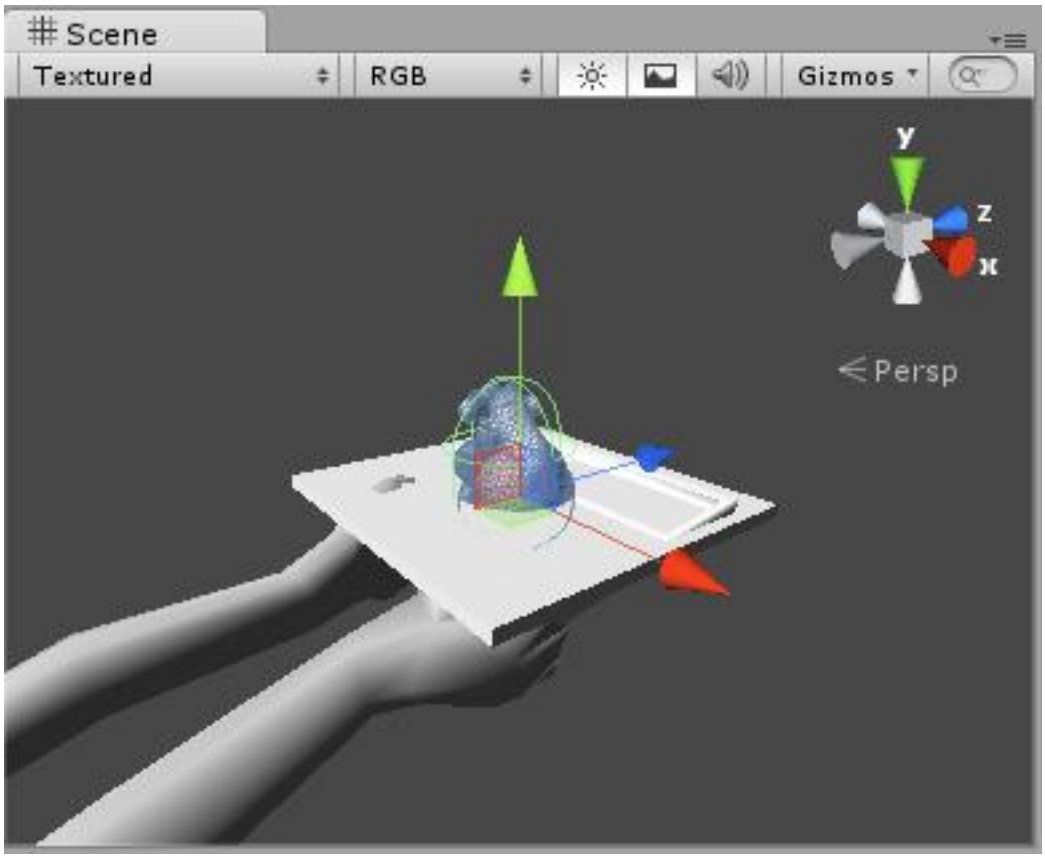

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

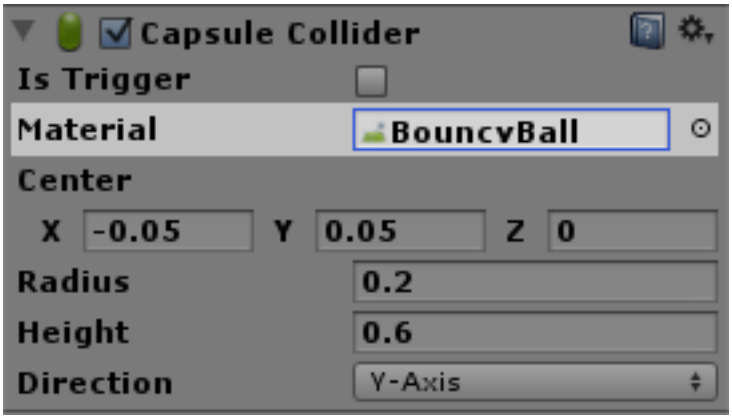

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

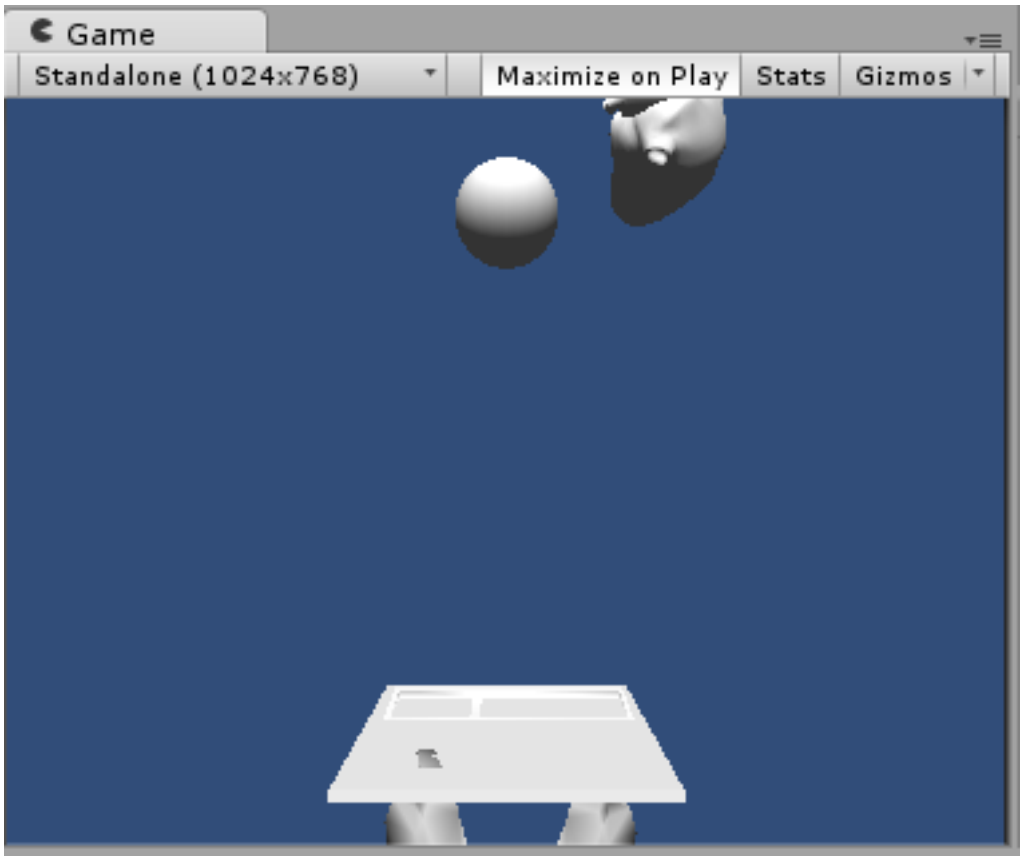

Hierarchy
Create
All
Ball
Directional light
HandsAndTray
handsAndTray
Hands_Mesh
Tray_Mesh
Main Camera
Paddle


Inspector
Hands_Mesh
Static
Tag
Untagged
Layer
Default
Model
Select
Revert
Open
Transform
Position
X -0.201445 Y 0.4013331 Z -0.036548
Rotation
X 0.4760742 Y 179.9925 Z 177.1316
Scale
X 1 Y 0.8310497 Z 2.195868
Hands_Mesh (Mesh Filter)
Mesh Renderer
Mesh Collider
Is Trigger
Material
None (Physic Materi
Convex
Smooth Sphere Collis
Mesh
Hands_Mesh

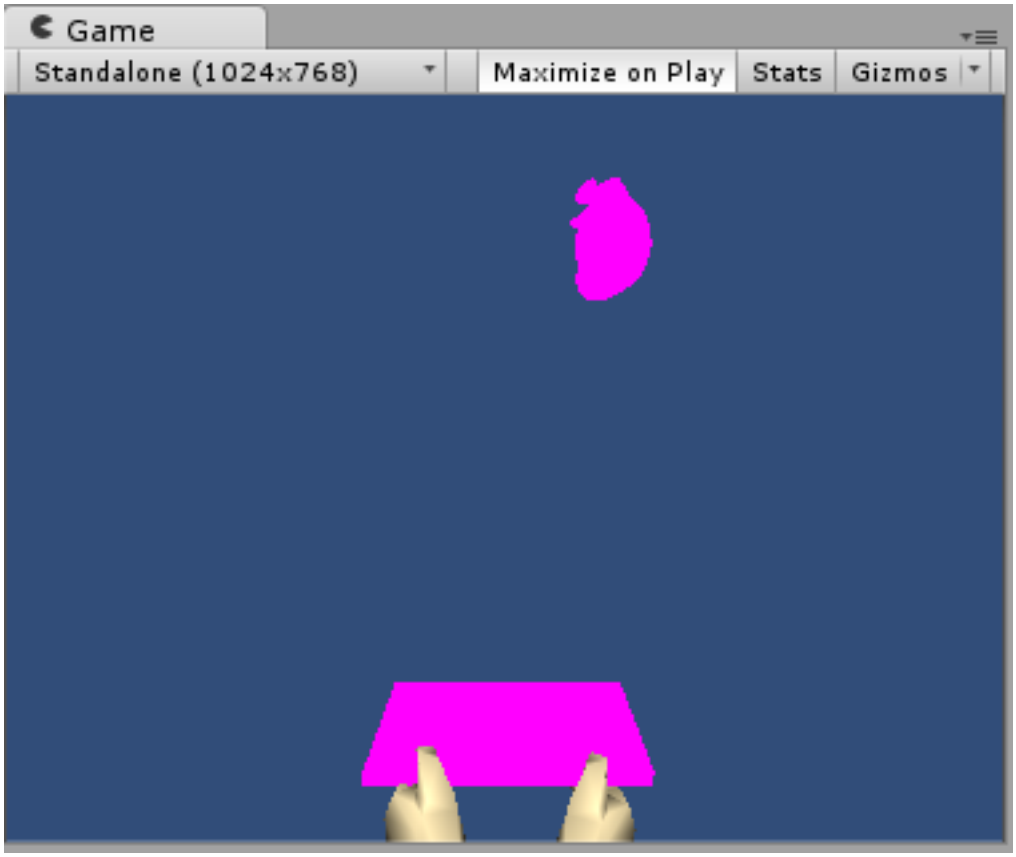

Scene
Textured
RGB
Gizmos
y
z
x
Persp

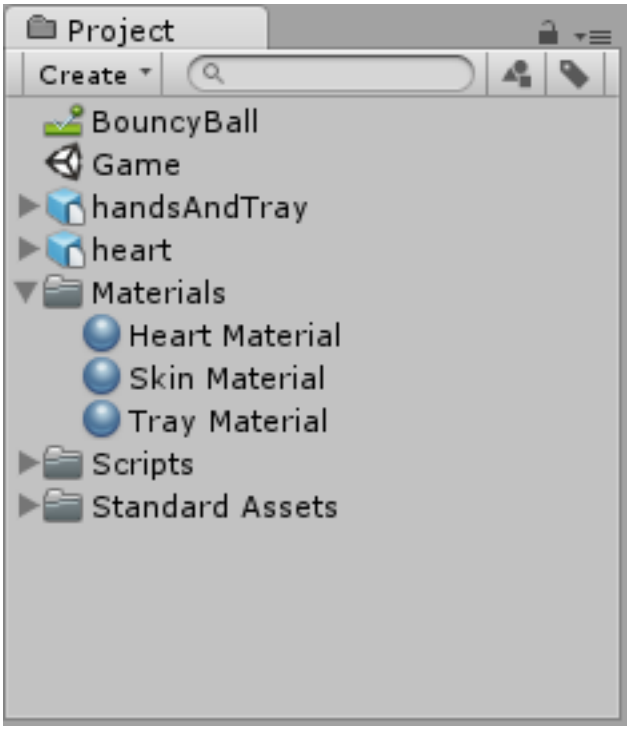

Scene
Textured
RGB
Gizmos
y
z
x
Persp

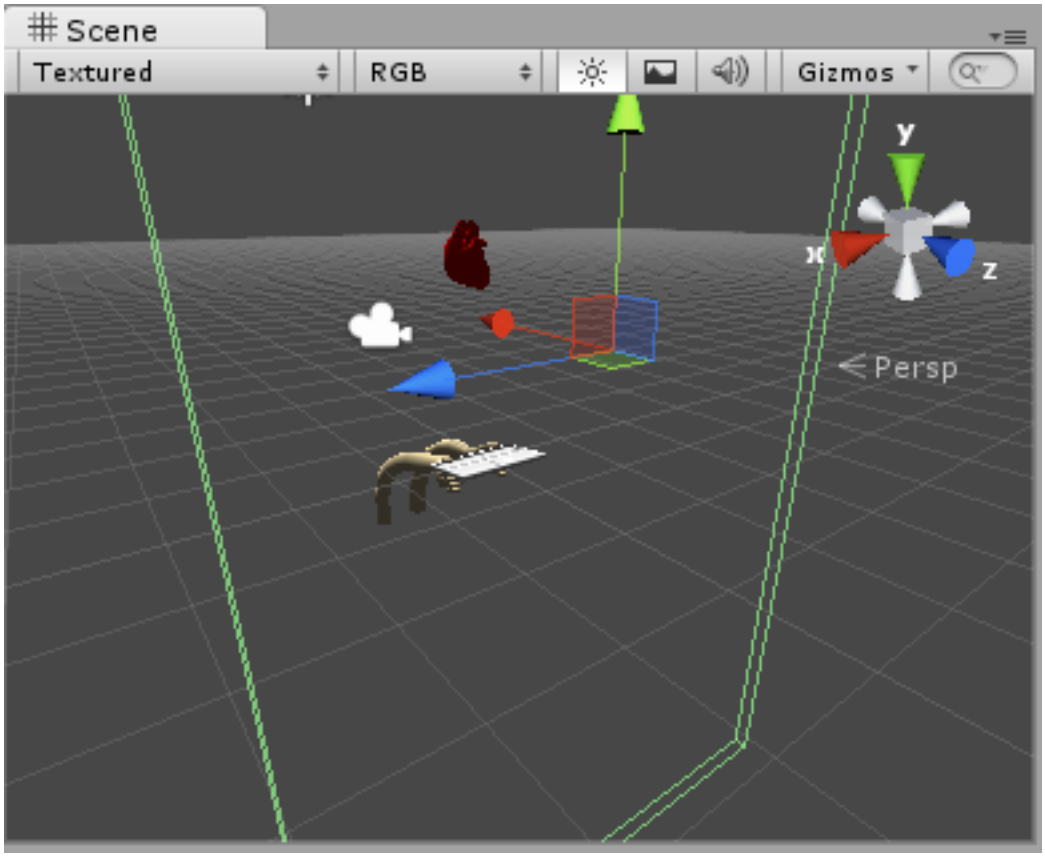

Capsule Collider
Is Trigger
Material
BouncyBall
Center
X -0.05
Y 0.05
Z 0
Radius
0.2
Height
0.6
Direction
Y-Axis

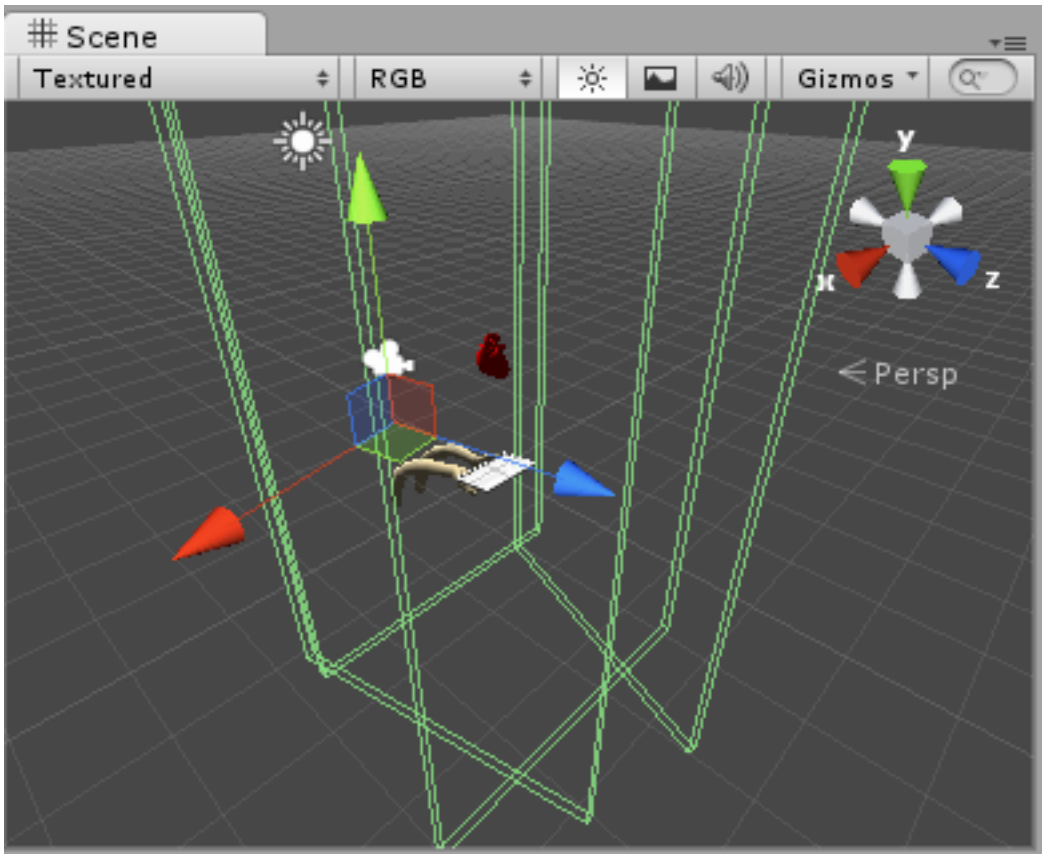

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

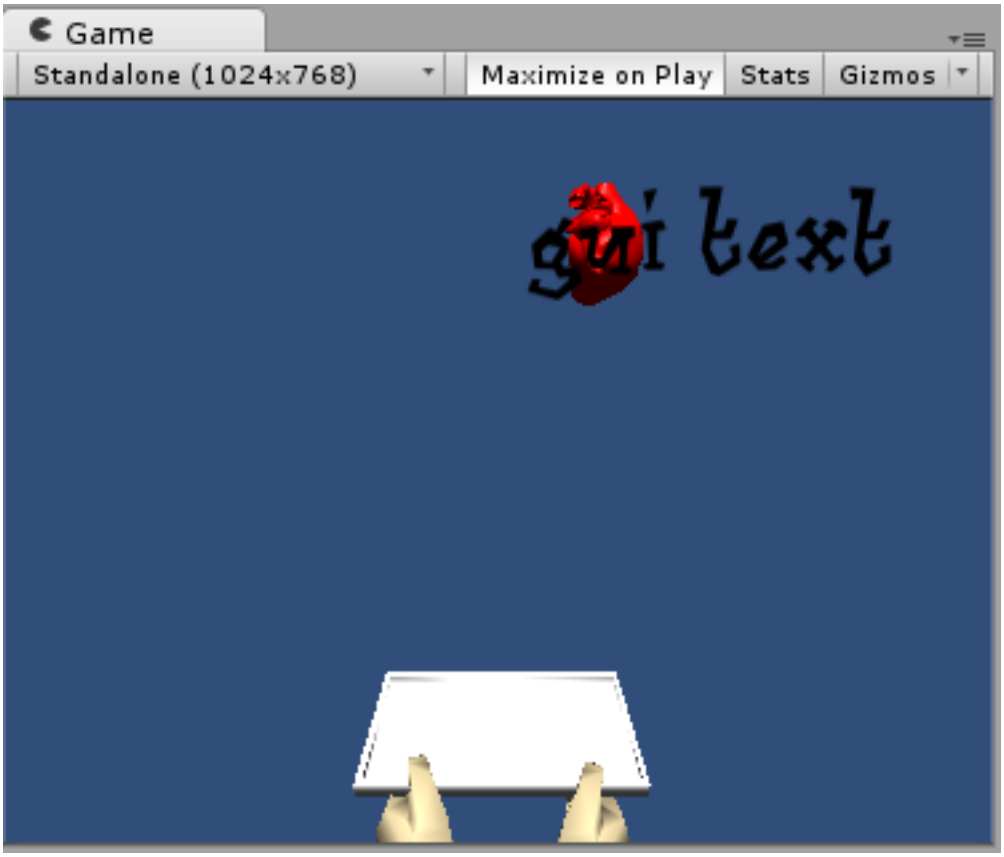
Inspector
Skin Material
Shader
Diffuse
Edit...
Main Color
Base (RGB)
None
(Texture)
Tiling
Offset
x
1
0
y
1
0
Select
Color
Colors
Sliders
R
251
G
230
B
178
A
255
Presets
Click to add new preset

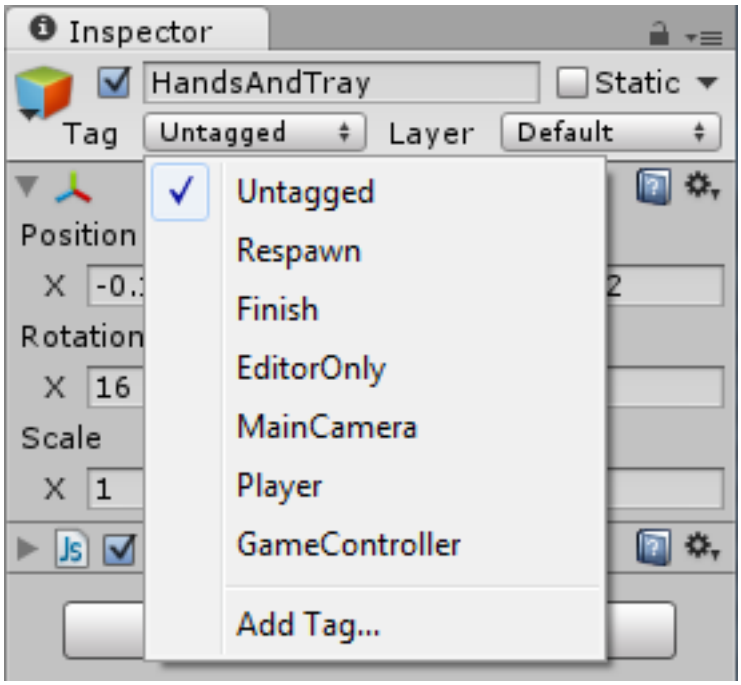

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

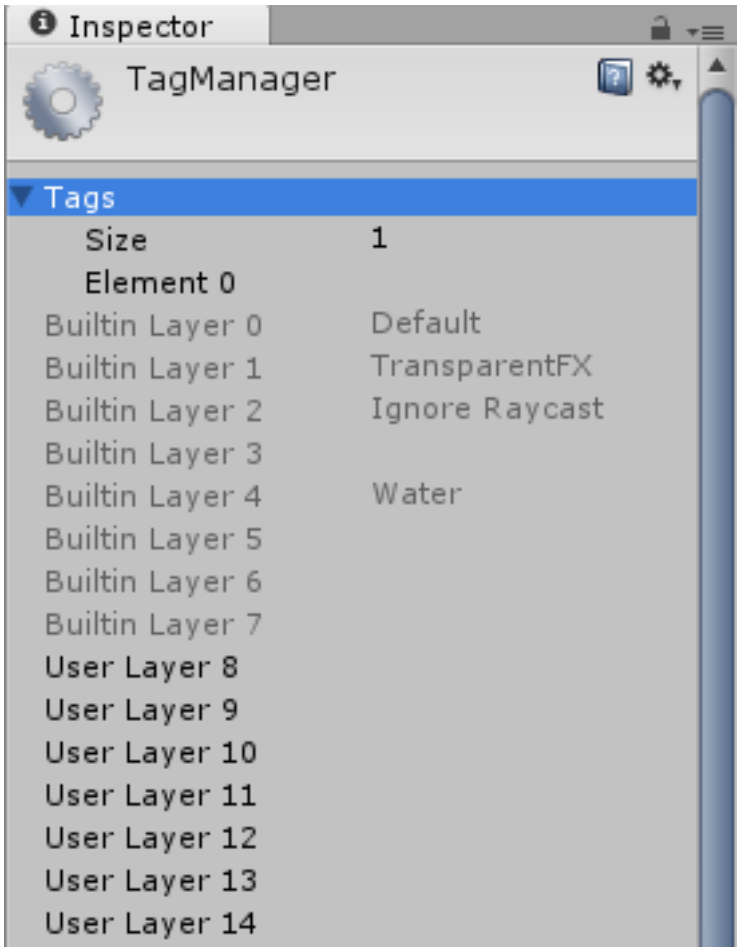

Project
Create
BouncyBall
Game
handsAndTray
heart
Materials
Heart Material
Skin Material
Tray Material
Scripts
Standard Assets

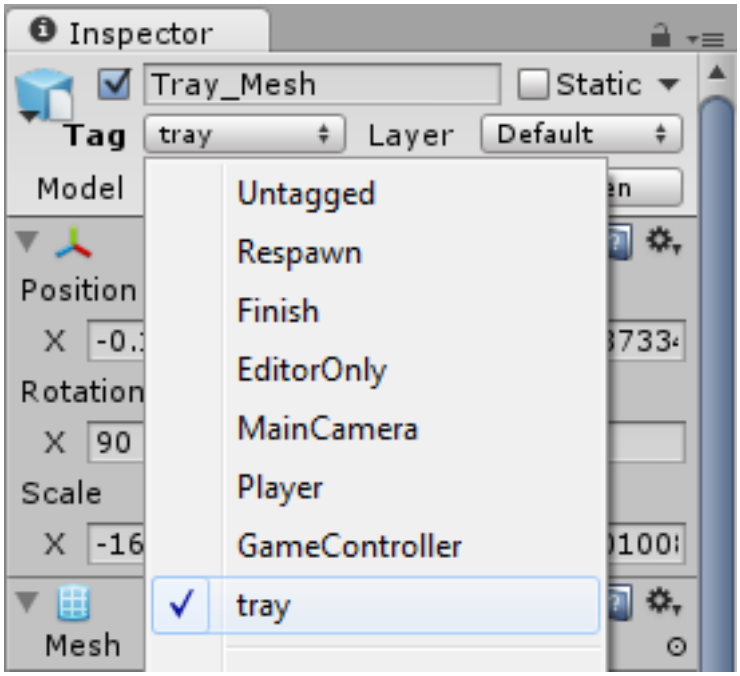

Scene
Textured
RGB
Gizmos
y
x
z
Persp


Scene
Textured
RGB
Gizmos
y
x
z
Persp

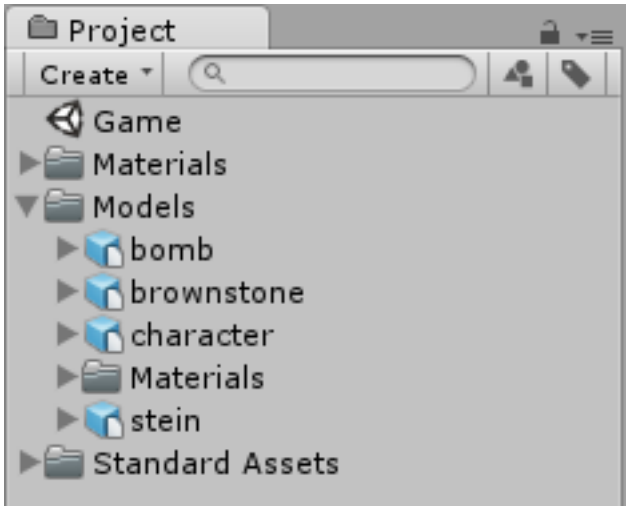

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
gui text

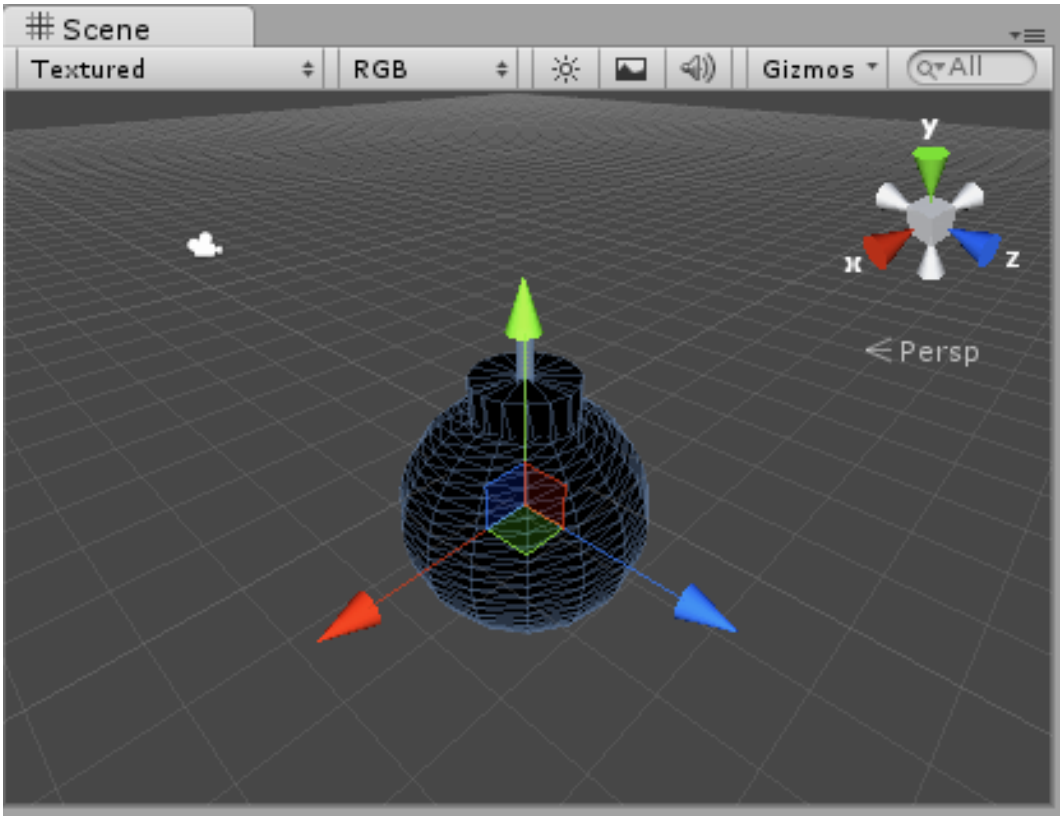

Inspector
HandsAndTray
Static
Tag
Untagged
Layer
Default
Position
X
Rotation
X
16
Scale
X
1
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Add Tag...

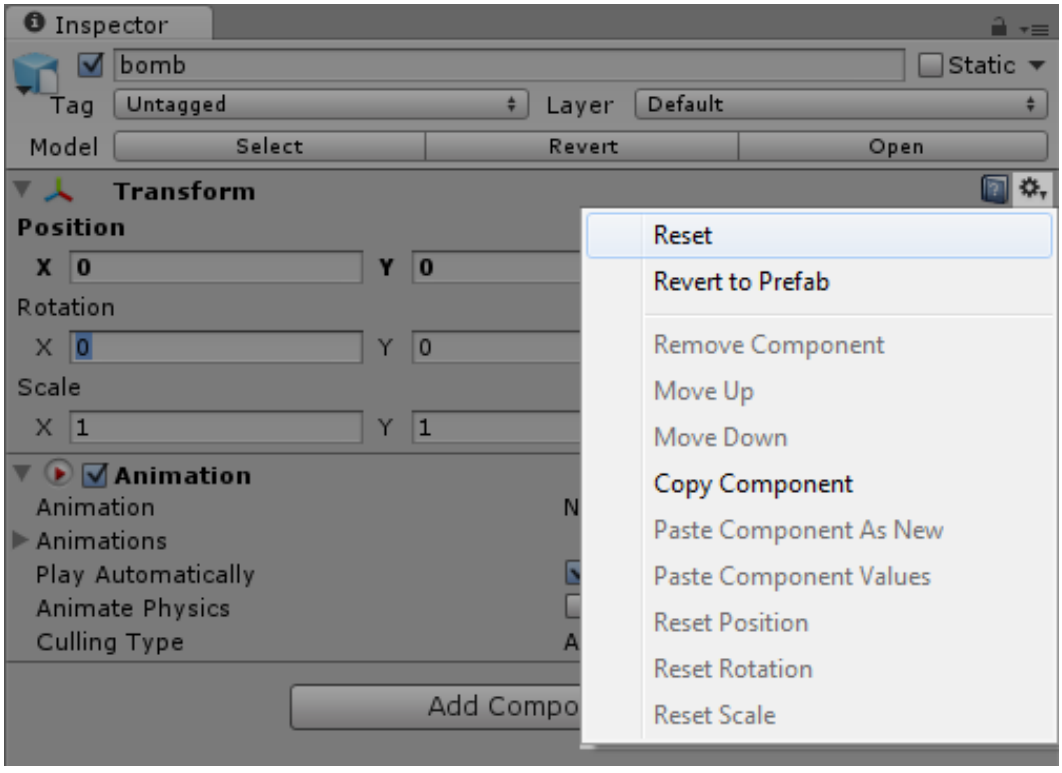

Inspector
TagManager
Tags
Size 1
Element 0
Builtin Layer 0 Default
Builtin Layer 1 TransparentFX
Builtin Layer 2 Ignore Raycast
Builtin Layer 3
Builtin Layer 4 Water
Builtin Layer 5
Builtin Layer 6
Builtin Layer 7
User Layer 8
User Layer 9
User Layer 10
User Layer 11
User Layer 12
User Layer 13
User Layer 14

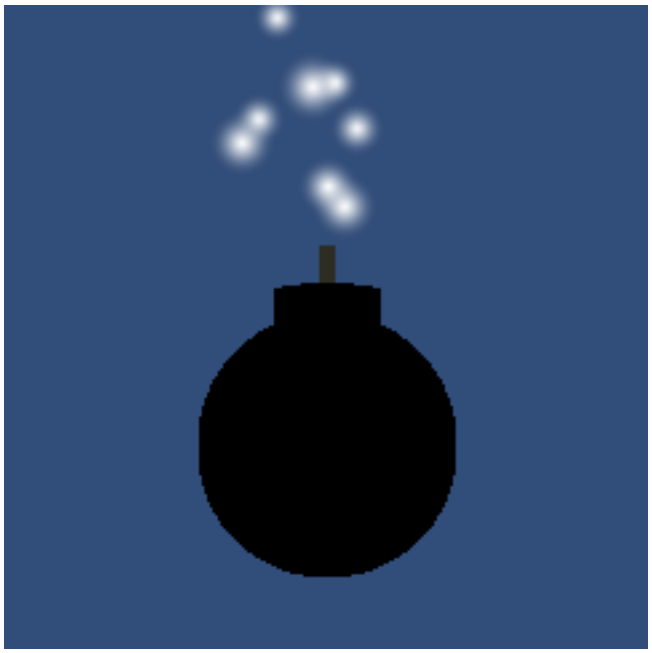

Inspector
Tray_Mesh
Static
Tag
tray
Layer
Default
Model
Position
X
Rotation
X 90
Scale
X
Mesh
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
tray

Chapter 9: Game #3 – The Break-Up




Scene
Textured
RGB
Gizmos
All
y
x
z
Persp


Inspector
bomb
Static
Tag
Untagged
Layer
Default
Model
Select
Revert
Open
Transform
Position
X 0
Y 0
Rotation
X 0
Y 0
Scale
X 1
Y 1
Animation
Animation
Animations
Play Automatically
Animate Physics
Culling Type
Add Compo
Reset
Revert to Prefab
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Reset Position
Reset Rotation
Reset Scale



Sparks

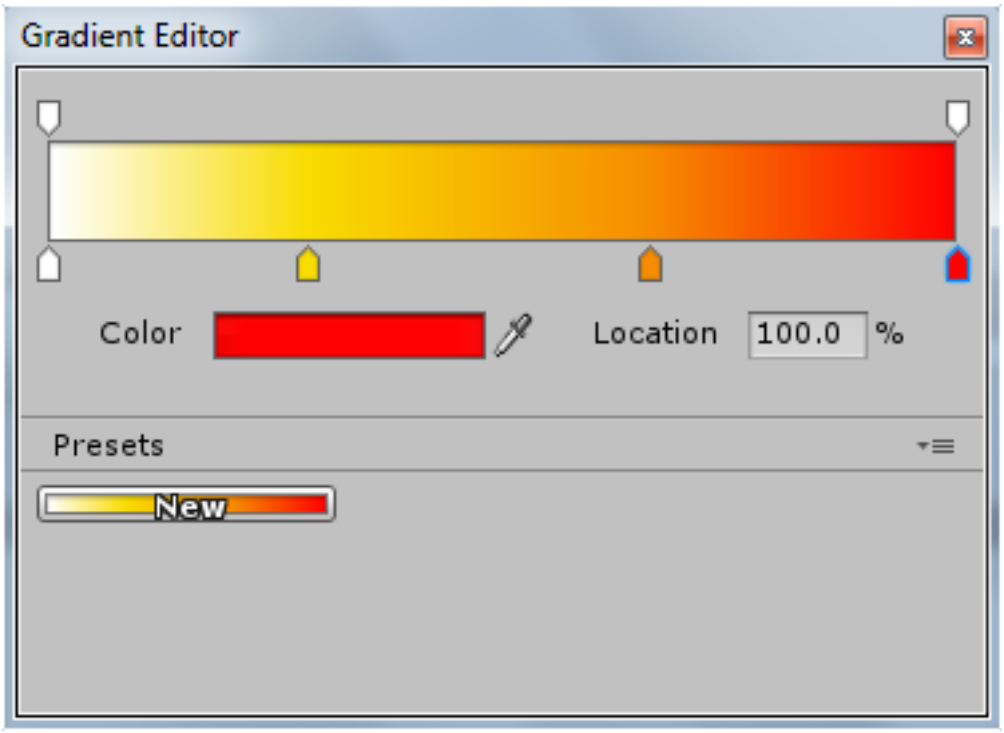
Duration	5.00
Looping	☑
Prewarm	☐
Start Delay	0
Start Lifetime	0.1
Start Speed	10
Start Size	0.3
Start Rotation	0
Start Color	
Gravity Multiplier	0
Inherit Velocity	0
Simulation Space	Local
Play On Awake	☑
Max Particles	1000

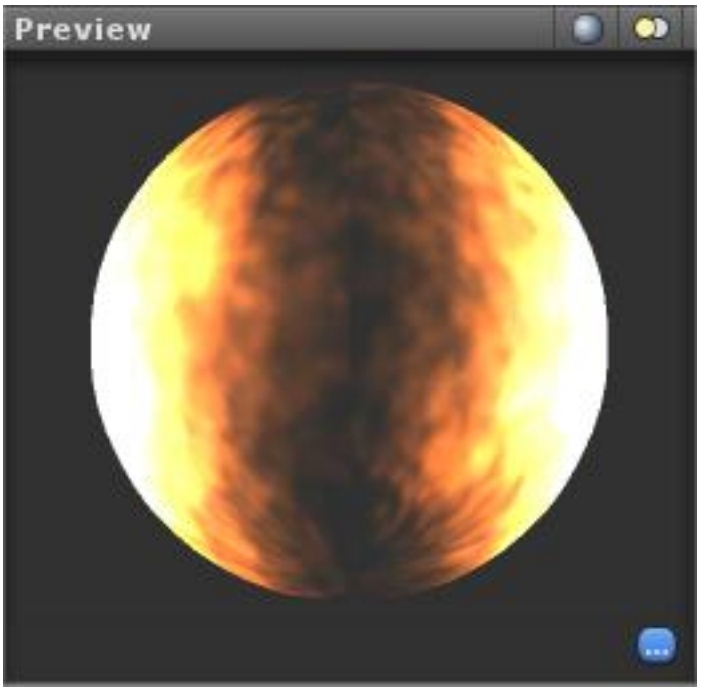
✓ Emission

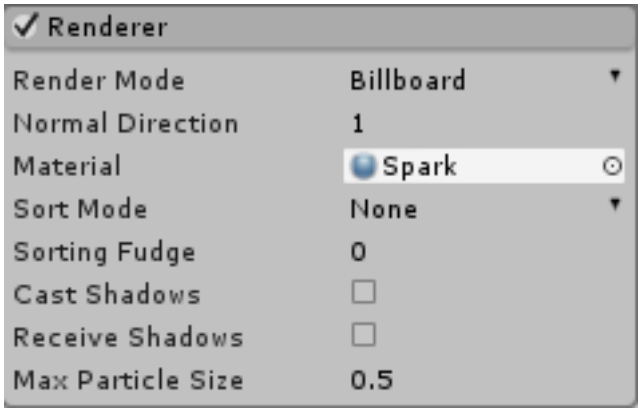
Rate	50
	Time
Bursts	Time Particles

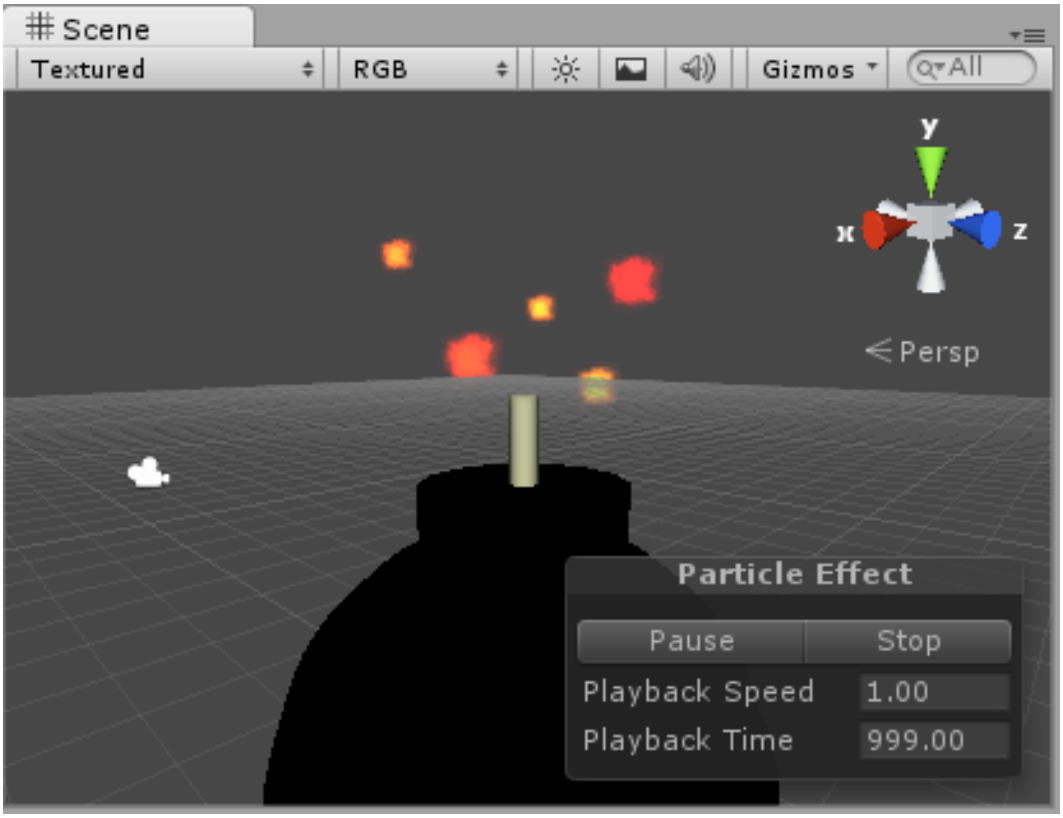
✓ Shape

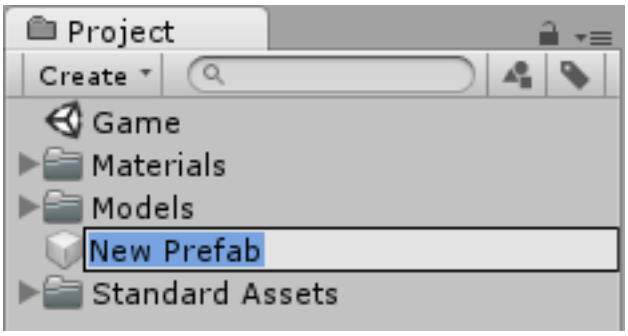
Shape	HemiSphere
Radius	1
Emit from Shell	☐
Random Direction	☐

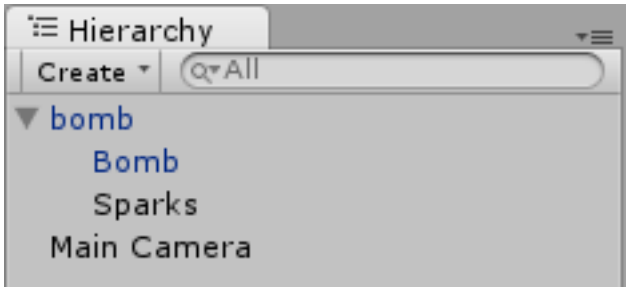

Gradient Editor
Color
Location
100.0
%
Presets
New

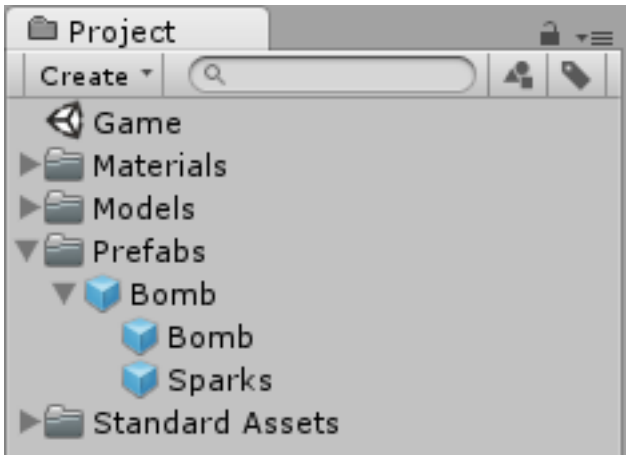

Preview

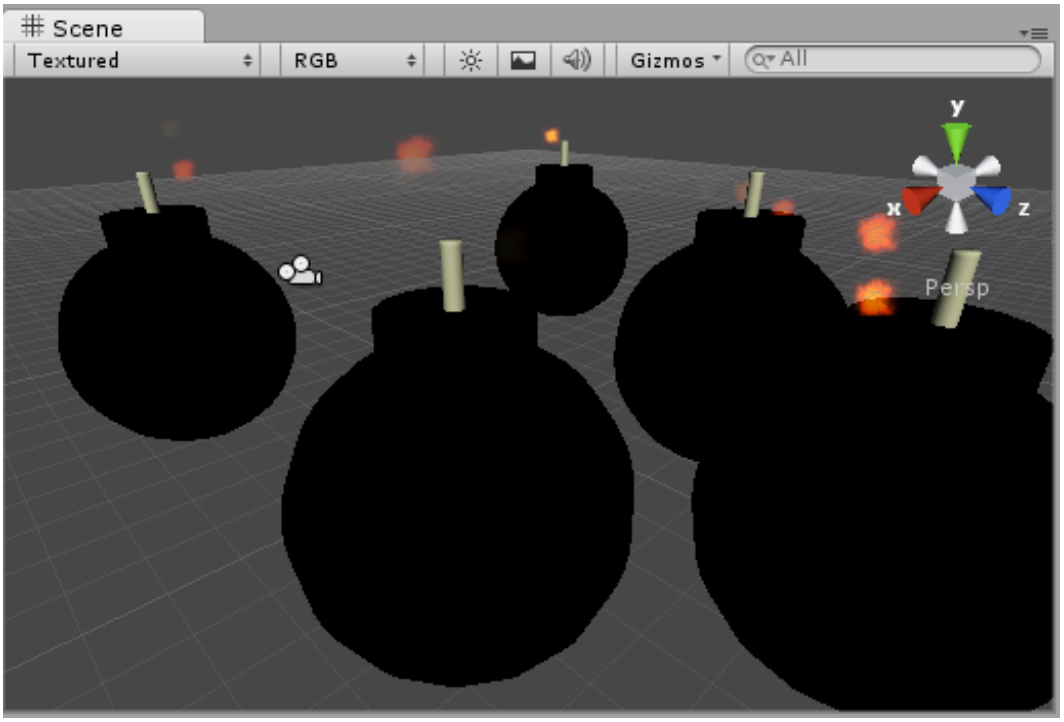

Renderer
Render Mode
Billboard
Normal Direction
1
Material
Spark
Sort Mode
None
Sorting Fudge
0
Cast Shadows
Receive Shadows
Max Particle Size
0.5

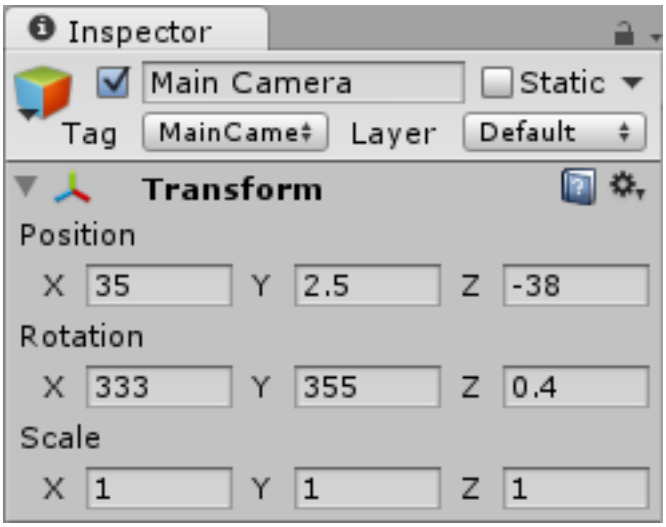

Scene
Textured
RGB
Gizmos
All
y
x
z
Persp
Particle Effect
Pause
Stop
Playback Speed
1.00
Playback Time
999.00

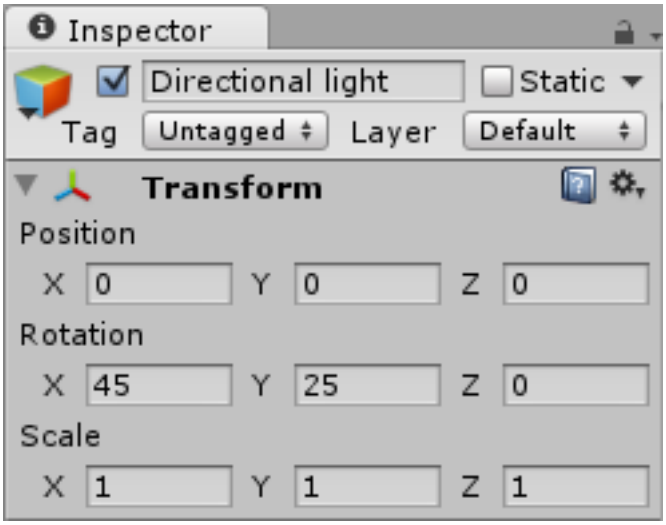

Project
Create
Game
Materials
Models
New Prefab
Standard Assets

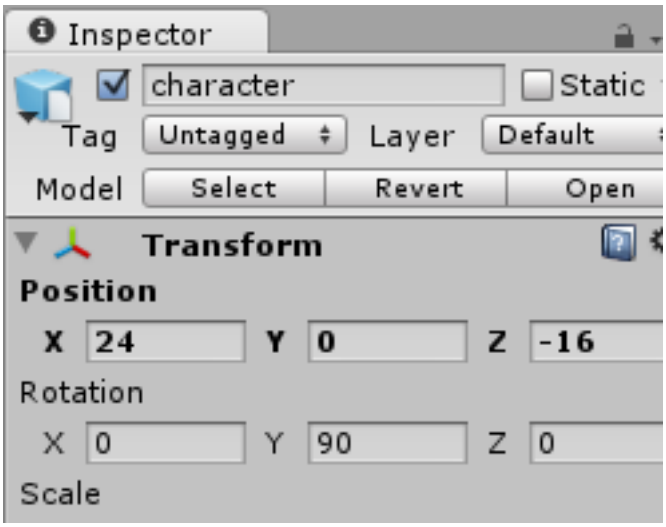

Hierarchy
Create
All
bomb
Bomb
Sparks
Main Camera

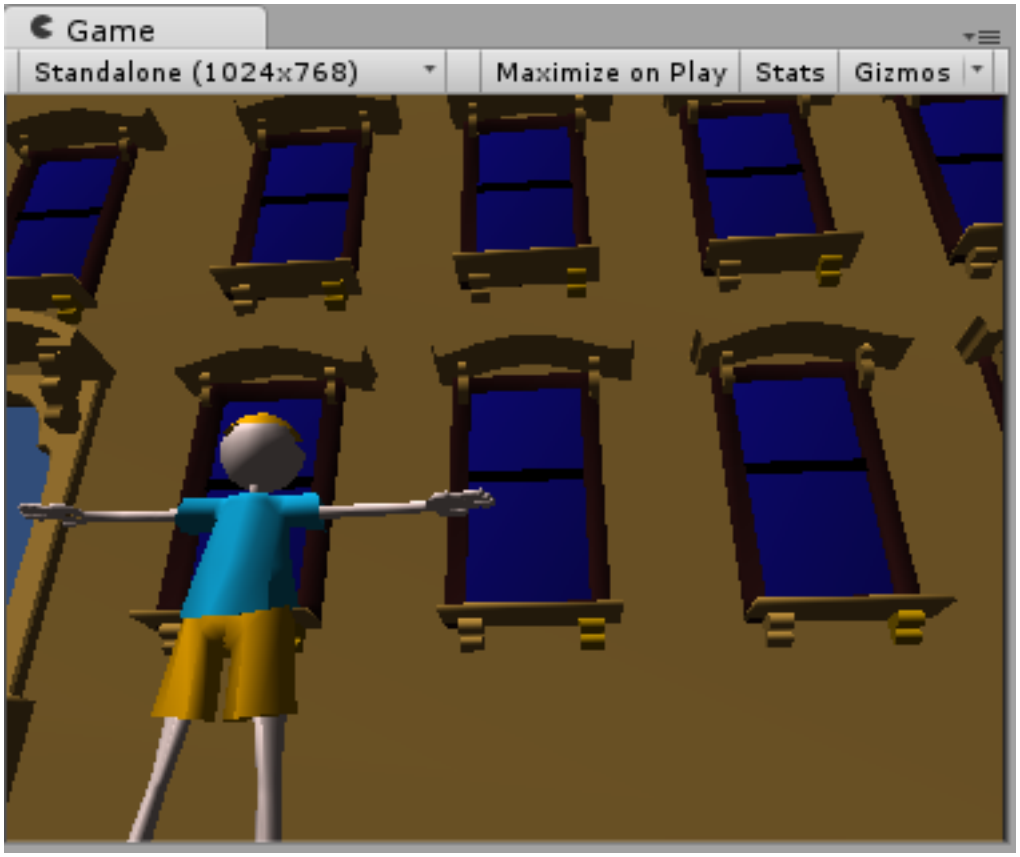

Project
Create
Game
Materials
Models
Prefabs
Bomb
Bomb
Sparks
Standard Assets

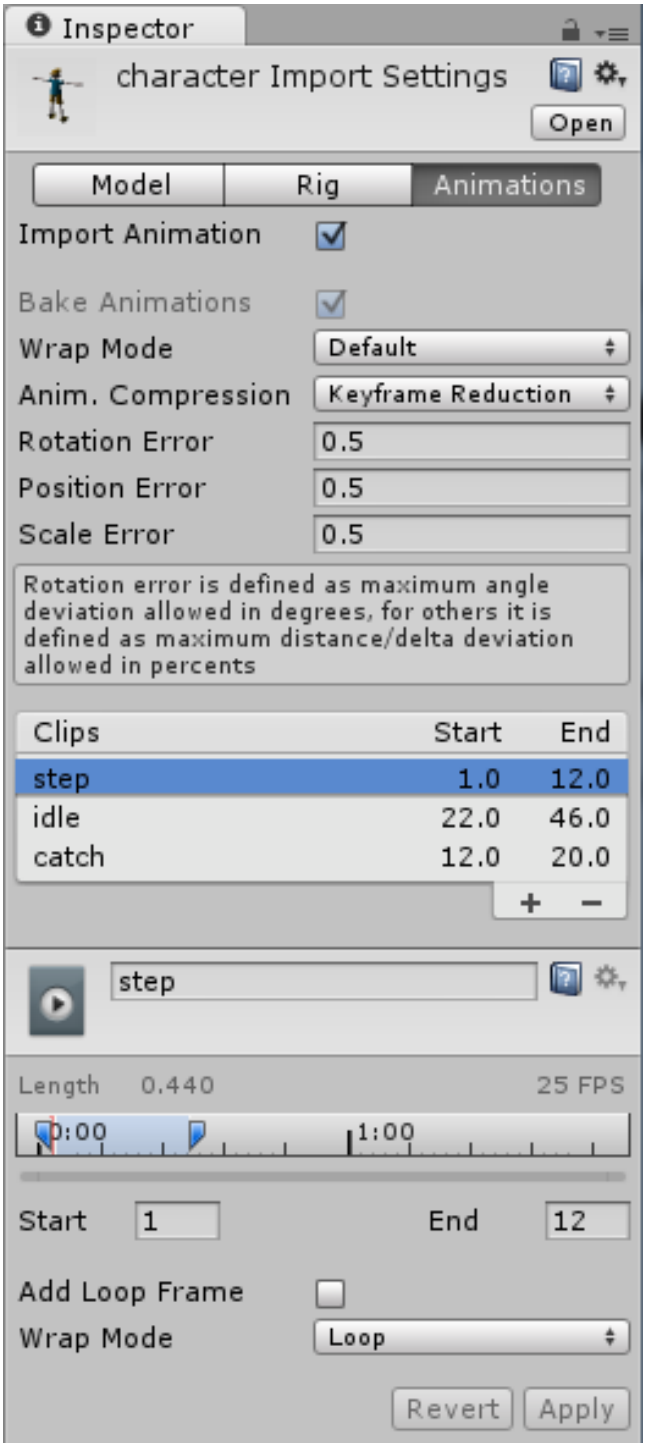

Scene
Textured
RGB
Gizmos
All
y
x
z
Persp

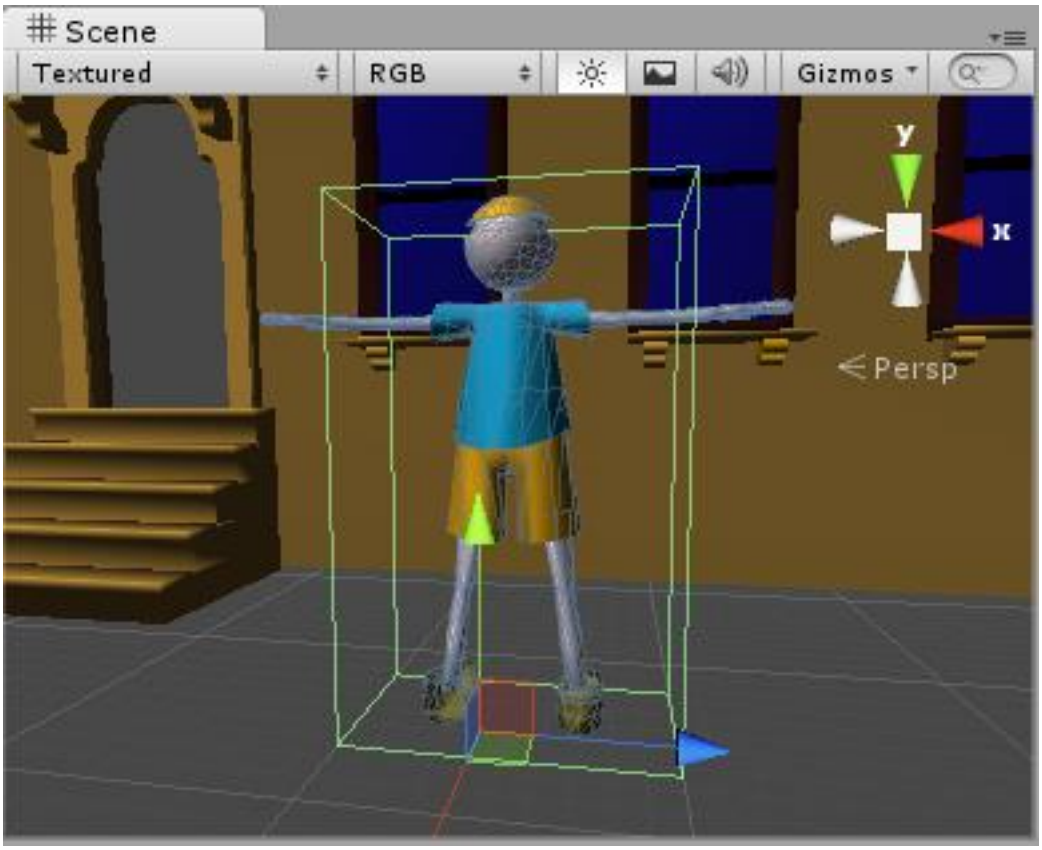

Inspector
Main Camera
Static
Tag
MainCame
Layer
Default
Transform
Position
X 35
Y 2.5
Z -38
Rotation
X 333
Y 355
Z 0.4
Scale
X 1
Y 1
Z 1

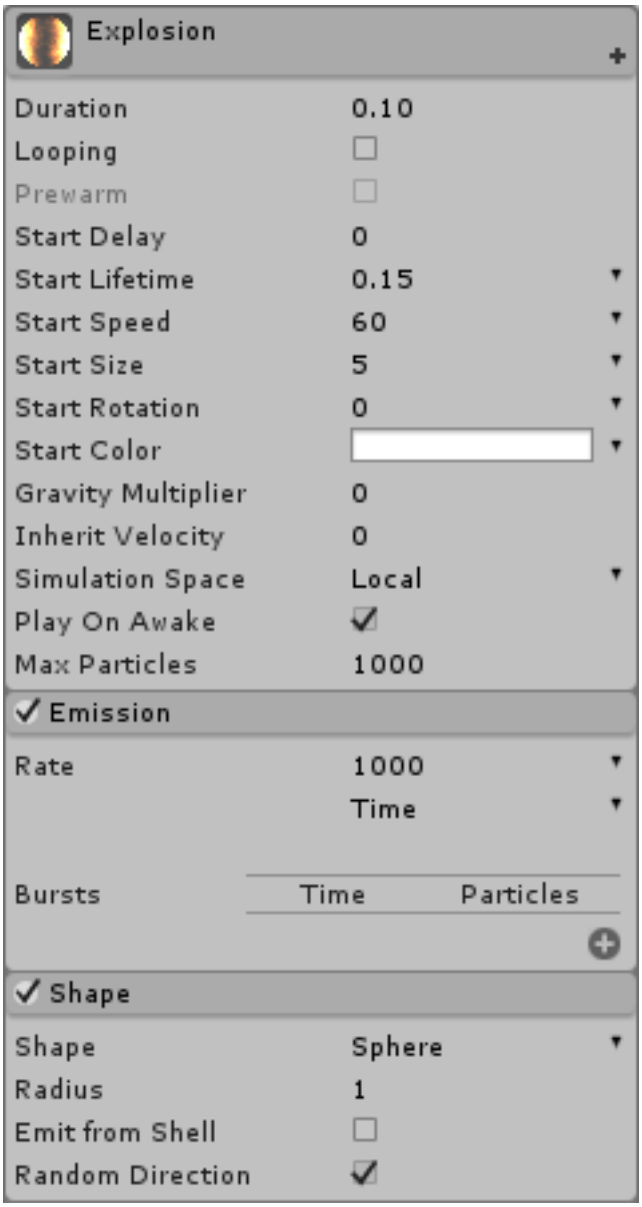

Inspector
Directional light
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 0
Z 0
Rotation
X 45
Y 25
Z 0
Scale
X 1
Y 1
Z 1

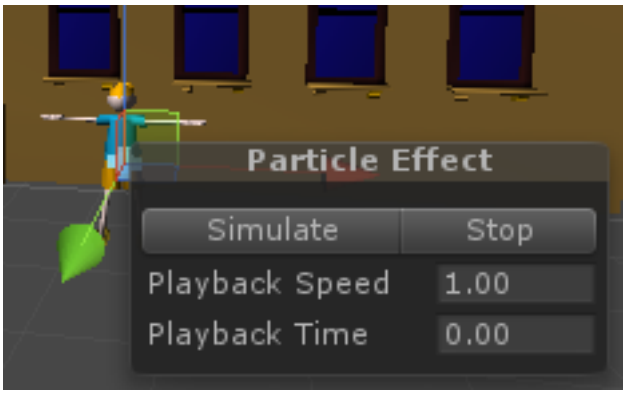

Inspector
character
Static
Tag
Untagged
Layer
Default
Model
Select
Revert
Open
Transform
Position
X 24
Y 0
Z -16
Rotation
X 0
Y 90
Z 0
Scale

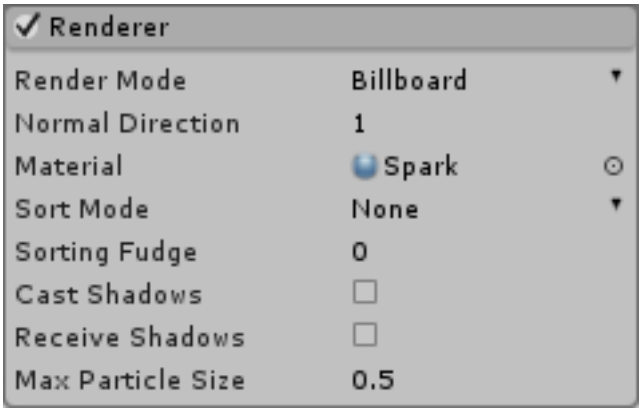

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

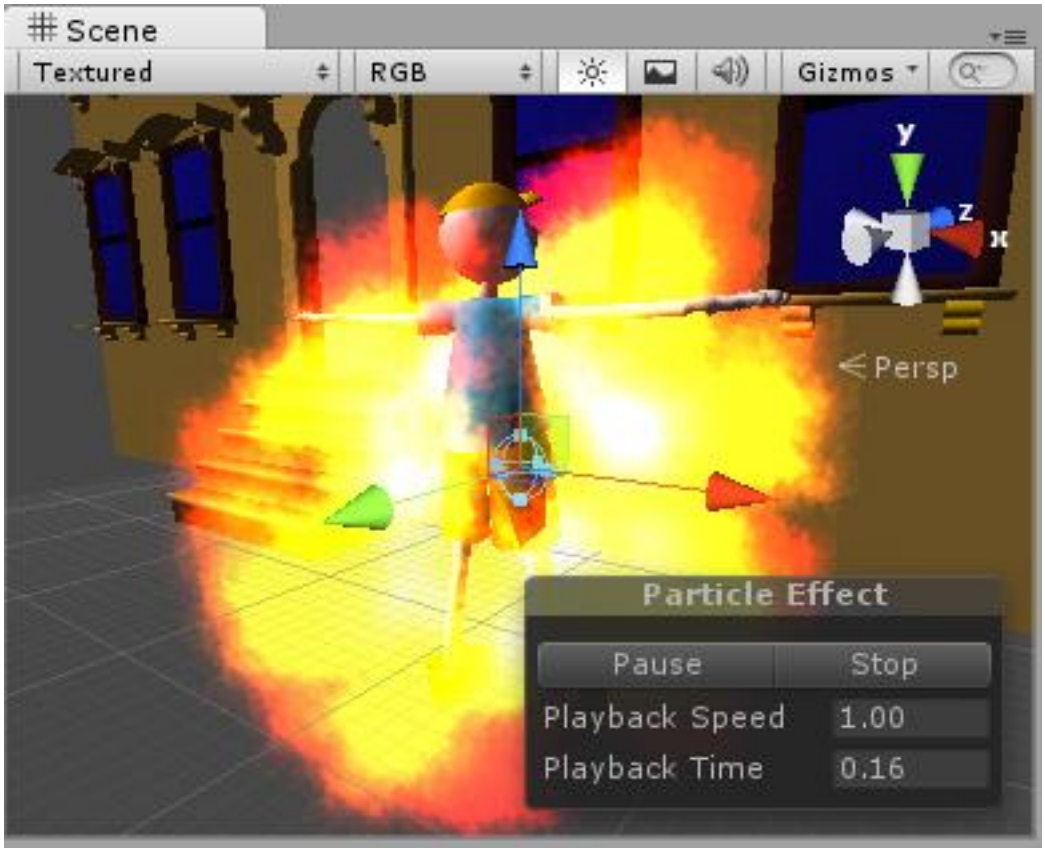

Inspector
character Import Settings
Open
Model
Rig
Animations
Import Animation
Bake Animations
Wrap Mode
Default
Anim. Compression
Keyframe Reduction
Rotation Error
0.5
Position Error
0.5
Scale Error
0.5
Rotation error is defined as maximum angle deviation allowed in degrees, for others it is defined as maximum distance/delta deviation allowed in percents
Clips
Start
End
step
1.0
12.0
idle
22.0
46.0
catch
12.0
20.0
step
Length
0.440
25 FPS
0:00
1:00
Start
1
End
12
Add Loop Frame
Wrap Mode
Loop
Revert
Apply

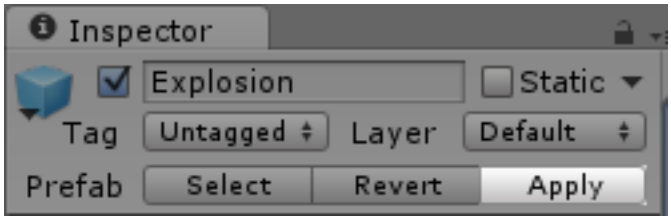

Scene
Textured
RGB
Gizmos
y
x
Persp

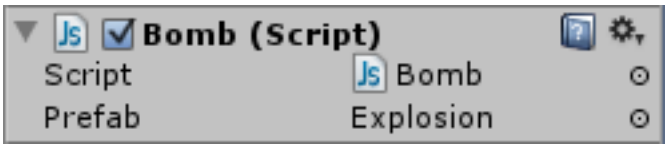

Explosion
Duration 0.10
Looping
Prewarm
Start Delay 0
Start Lifetime 0.15
Start Speed 60
Start Size 5
Start Rotation 0
Start Color
Gravity Multiplier 0
Inherit Velocity 0
Simulation Space Local
Play On Awake
Max Particles 1000
Emission
Rate 1000
Time
Bursts
Time
Particles
Shape
Shape Sphere
Radius 1
Emit from Shell
Random Direction


Particle Effect
Simulate
Stop
Playback Speed 1.00
Playback Time 0.00

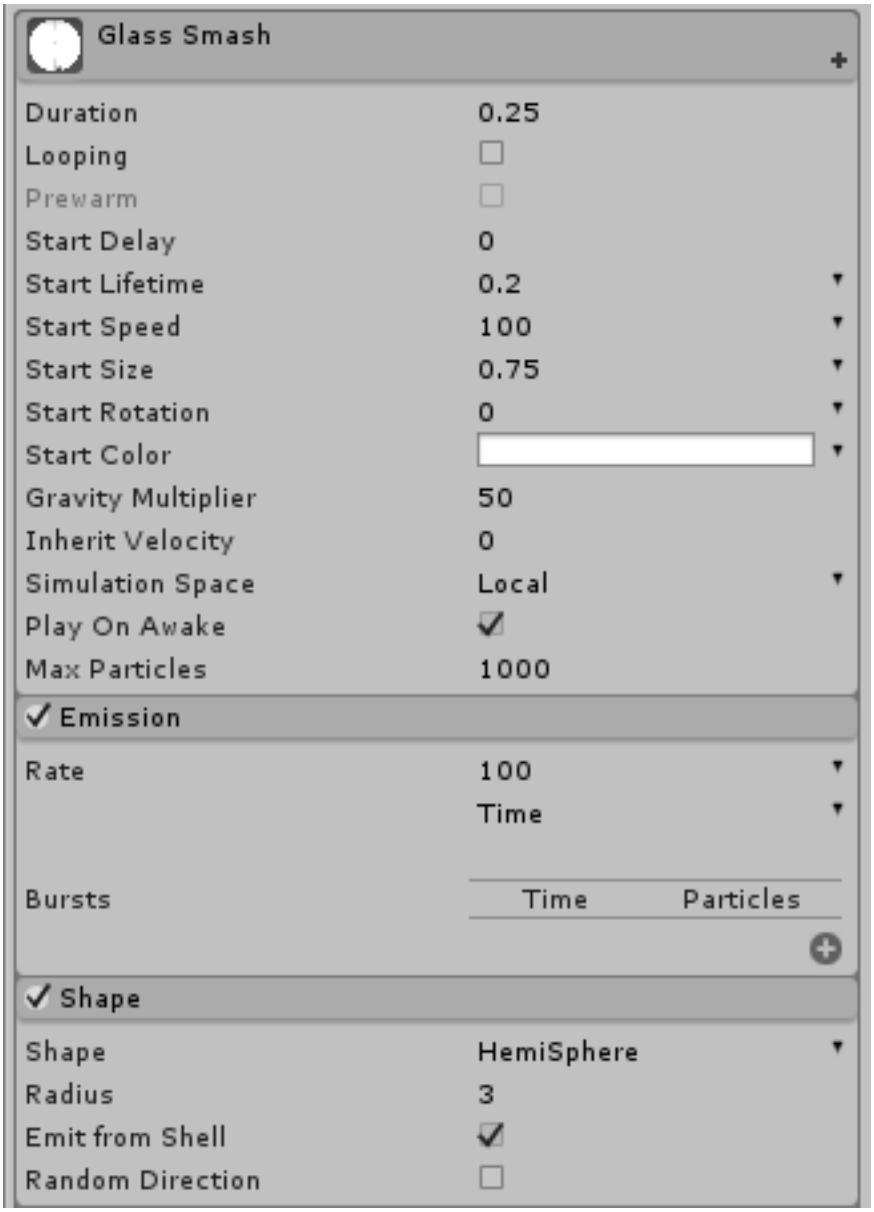

Renderer
Render Mode
Billboard
Normal Direction
1
Material
Spark
Sort Mode
None
Sorting Fudge
0
Cast Shadows
Receive Shadows
Max Particle Size
0.5

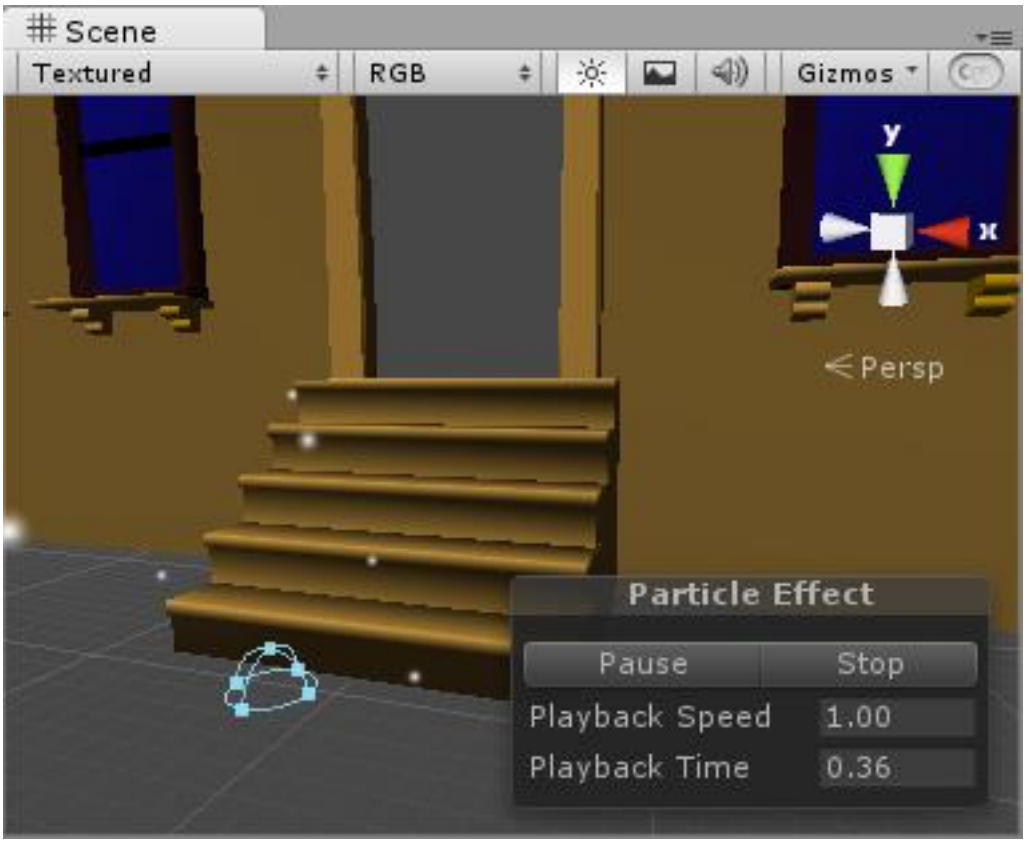

Scene
Textured
RGB
Gizmos
y
z
x
Persp
Particle Effect
Pause
Stop
Playback Speed
1.00
Playback Time
0.16

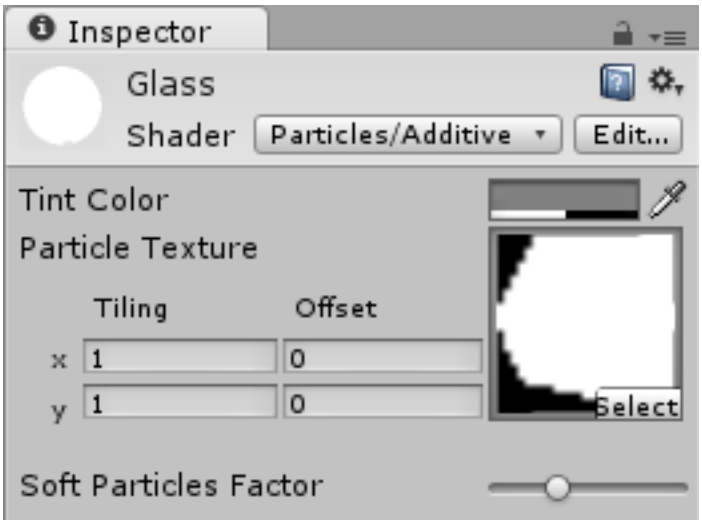

Inspector
Explosion
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply

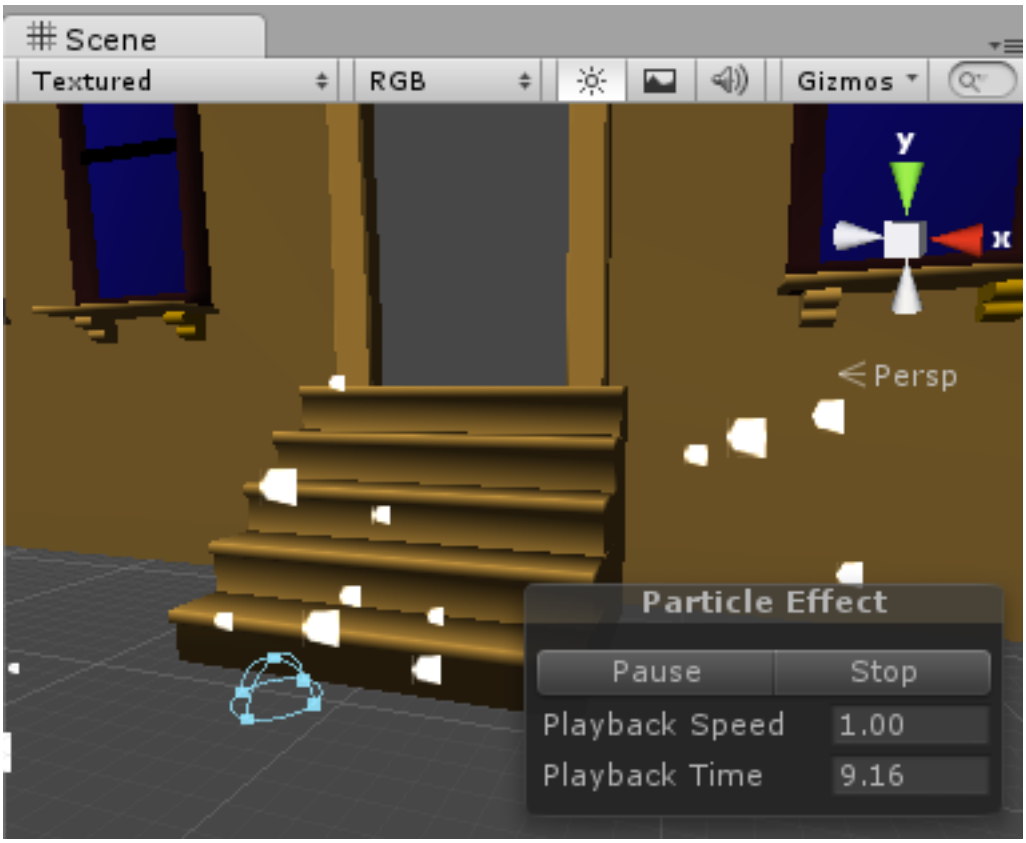

Bomb (Script)
Script
Bomb
Prefab
Explosion

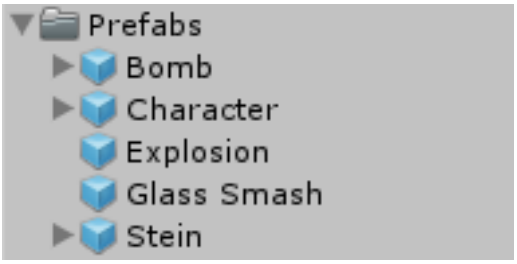
Chapter 10: Game #3 – The Break-Up Part 2

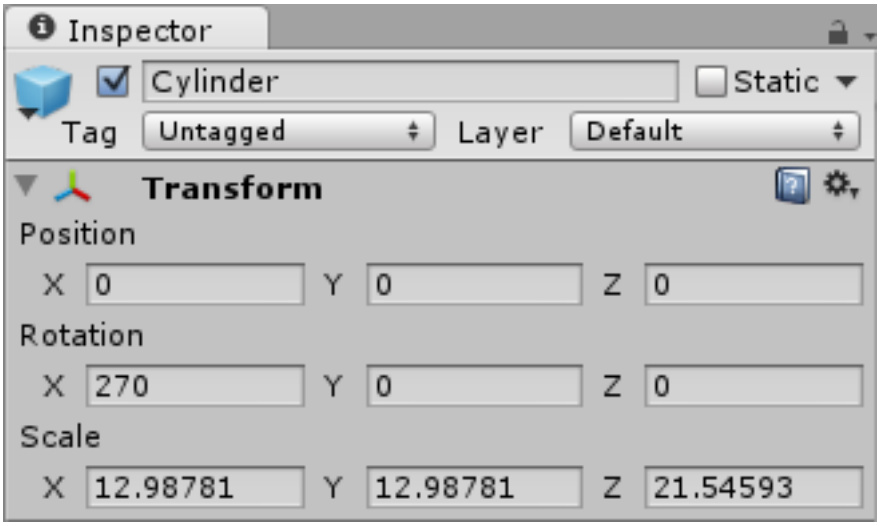


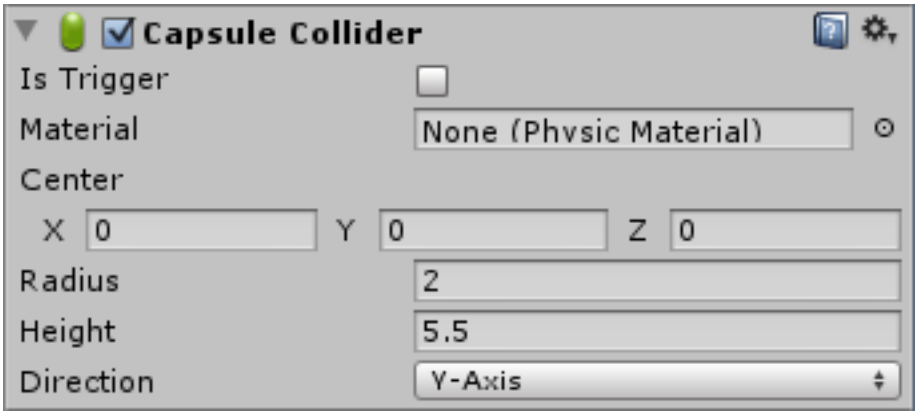

Scene
Textured
RGB
Gizmos
y
x
Persp
Particle Effect
Pause
Stop
Playback Speed
1.00
Playback Time
0.36

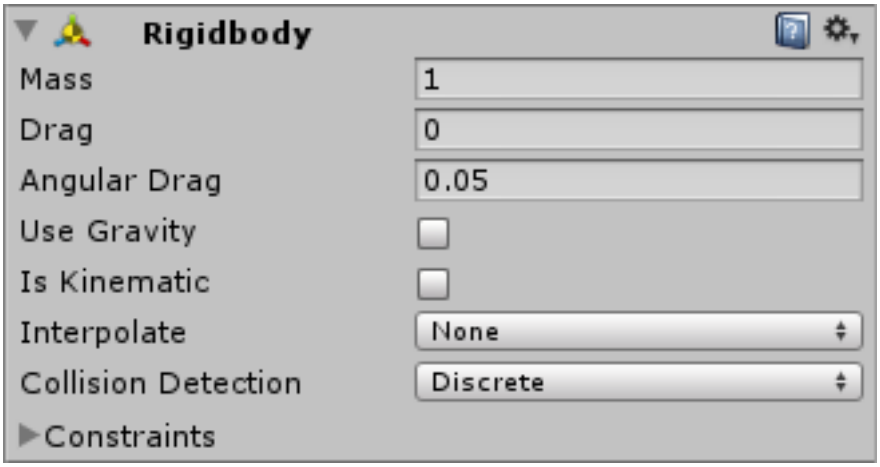

Inspector
Glass
Shader
Particles/Additive
Edit...
Tint Color
Particle Texture
Tiling
Offset
x
1
0
y
1
0
Select
Soft Particles Factor

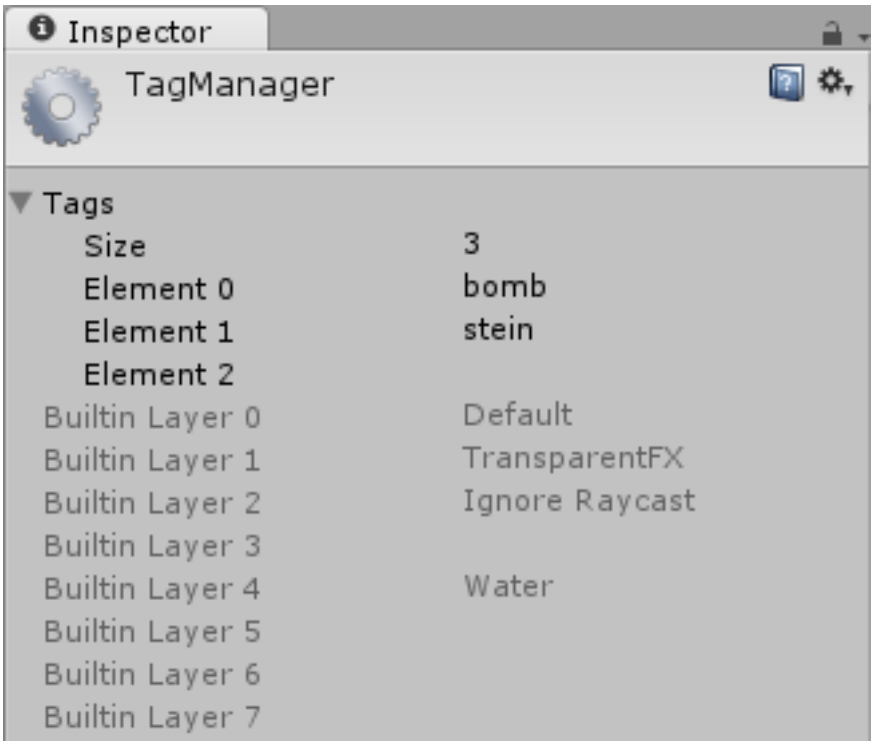

Scene
Textured
RGB
Gizmos
y
x
Persp
Particle Effect
Pause
Stop
Playback Speed
1.00
Playback Time
9.16

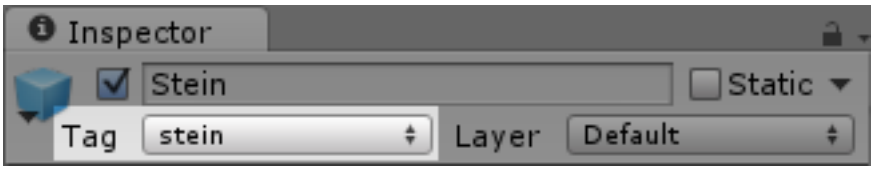

Prefabs
Bomb
Character
Explosion
Glass Smash
Stein

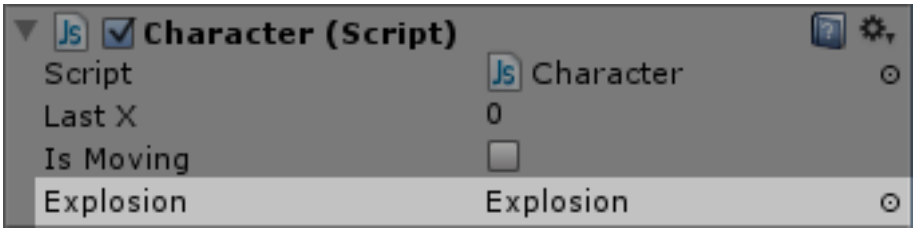

Inspector
Cylinder
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 0
Z 0
Rotation
X 270
Y 0
Z 0
Scale
X 12.98781
Y 12.98781
Z 21.54593


Capsule Collider
Is Trigger
Material
None (Physic Material)
Center
X 0
Y 0
Z 0
Radius
2
Height
5.5
Direction
Y-Axis

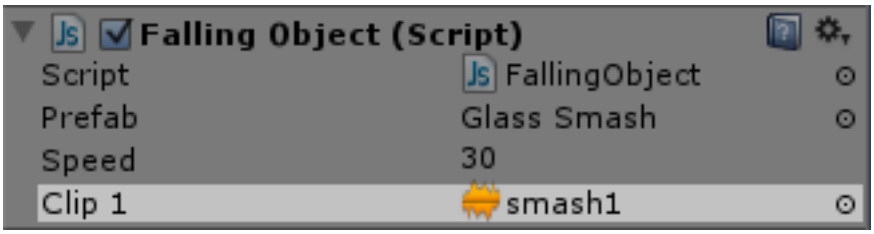

Rigidbody
Mass
1
Drag
0
Angular Drag
0.05
Use Gravity
Is Kinematic
Interpolate
None
Collision Detection
Discrete
Constraints

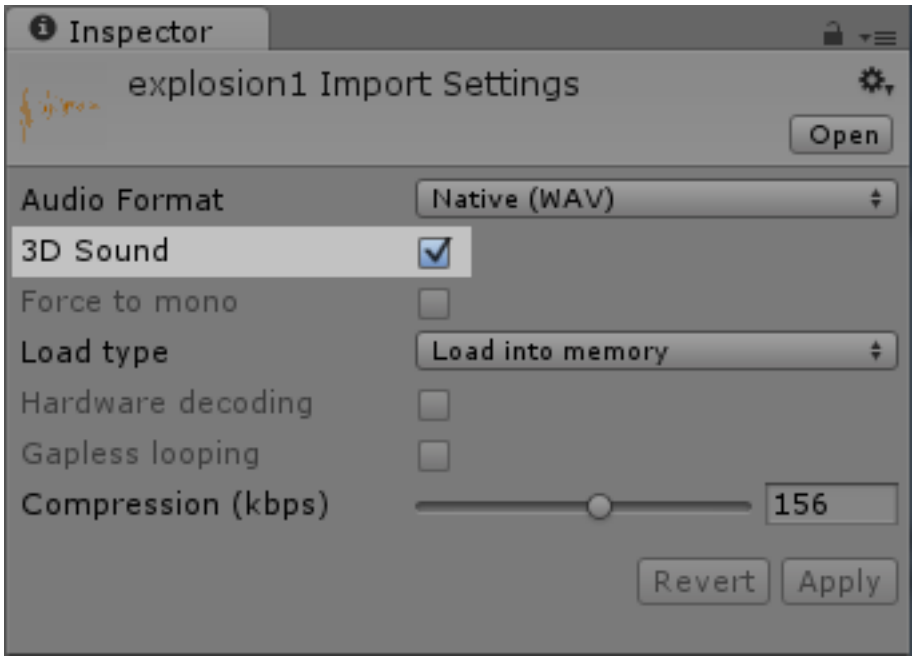

Inspector
TagManager
Tags
Size
3
Element 0
bomb
Element 1
stein
Element 2
Builtin Layer 0
Default
Builtin Layer 1
TransparentFX
Builtin Layer 2
Ignore Raycast
Builtin Layer 3
Builtin Layer 4
Water
Builtin Layer 5
Builtin Layer 6
Builtin Layer 7

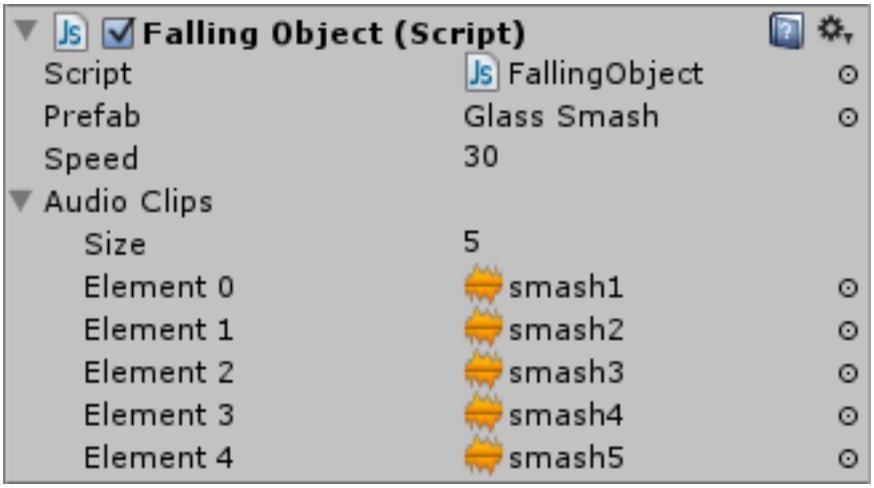

Inspector
Stein
Static
Tag
stein
Layer
Default


Character (Script)
Script
Character
Last X
0
Is Moving
Explosion
Explosion

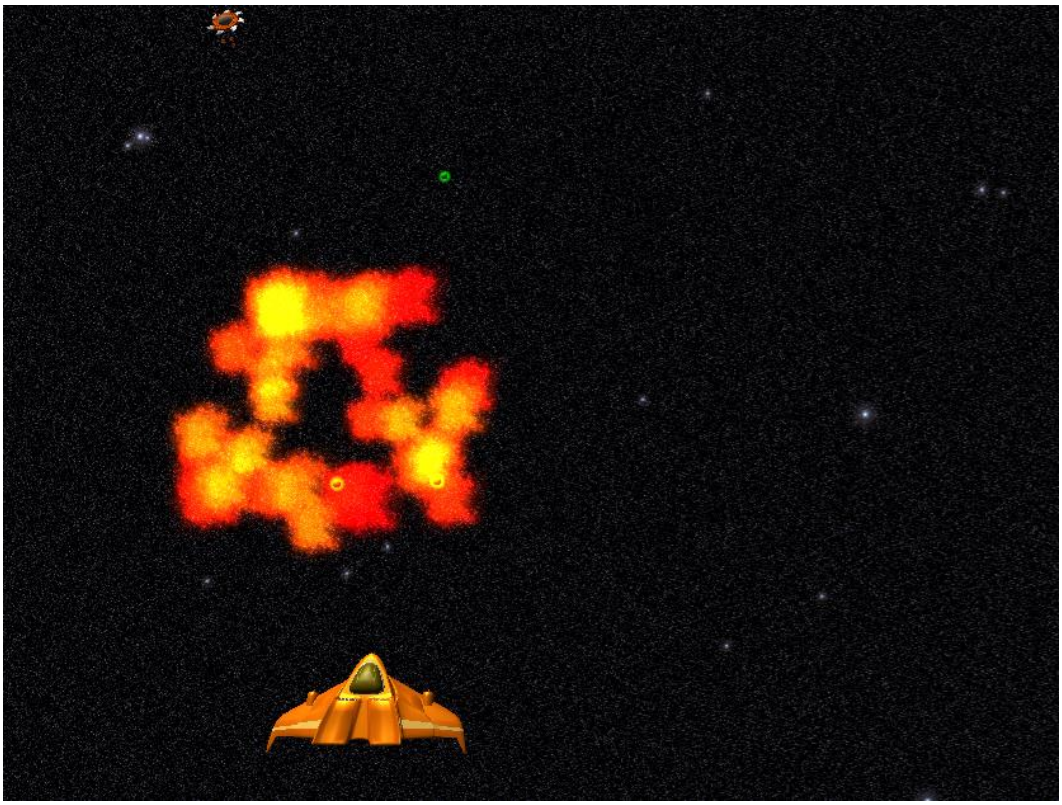
SFX
catch
explosion1
explosion2
explosion3
explosion4
explosion5
smash1
smash2
smash3
smash4
smash5

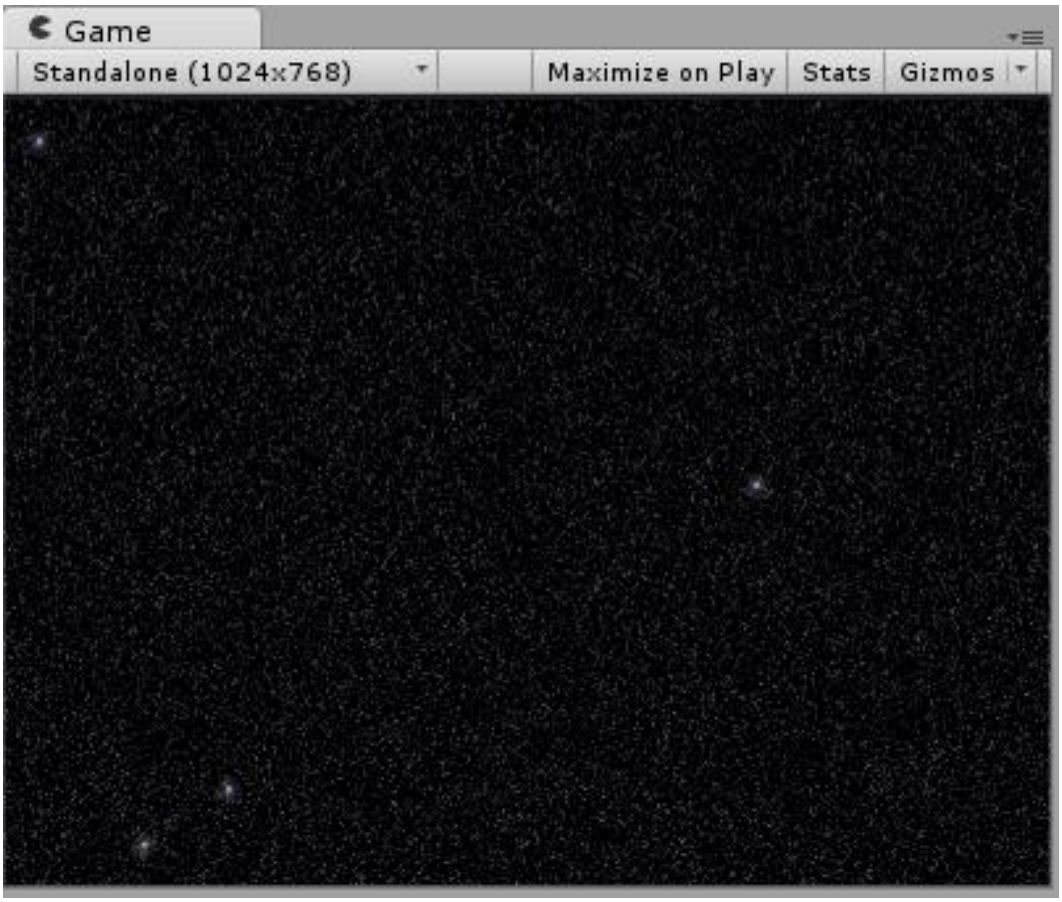

Falling Object (Script)
Script
FallingObject
Prefab
Glass Smash
Speed
30
Clip 1
smash1

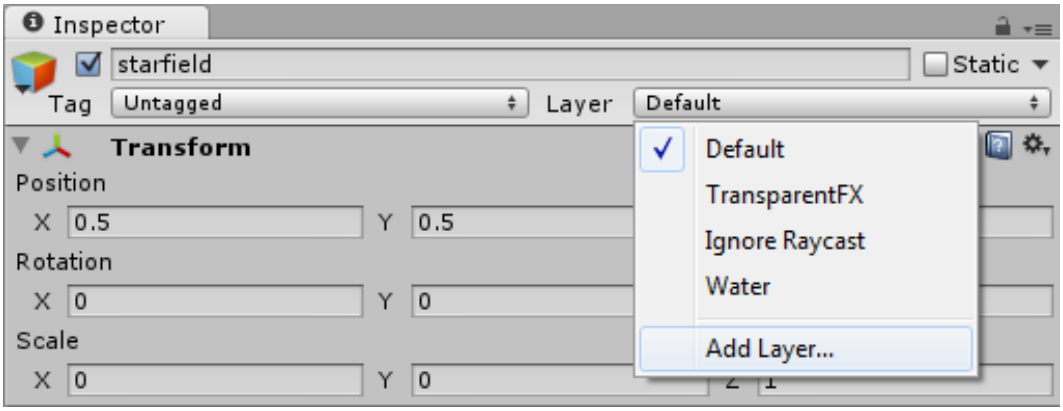

Inspector
explosion1 Import Settings
Open
Audio Format
Native (WAV)
3D Sound
Force to mono
Load type
Load into memory
Hardware decoding
Gapless looping
Compression (kbps)
156
Revert
Apply

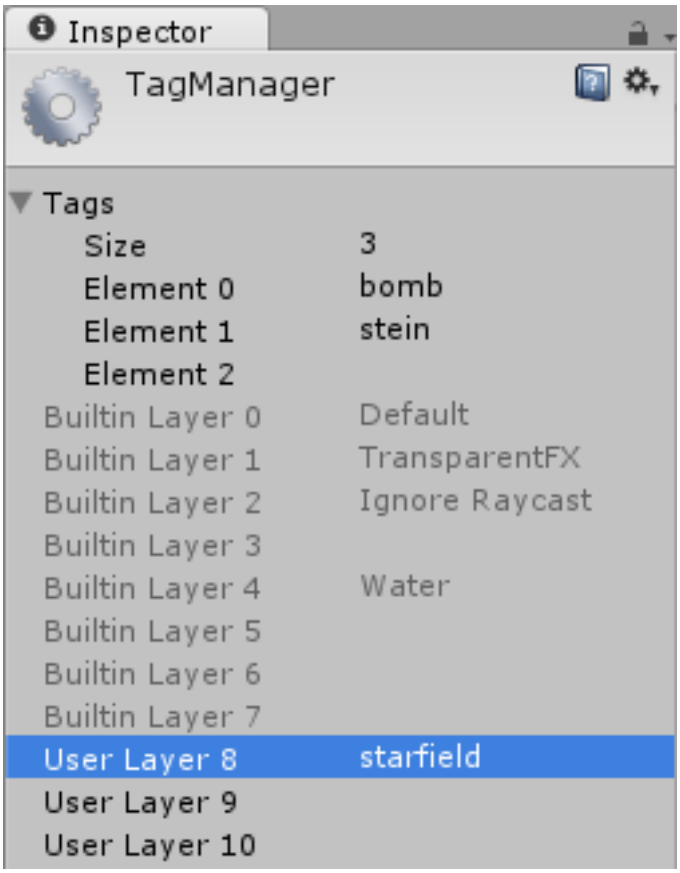

Falling Object (Script)
Script
FallingObject
Prefab
Glass Smash
Speed
30
Audio Clips
Size
5
Element 0
smash1
Element 1
smash2
Element 2
smash3
Element 3
smash4
Element 4
smash5

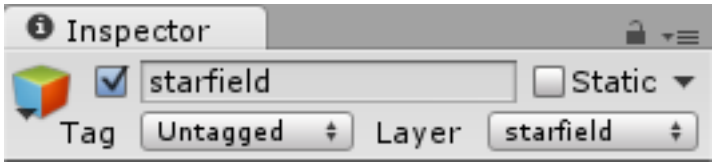
Chapter 11: Game #4 – Shoot the Moon

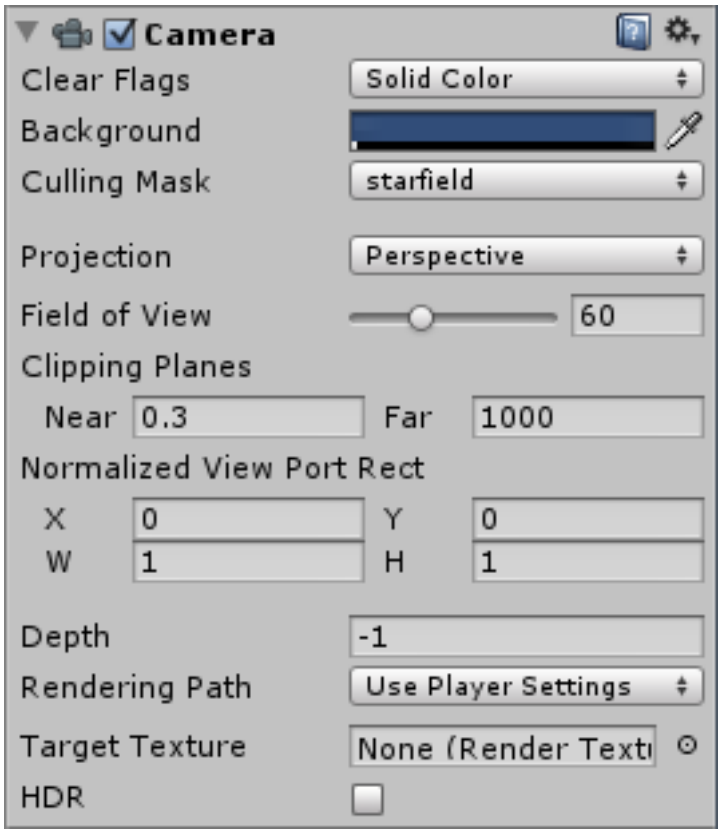


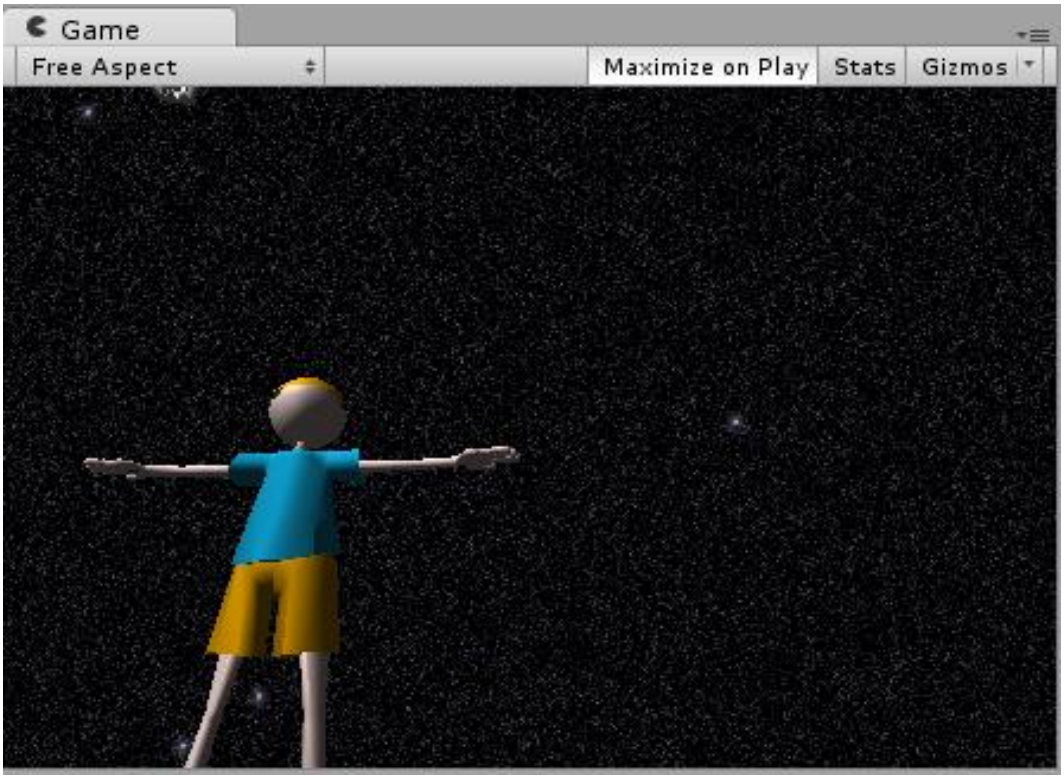

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos


Inspector
starfield
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0.5
Y 0.5
Rotation
X 0
Y 0
Scale
X 0
Y 0
Default
TransparentFX
Ignore Raycast
Water
Add Layer...

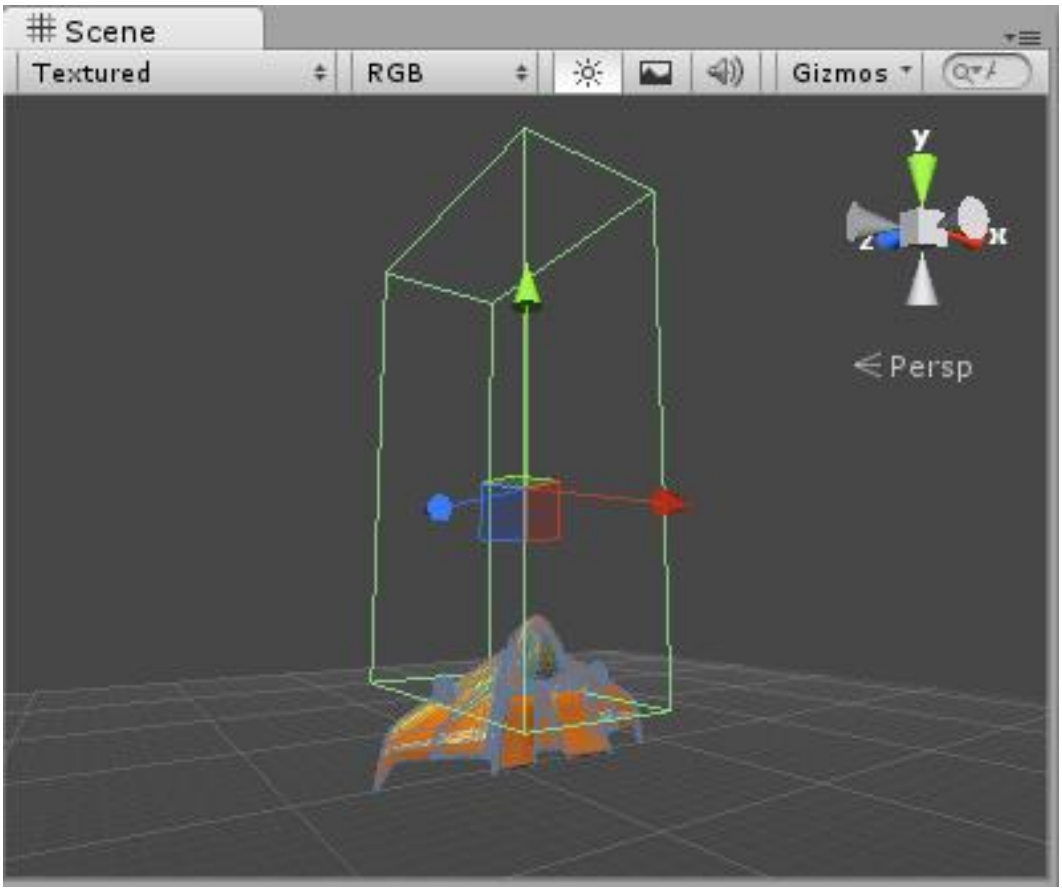

Inspector
TagManager
Tags
Size 3
Element 0 bomb
Element 1 stein
Element 2
Builtin Layer 0 Default
Builtin Layer 1 TransparentFX
Builtin Layer 2 Ignore Raycast
Builtin Layer 3
Builtin Layer 4 Water
Builtin Layer 5
Builtin Layer 6
Builtin Layer 7
User Layer 8 starfield
User Layer 9
User Layer 10

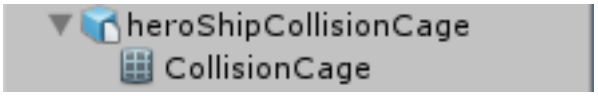

Inspector
starfield
Static
Tag
Untagged
Layer
starfield

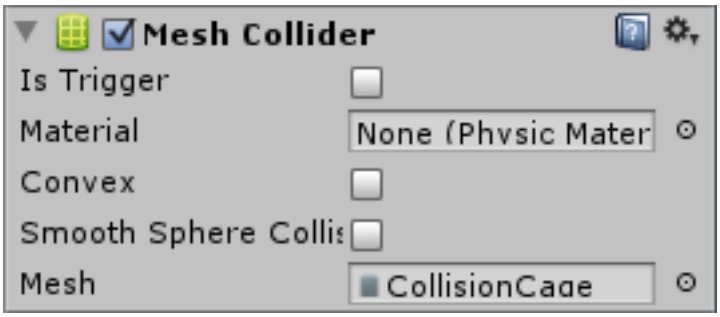

Camera
Clear Flags
Solid Color
Background
Culling Mask
starfield
Projection
Perspective
Field of View
60
Clipping Planes
Near
0.3
Far
1000
Normalized View Port Rect
X
0
Y
0
W
1
H
1
Depth
-1
Rendering Path
Use Player Settings
Target Texture
None (Render Text
HDR

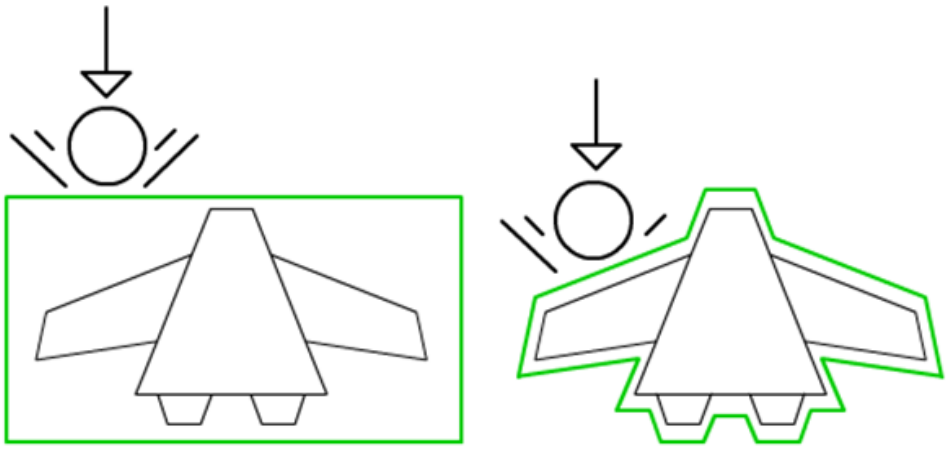

Game
Free Aspect
Maximize on Play
Stats
Gizmos

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos


Scene
Textured
RGB
Gizmos
y
x
z
Persp

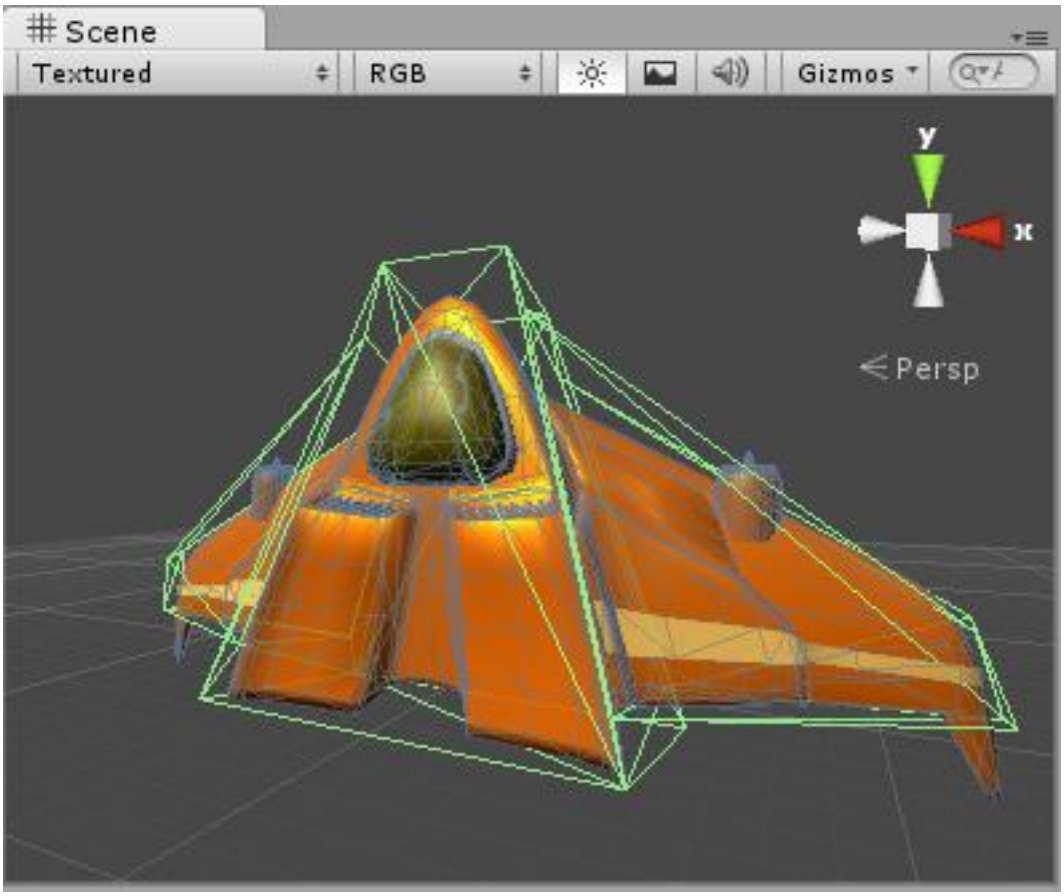

heroShipCollisionCage
CollisionCage

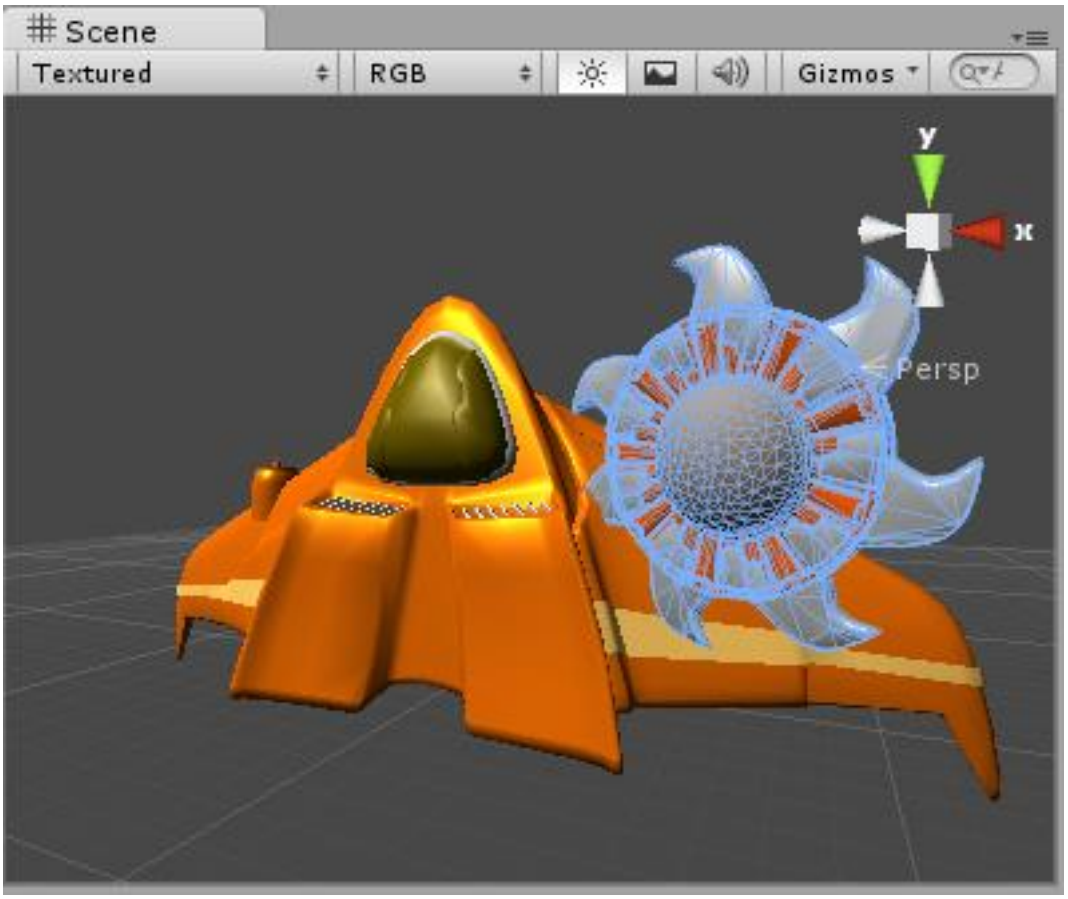

Mesh Collider
Is Trigger
Material
None (Physic Mater
Convex
Smooth Sphere Colli
Mesh
CollisionCage

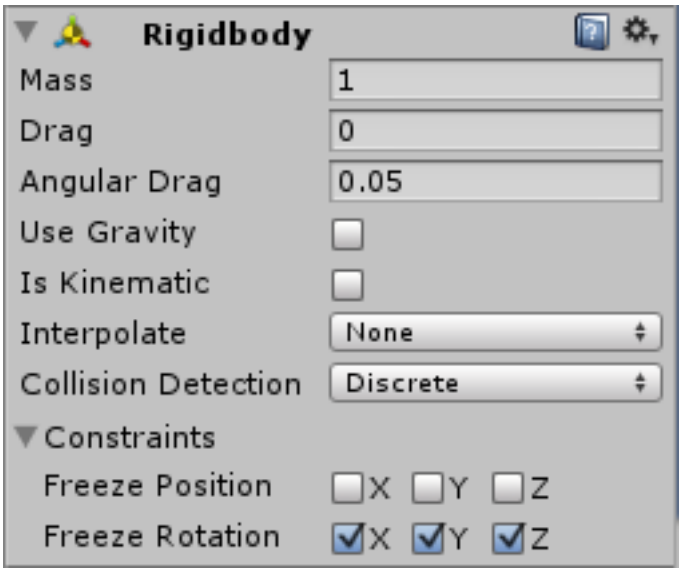


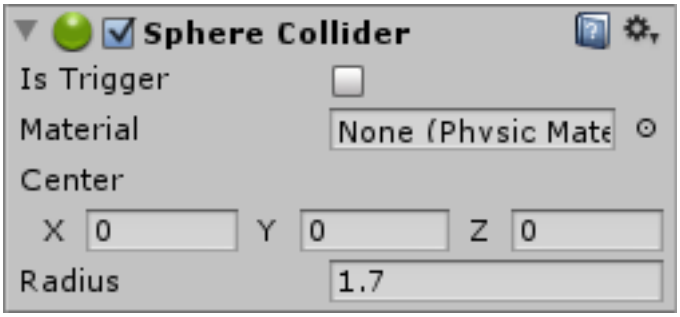
Crappy, inaccurate collision

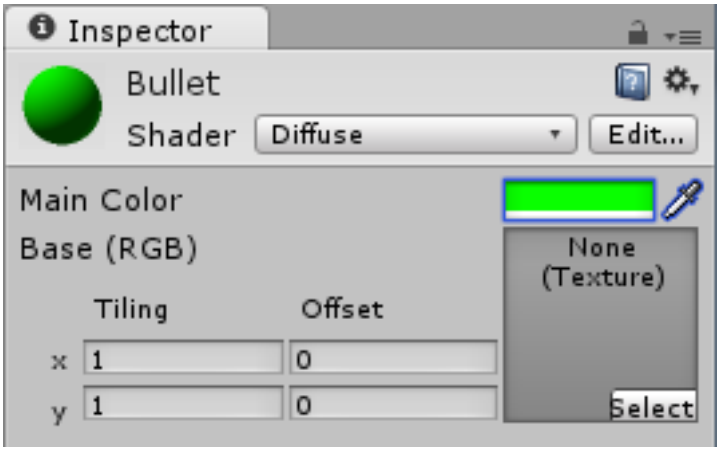
Awesomesauce.

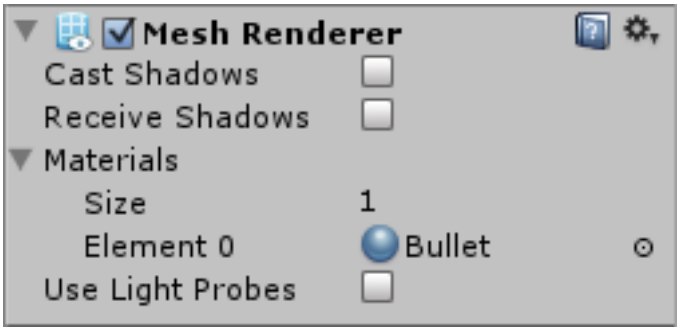


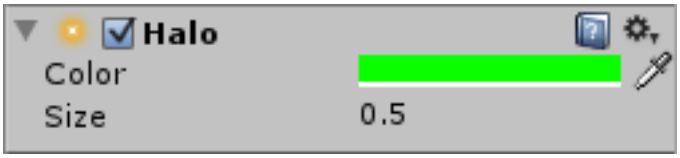

Scene
Textured
RGB
Gizmos
y
x
Persp

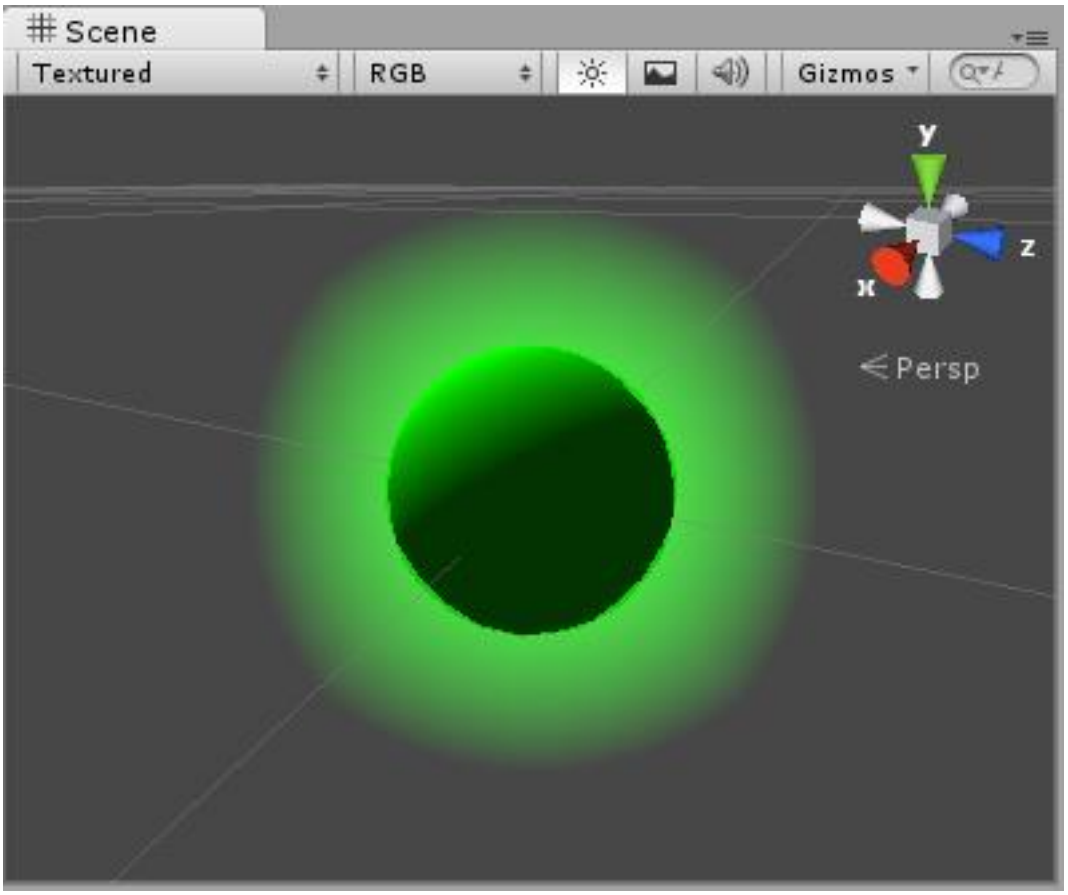

Rigidbody
Mass
1
Drag
0
Angular Drag
0.05
Use Gravity
Is Kinematic
Interpolate
None
Collision Detection
Discrete
Constraints
Freeze Position
X
Y
Z
Freeze Rotation
X
Y
Z

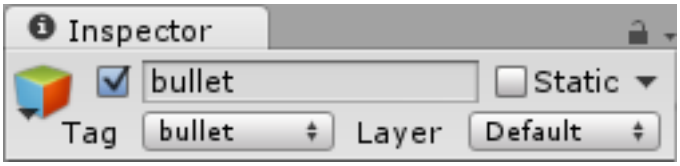

Sphere Collider
Is Trigger
Material
None (Physic Mate
Center
X 0
Y 0
Z 0
Radius
1.7

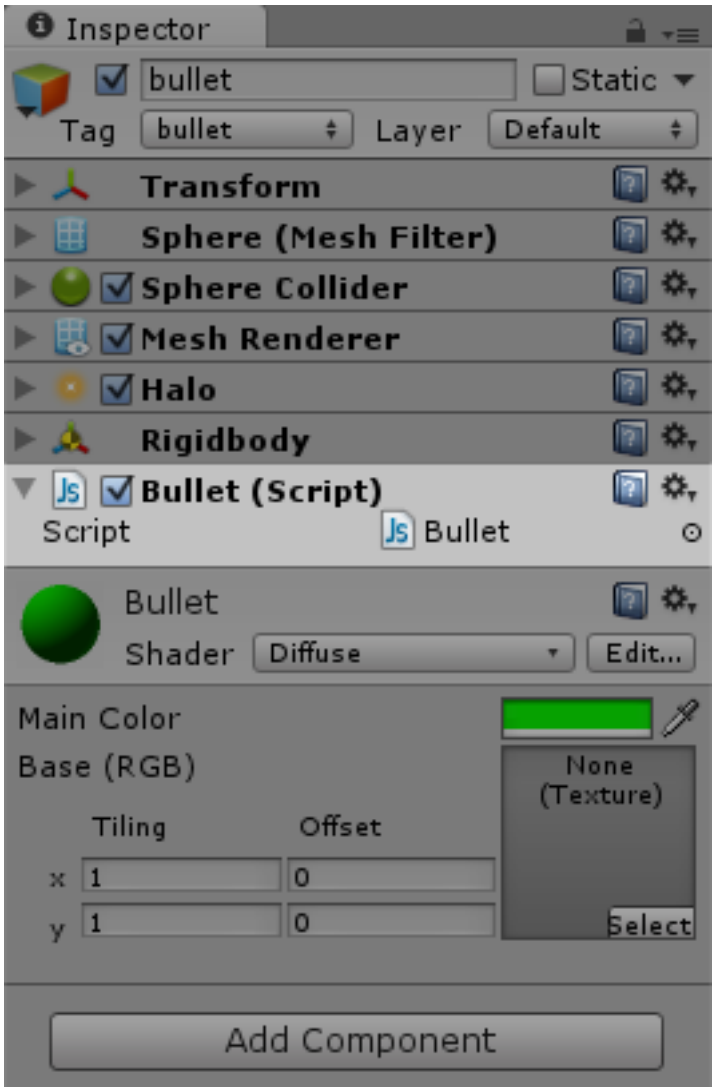

Inspector
Bullet
Shader
Diffuse
Edit...
Main Color
Base (RGB)
None
(Texture)
Tiling
Offset
x 1
0
y 1
0
Select


Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Size
1
Element 0
Bullet
Use Light Probes

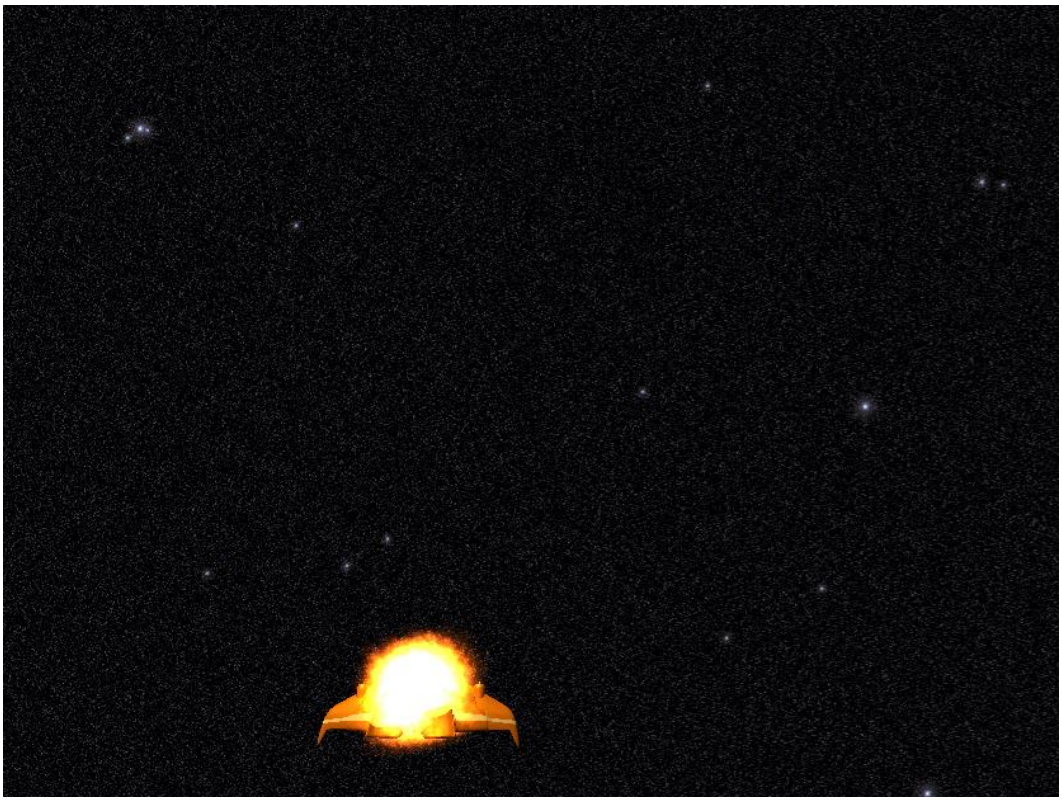

Halo
Color
Size
0.5

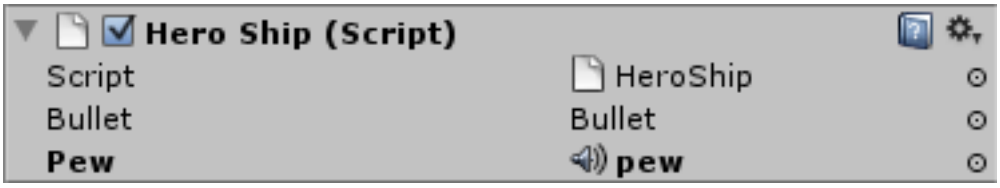

Scene
Textured
RGB
Gizmos
y
z
x
Persp

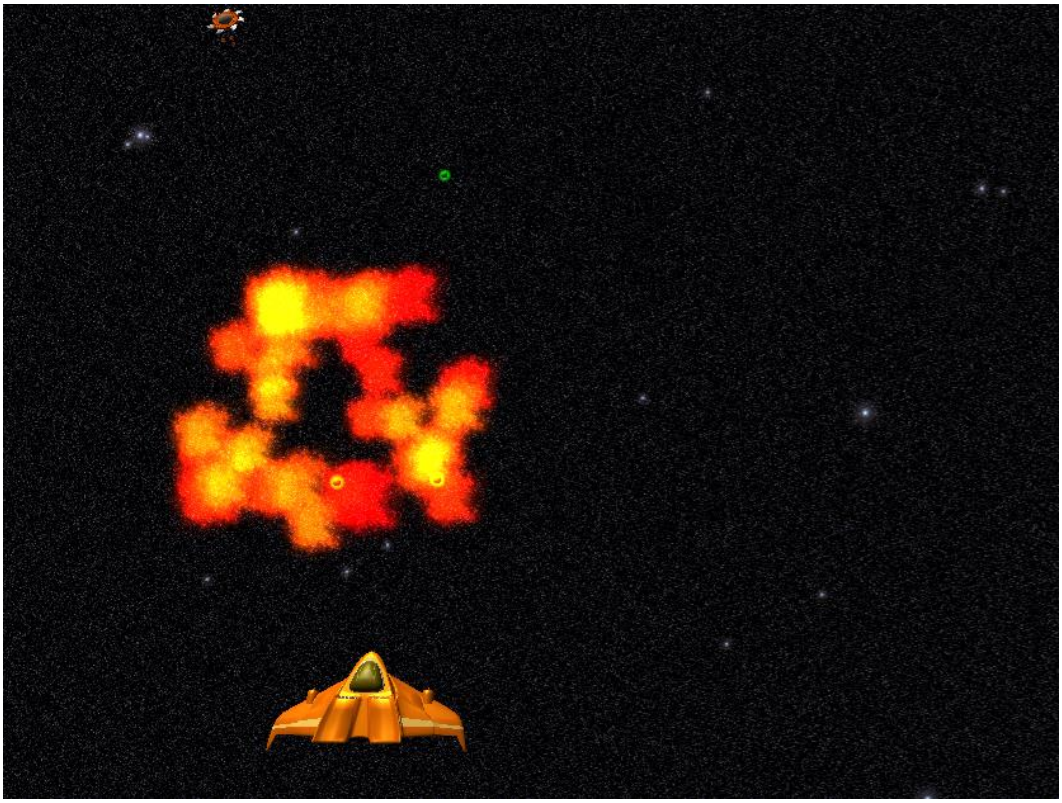

Inspector
bullet
Static
Tag
bullet
Layer
Default


Inspector
bullet
Static
Tag
bullet
Layer
Default
Transform
Sphere (Mesh Filter)
Sphere Collider
Mesh Renderer
Halo
Rigidbody
Bullet (Script)
Script
Bullet
Bullet
Shader
Diffuse
Edit...
Main Color
Base (RGB)
None
(Texture)
Tiling
Offset
x
1
0
y
1
0
Select
Add Component

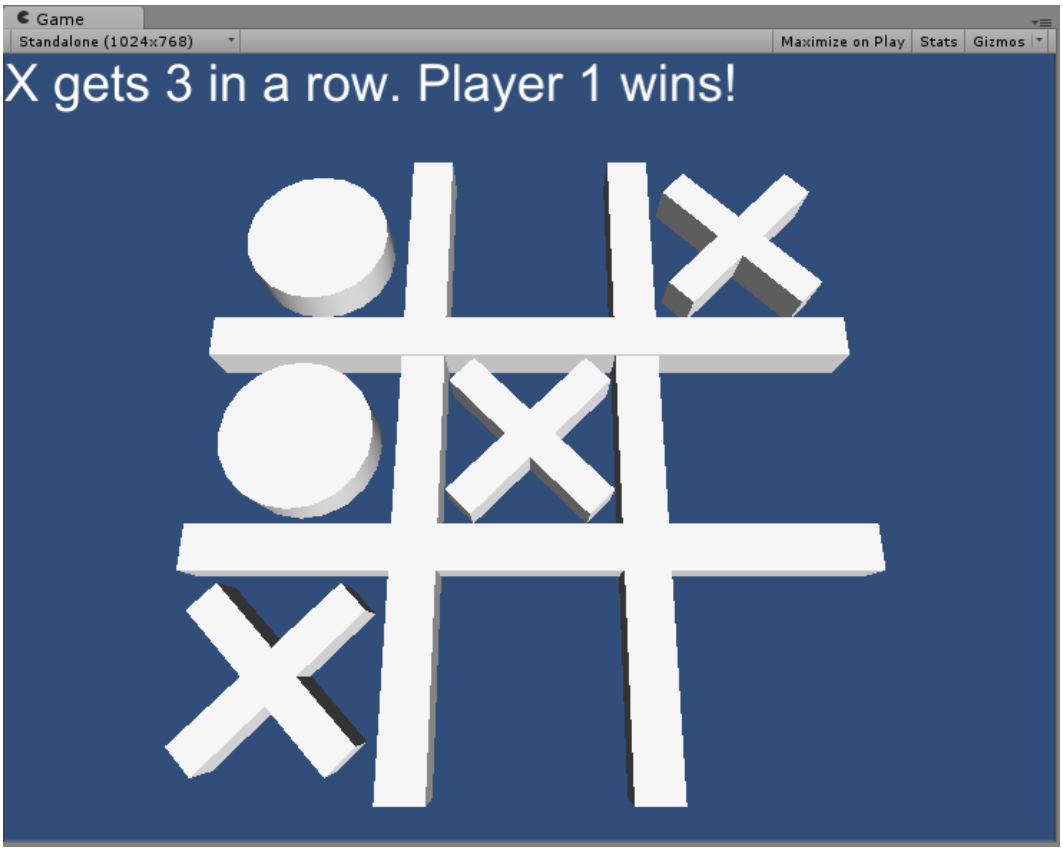
Hero Ship (Script)
Script
HeroShip
Explosion
Explosion
Bullet
Bullet

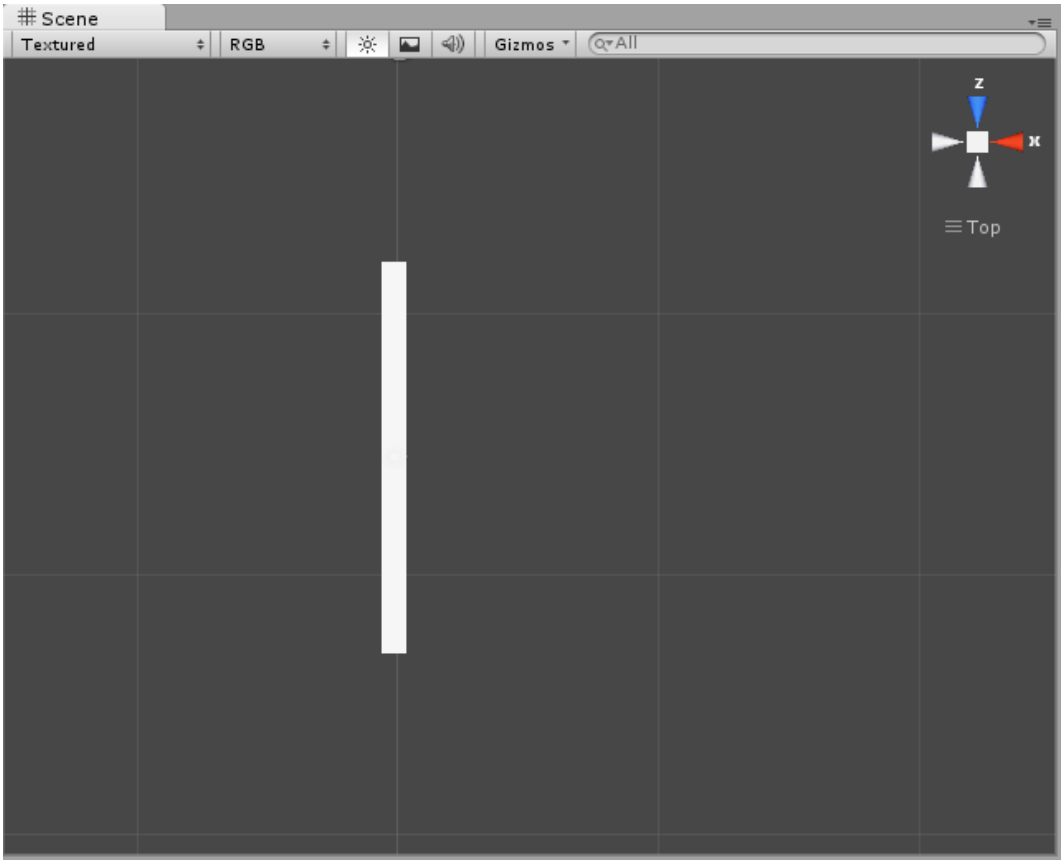


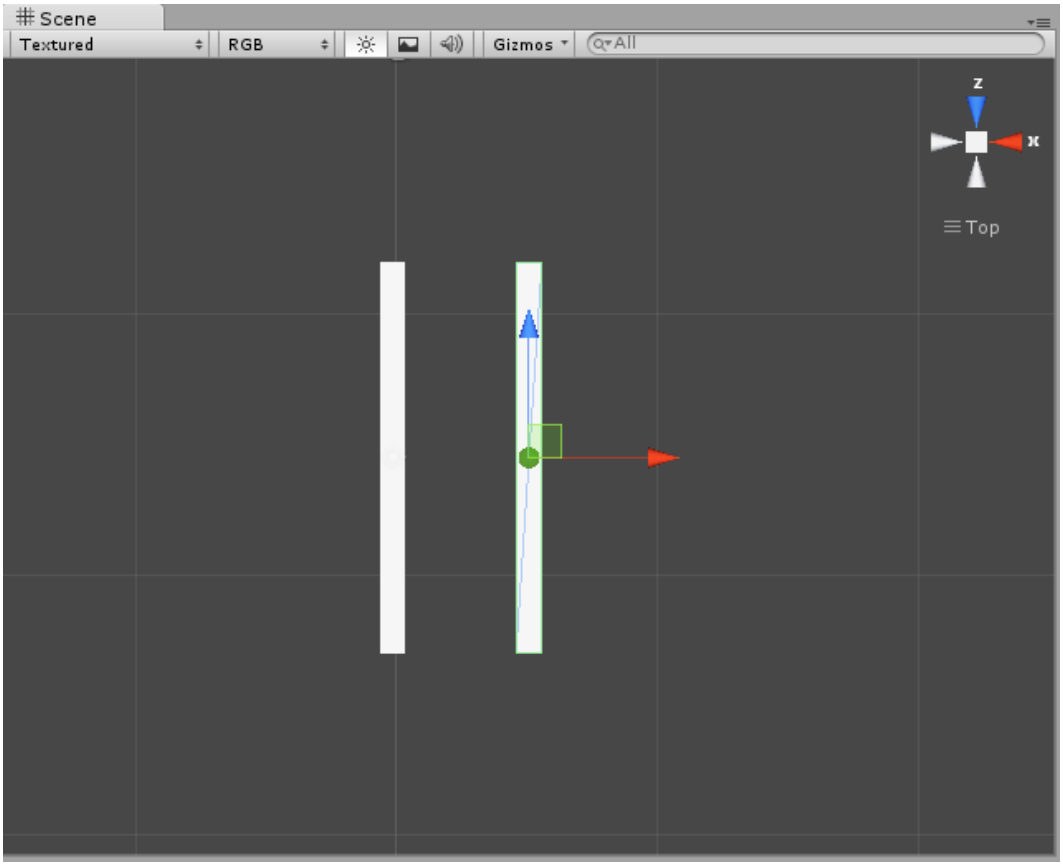

Hero Ship (Script)
Script
HeroShip
Bullet
Bullet
Pew
pew

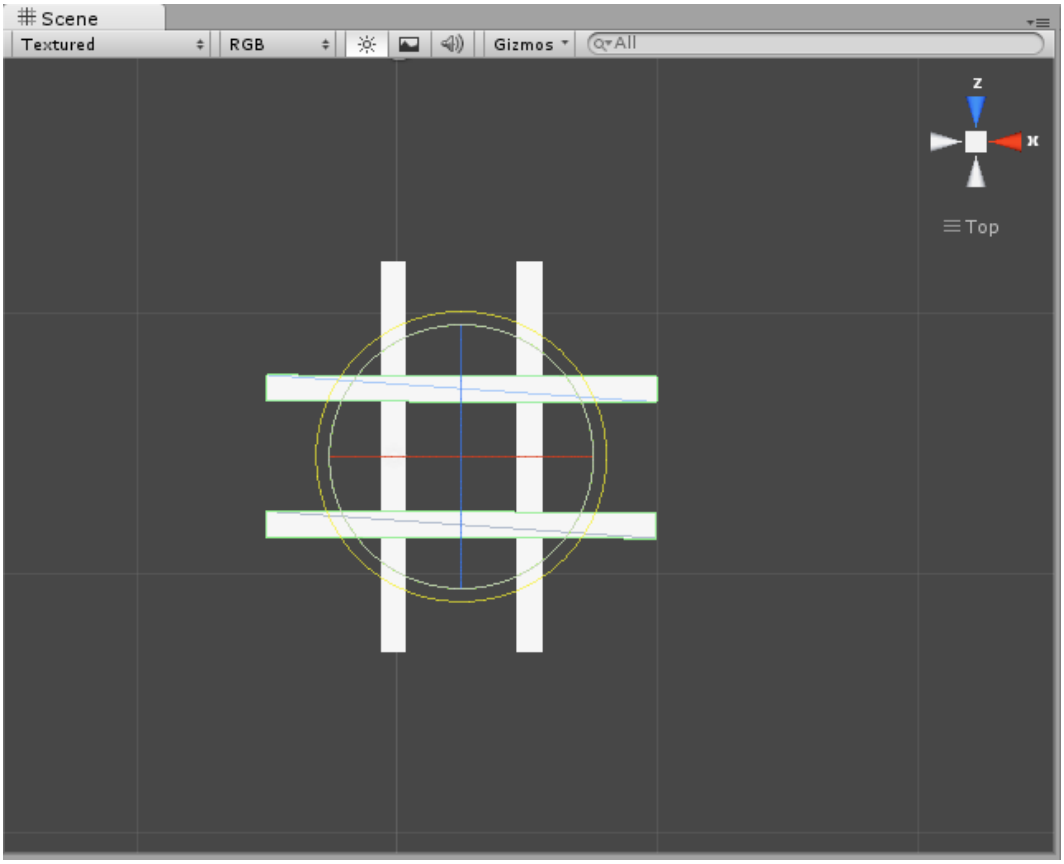


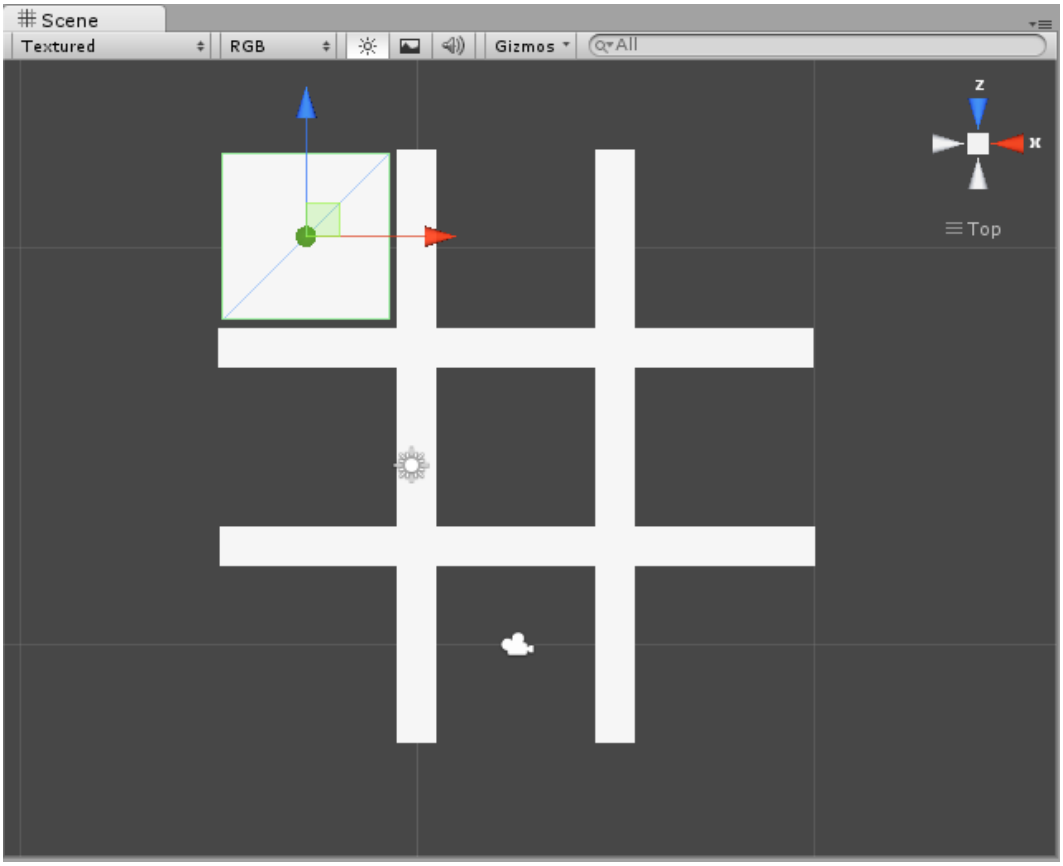
Chapter 12: Game #5 – Kisses n' Hugs

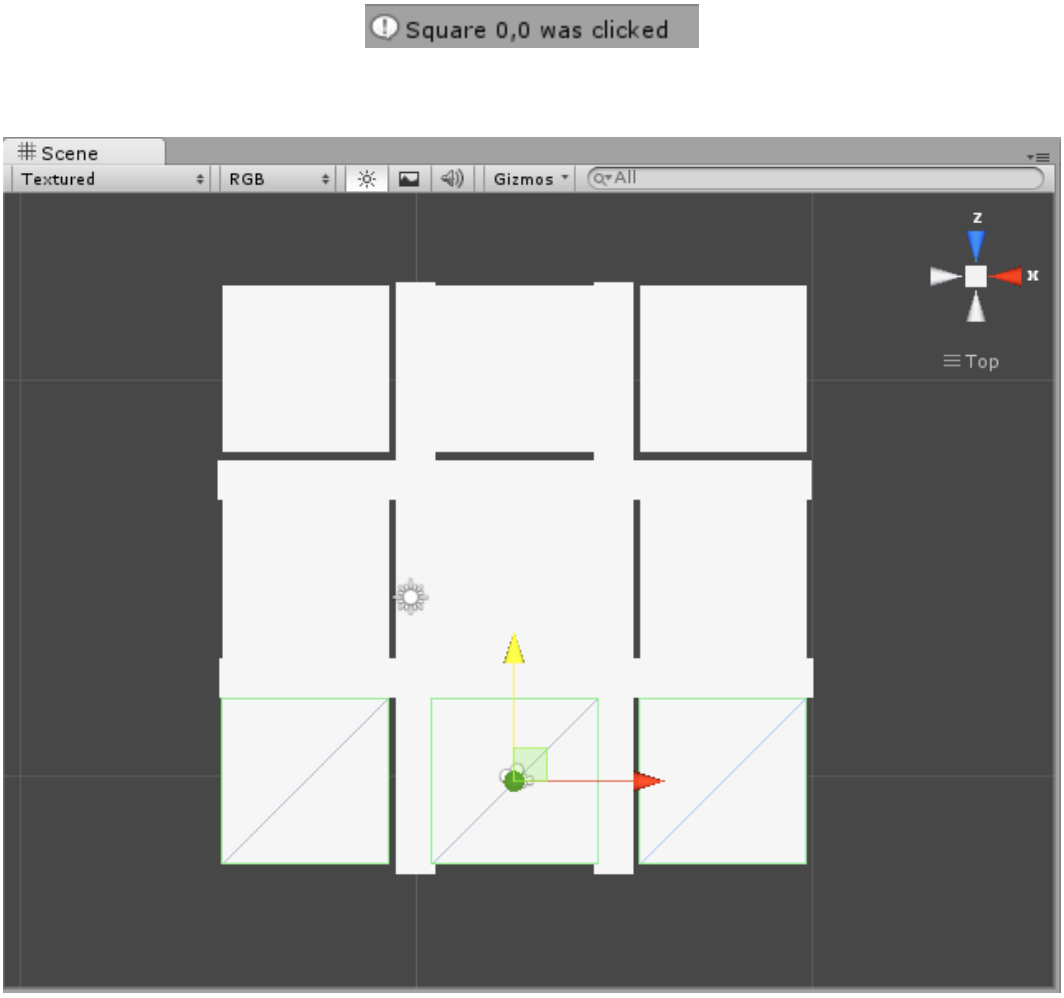


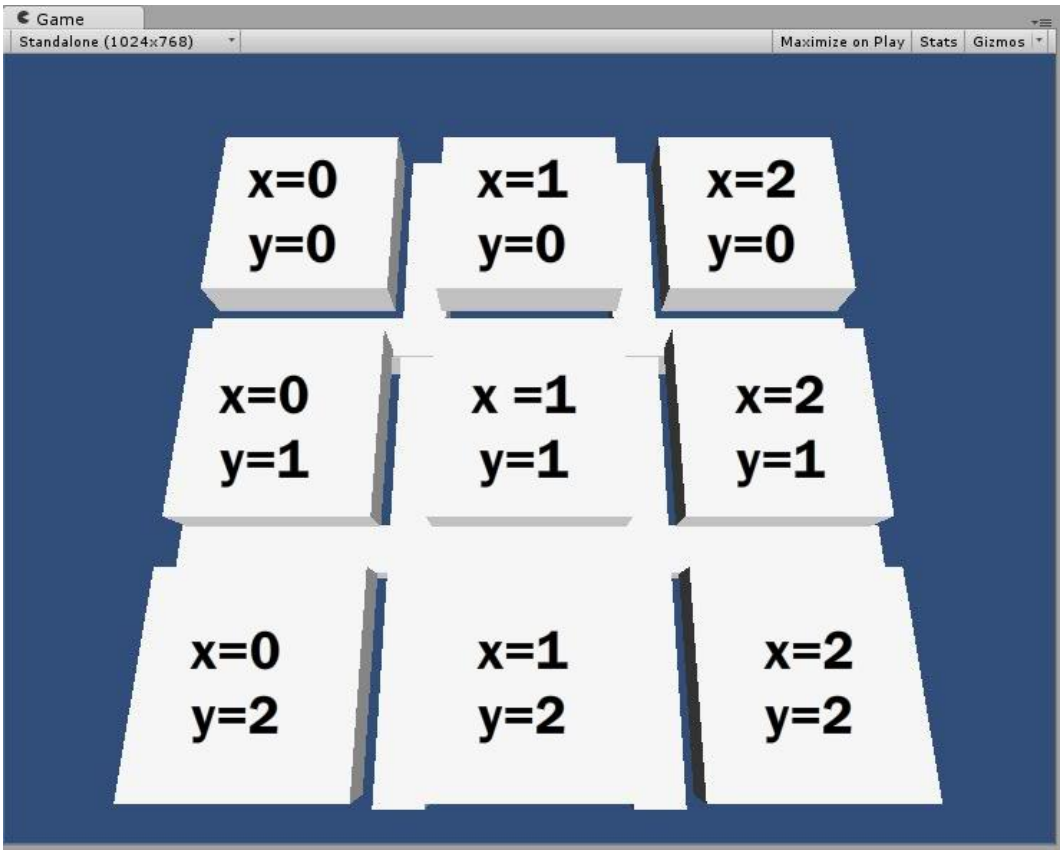

Scene
Textured
RGB
Gizmos
All
Z
X
Top

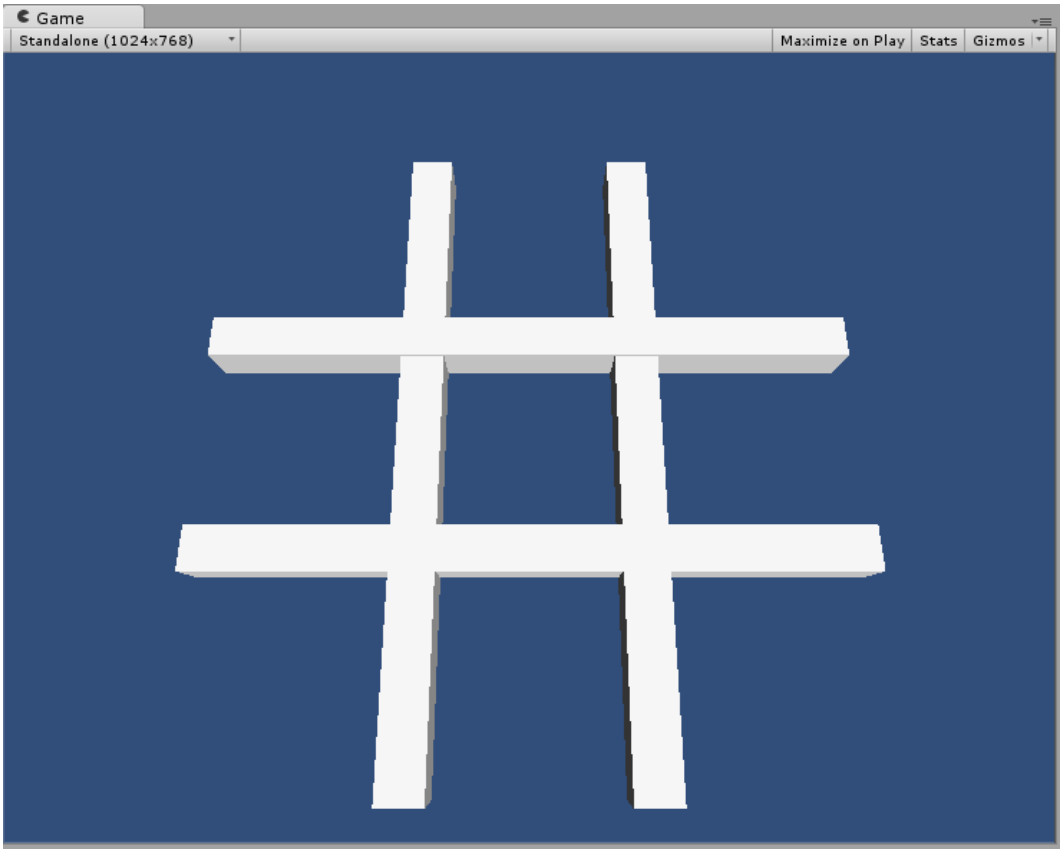

Scene
Textured
RGB
Gizmos
All
Z
X
Top

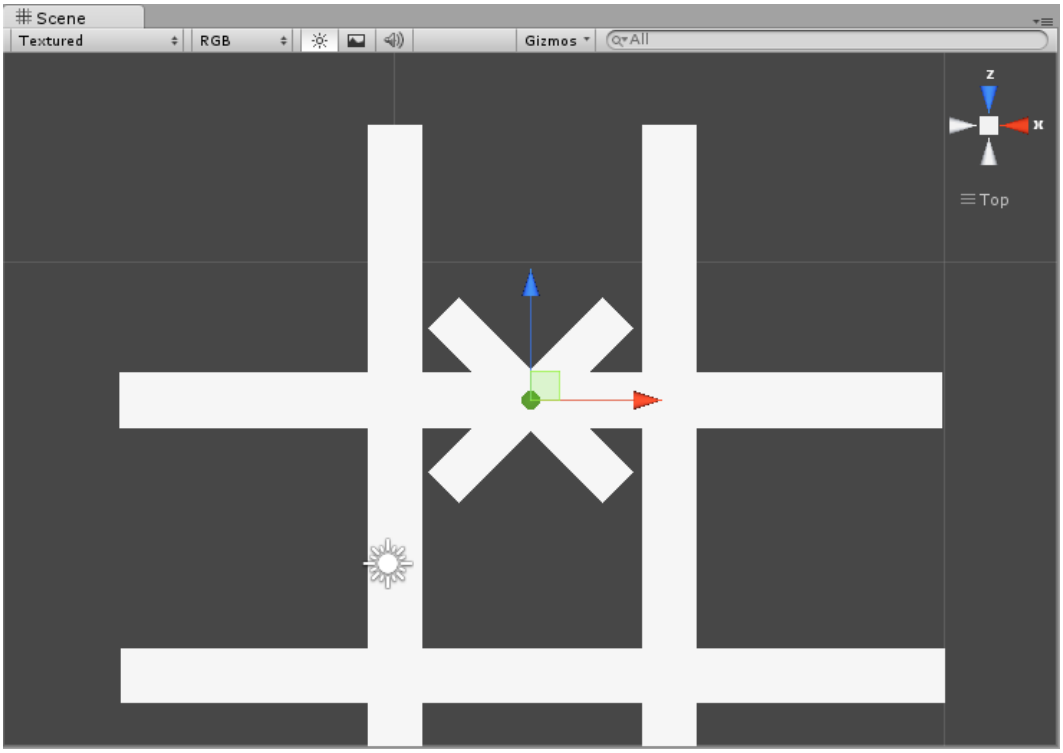

Scene
Textured
RGB
Gizmos
All
Z
X
Top

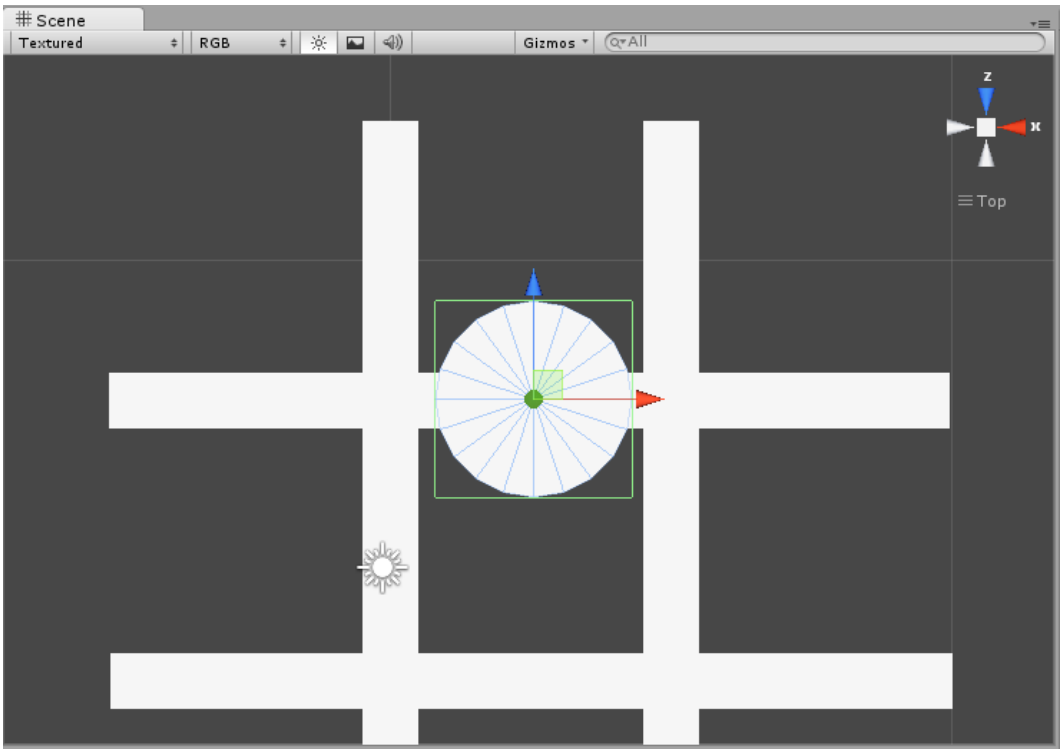

Scene
Textured
RGB
Gizmos
All
Z
X
Top

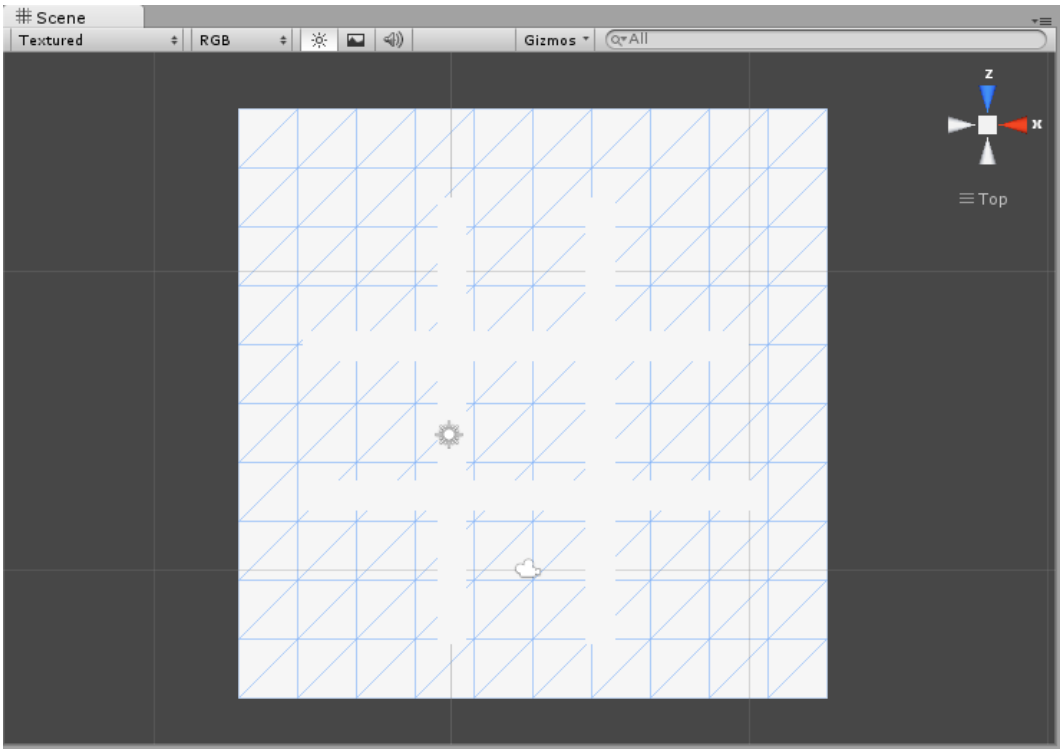

Square 0,0 was clicked
Scene
Textured
RGB
Gizmos
All
Z
X
Top

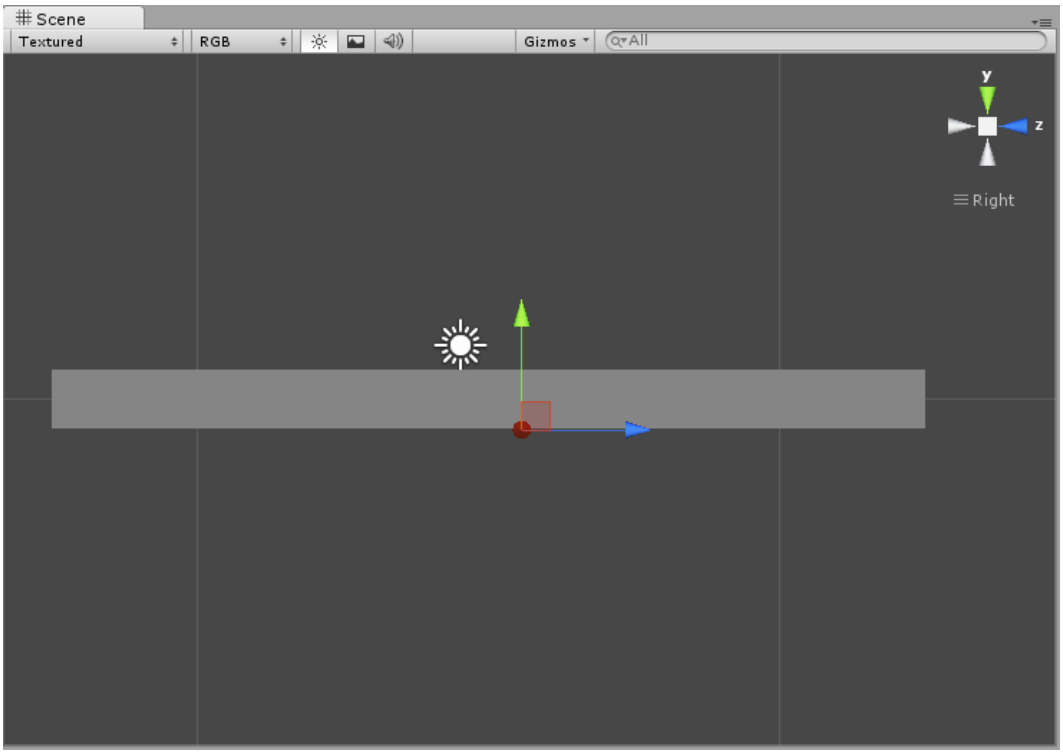

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
x=0
y=0
x=1
y=0
x=2
y=0
x=0
y=1
x =1
y=1
x=2
y=1
x=0
y=2
x=1
y=2
x=2
y=2

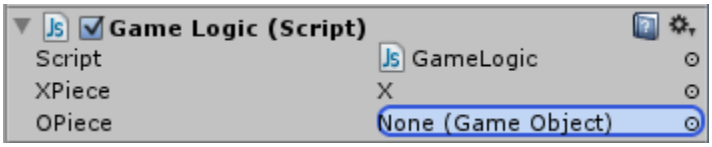

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

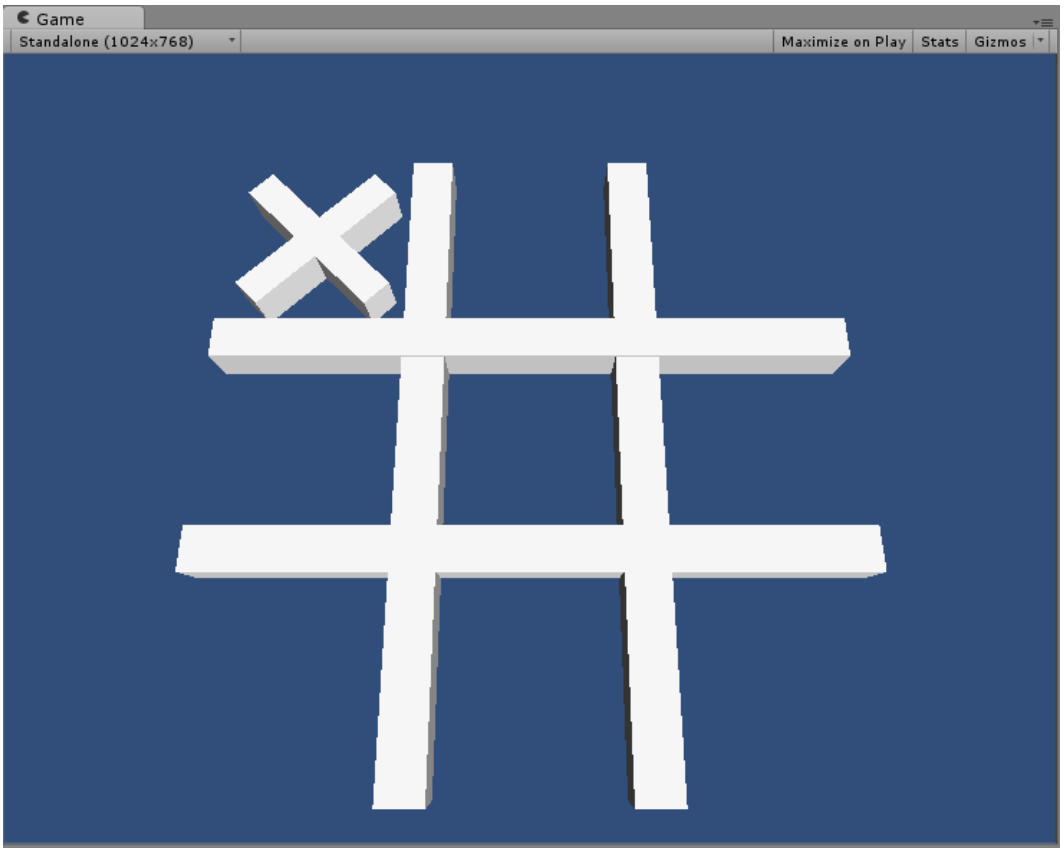

Scene
Textured
RGB
Gizmos
All
Z
X
Top

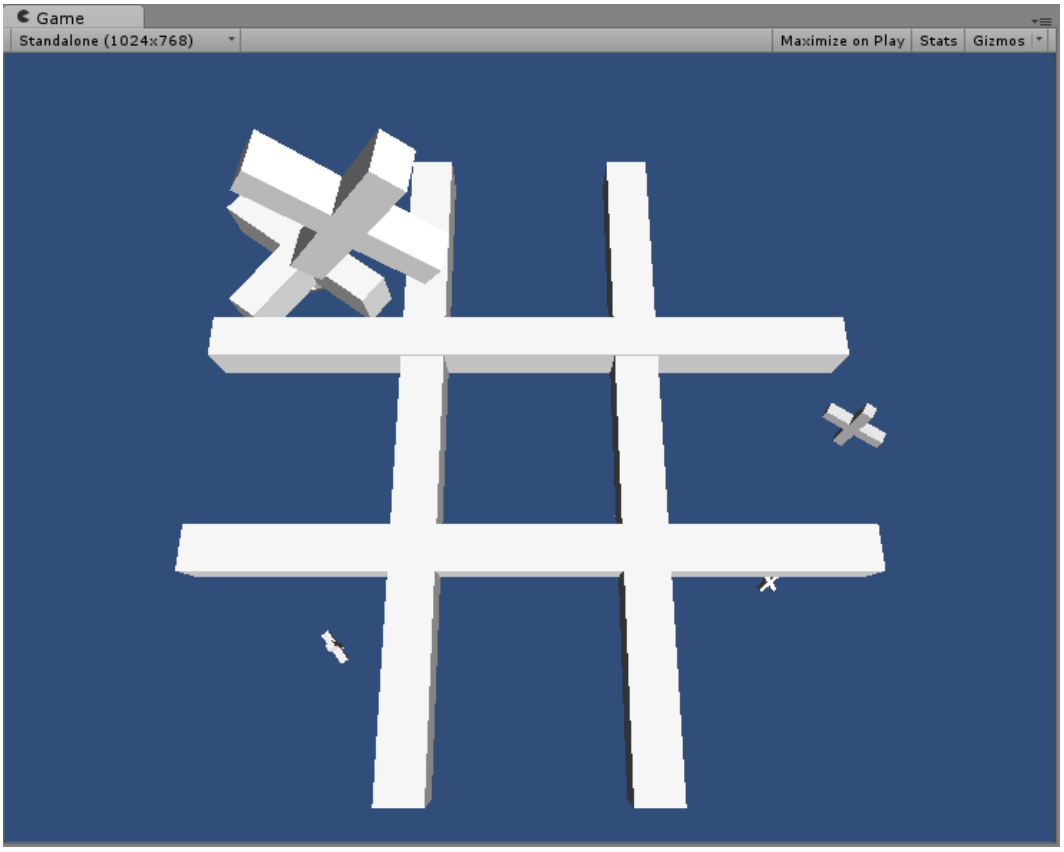

Scene
Textured
RGB
Gizmos
All
Z
X
Top

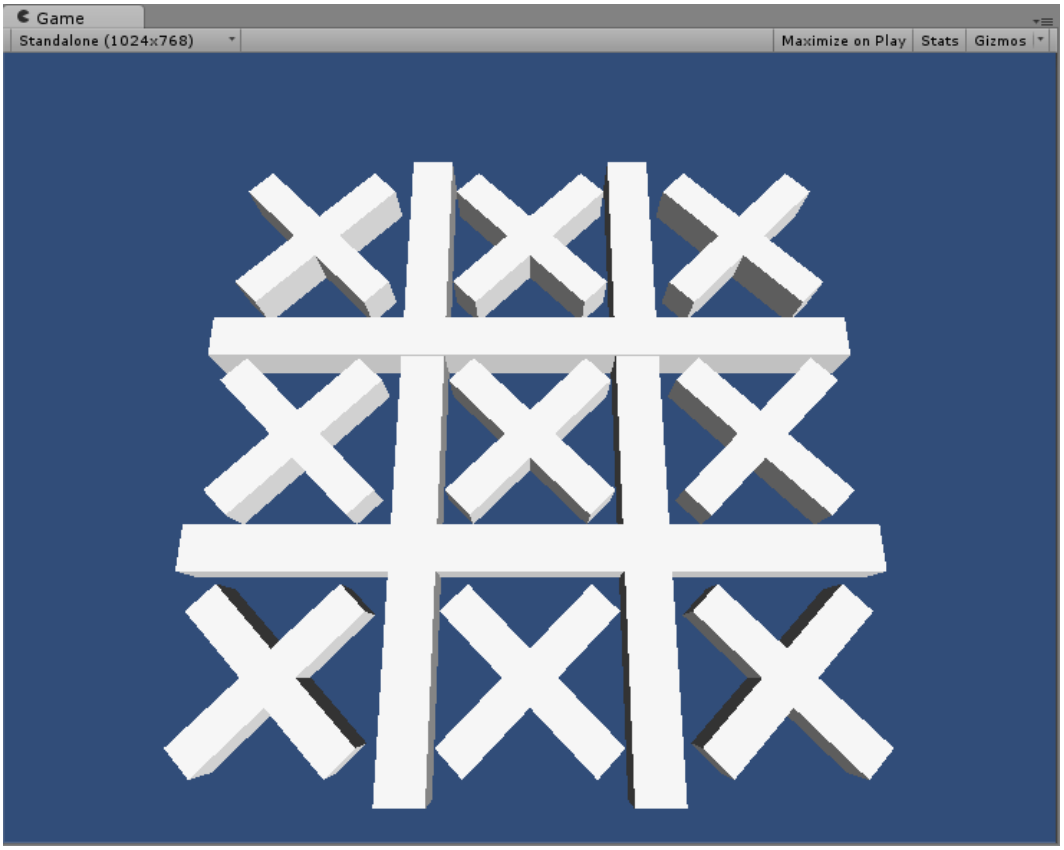

Scene
Textured
RGB
Gizmos
All
z
x
Top

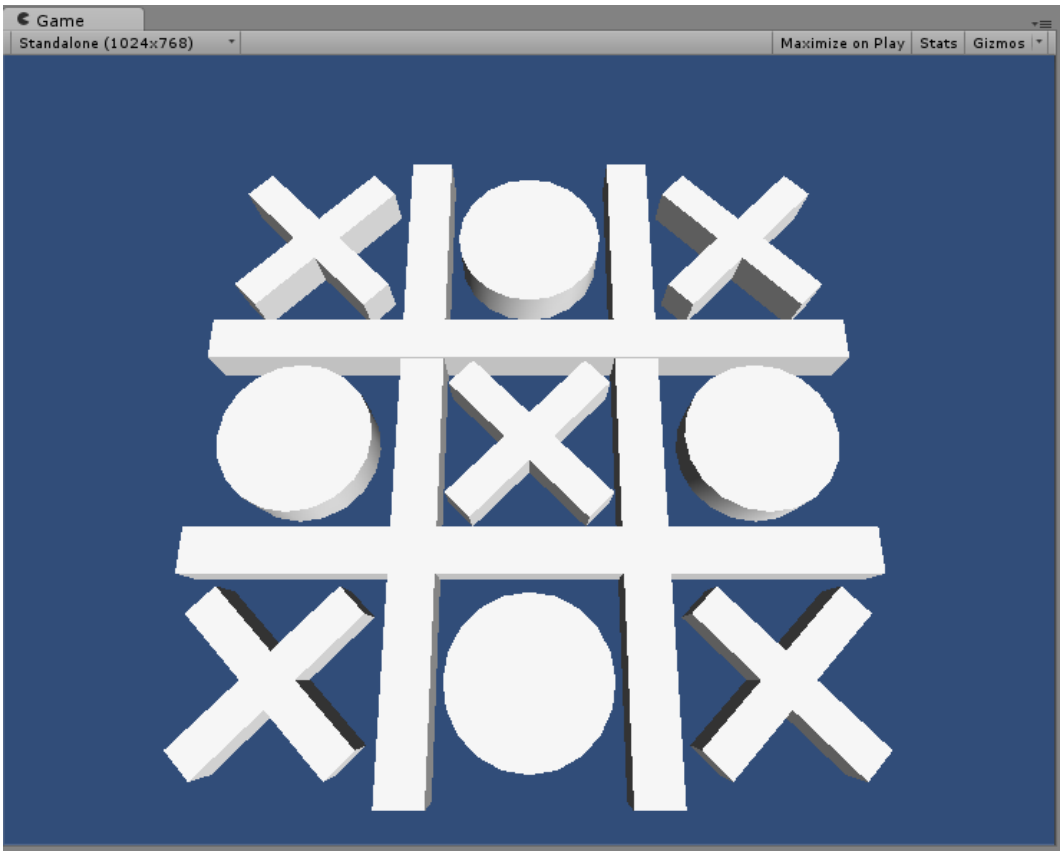

Scene
Textured
RGB
Gizmos
All
y
z
Right

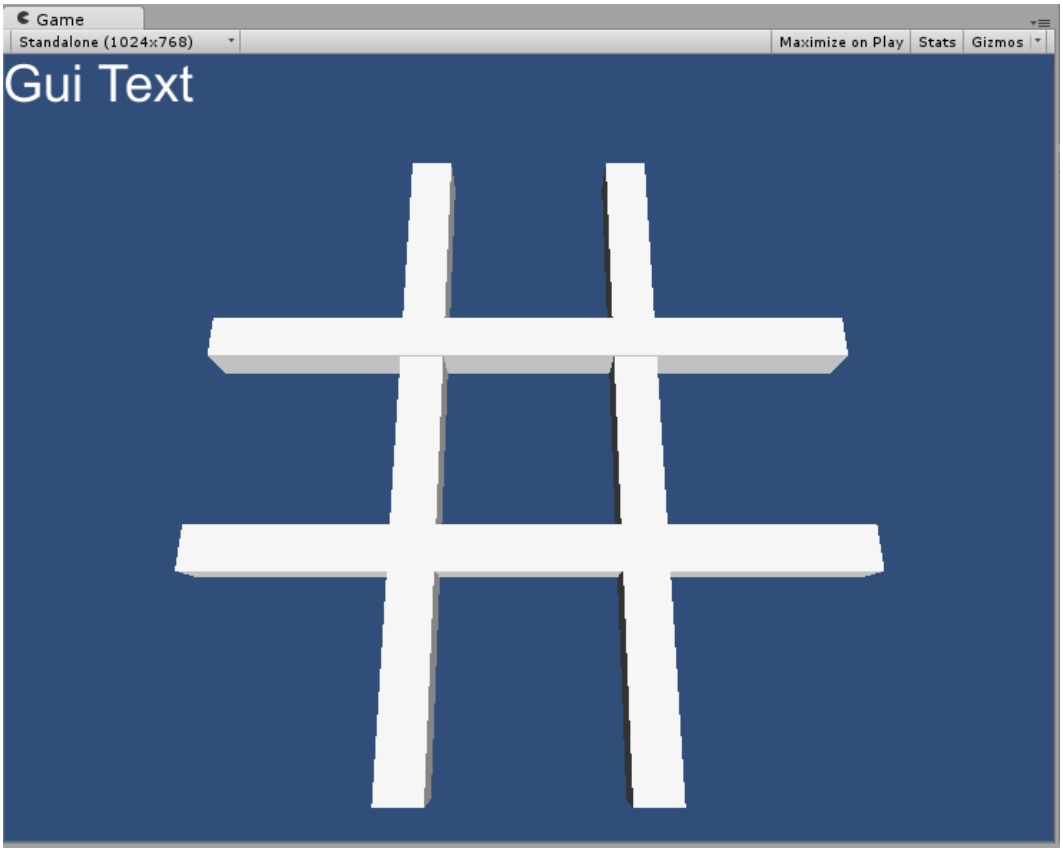

Game Logic (Script)
Script
GameLogic
XPiece
X
OPiece
None (Game Object)


Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos


Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

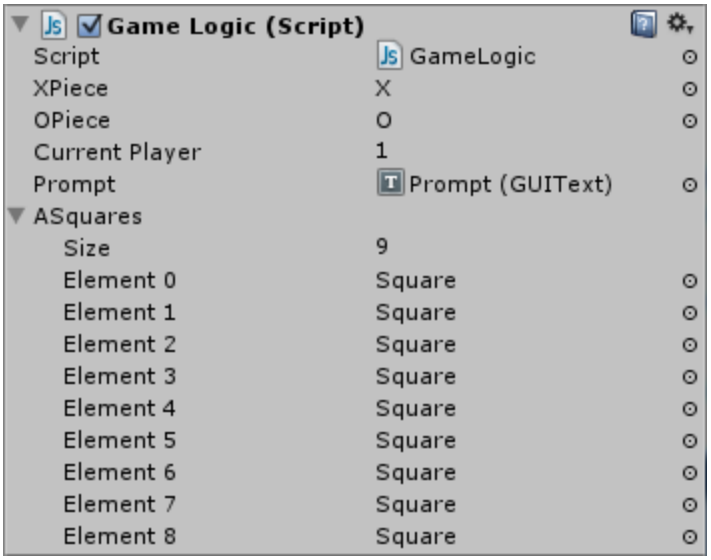

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

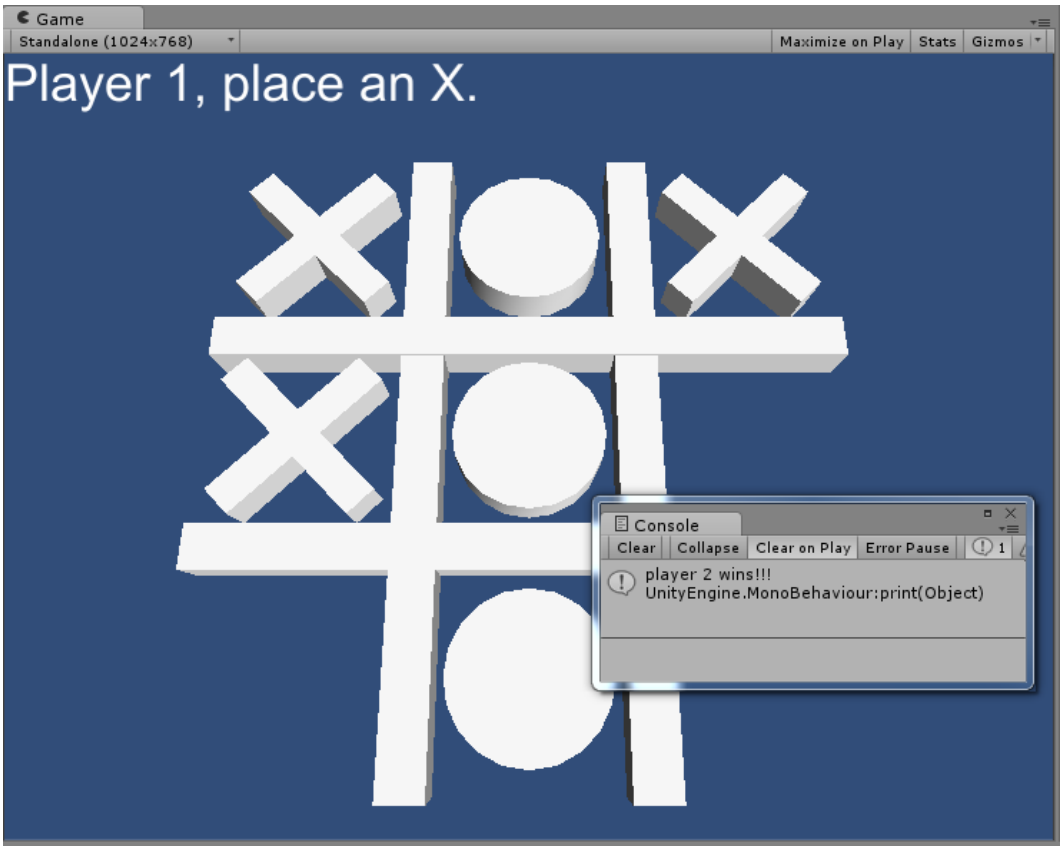

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

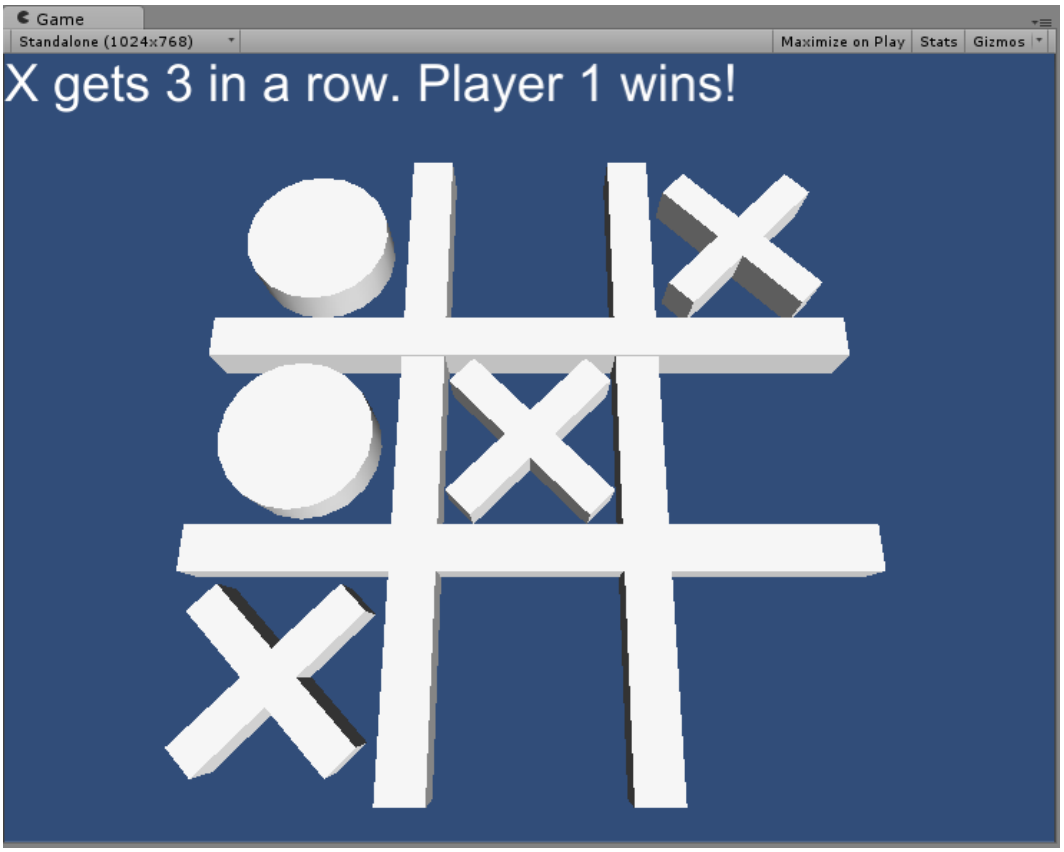


Game Logic (Script)	
Script	GameLogic
XPiece	X
OPiece	O
Current Player	1
Prompt	Prompt (GUIText)

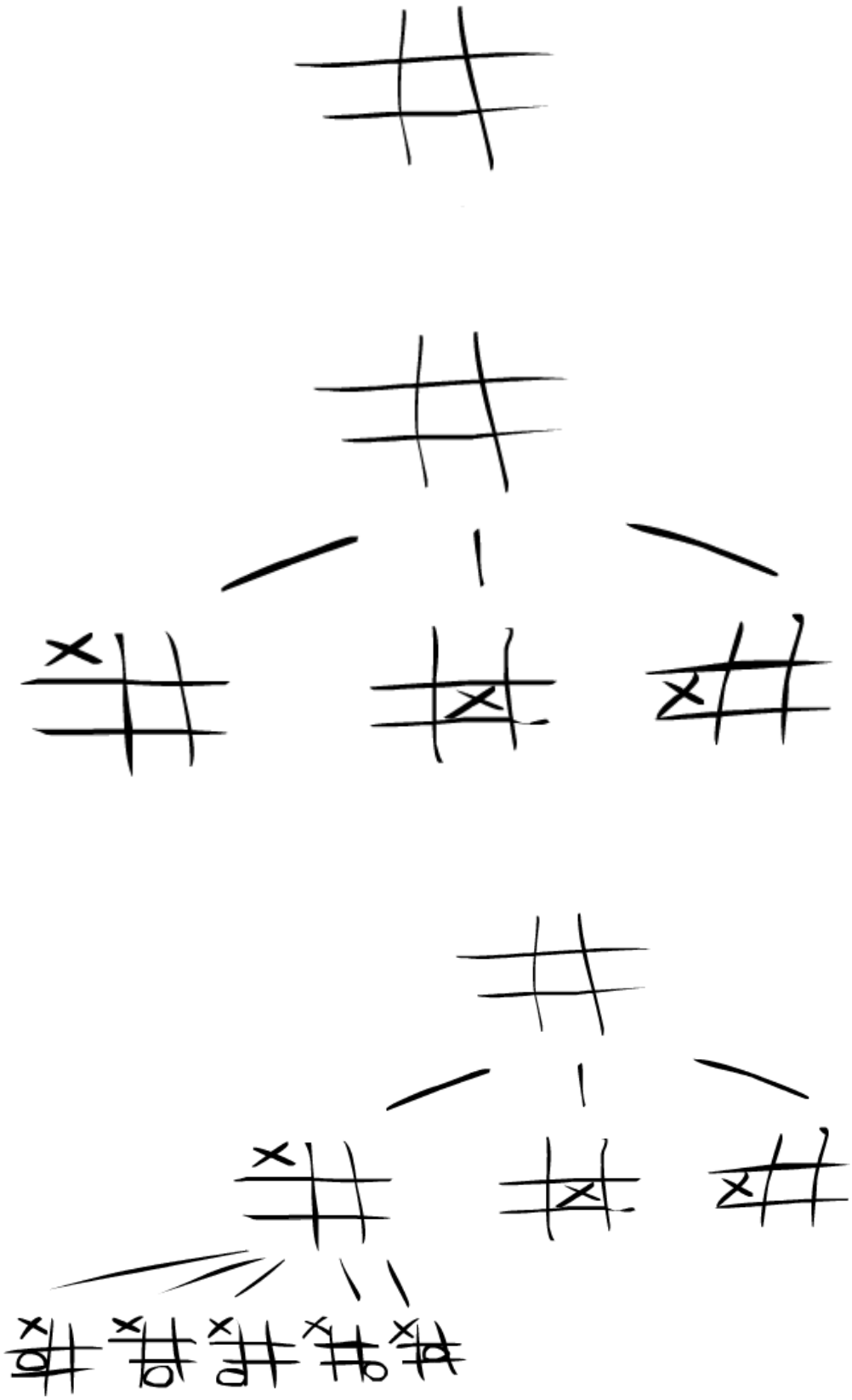
Game Logic (Script)	
Script	GameLogic
XPiece	X
OPiece	O
Current Player	1
Prompt	Prompt (GUIText)
ASquares	
Size	9
Element 0	None (Game Object)
Element 1	None (Game Object)
Element 2	None (Game Object)
Element 3	None (Game Object)
Element 4	None (Game Object)
Element 5	None (Game Object)
Element 6	None (Game Object)
Element 7	None (Game Object)
Element 8	None (Game Object)

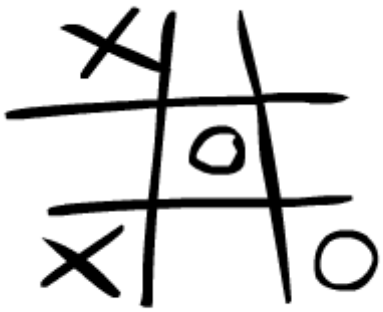

Game Logic (Script)
Script
GameLogic
XPiece
X
OPiece
O
Current Player
1
Prompt
Prompt (GUIText)
ASquares
Size
9
Element 0
Square
Element 1
Square
Element 2
Square
Element 3
Square
Element 4
Square
Element 5
Square
Element 6
Square
Element 7
Square
Element 8
Square

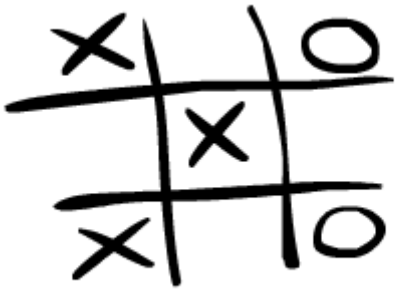

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
Player 1, place an X.
Console
Clear
Collapse
Clear on Play
Error Pause
1
player 2 wins!!!
UnityEngine.MonoBehaviour:print(Object)

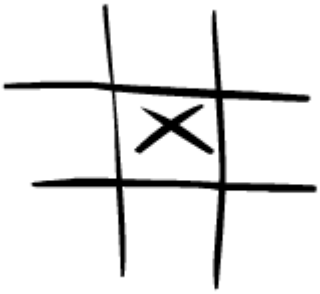

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos
X gets 3 in a row. Player 1 wins!

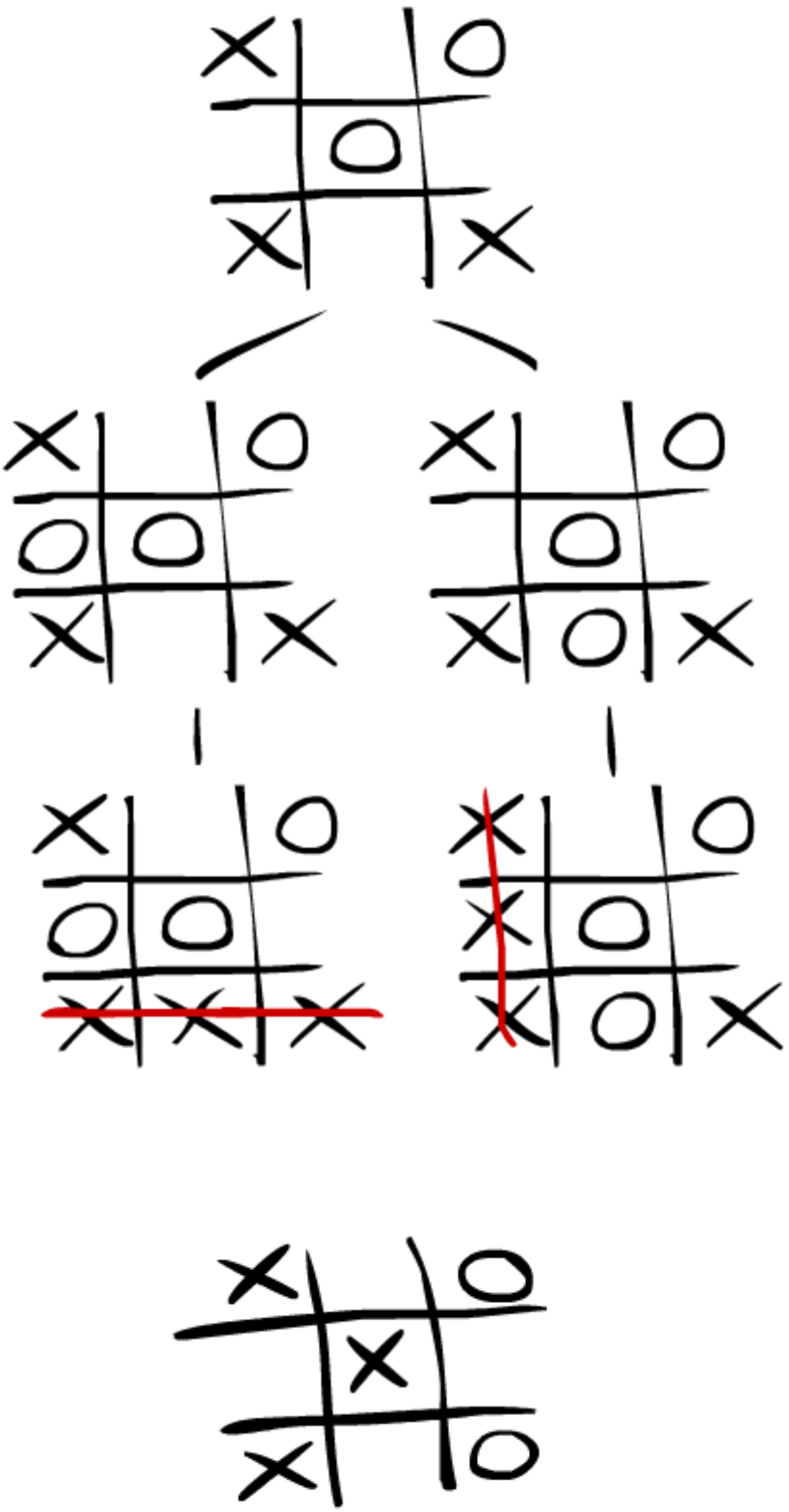
Chapter 13: AI Programming and World Domination

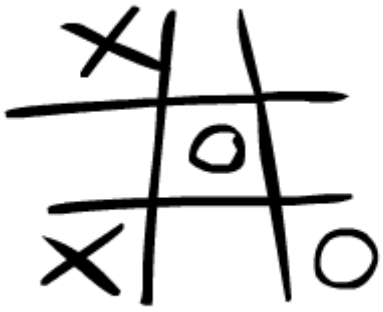


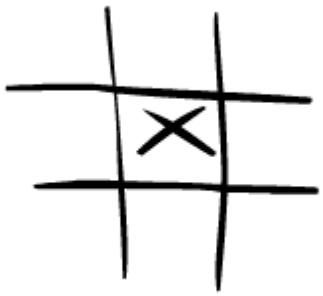


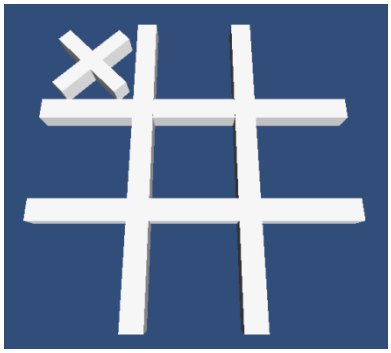


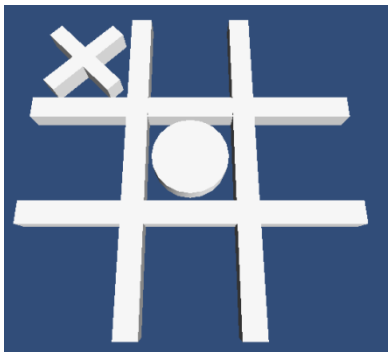


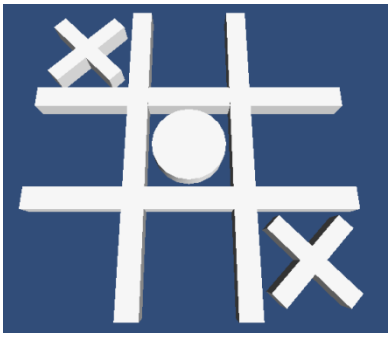


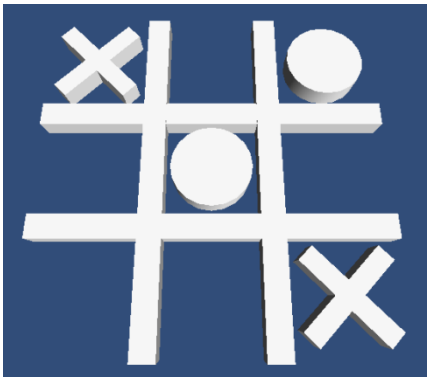


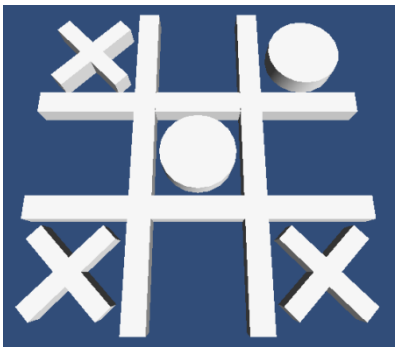


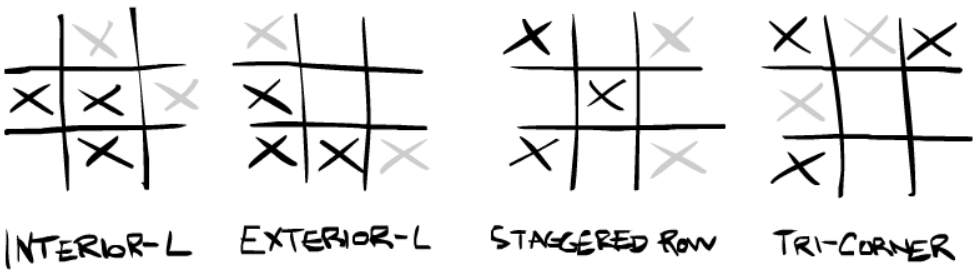


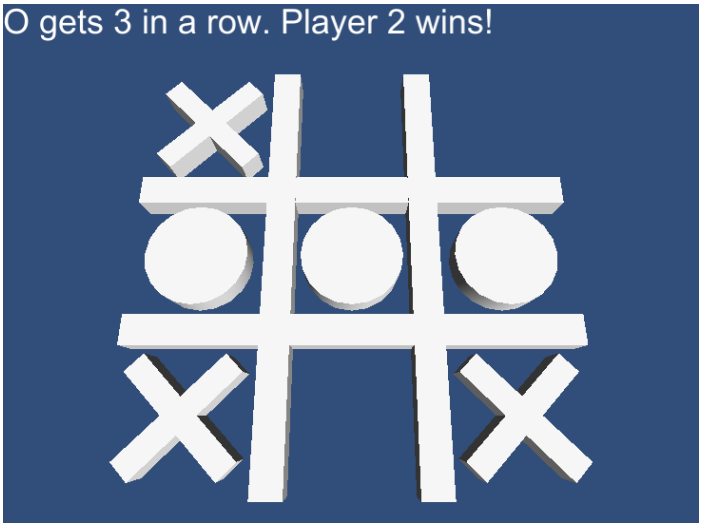




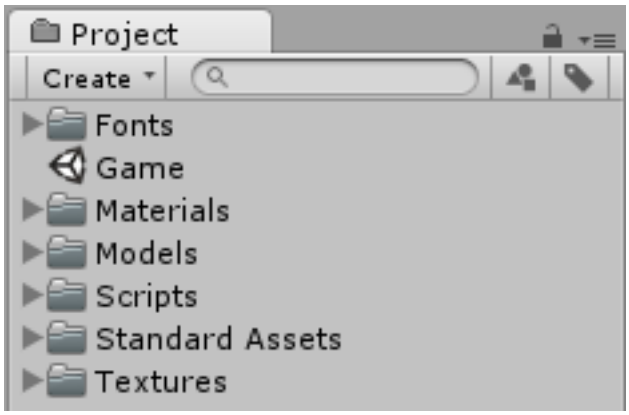


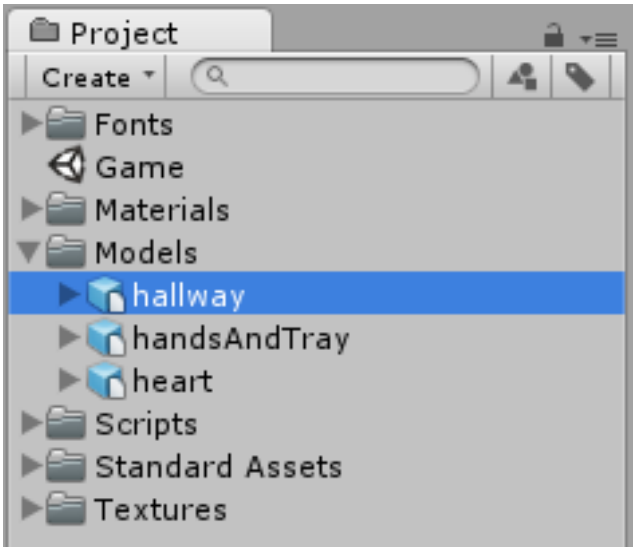


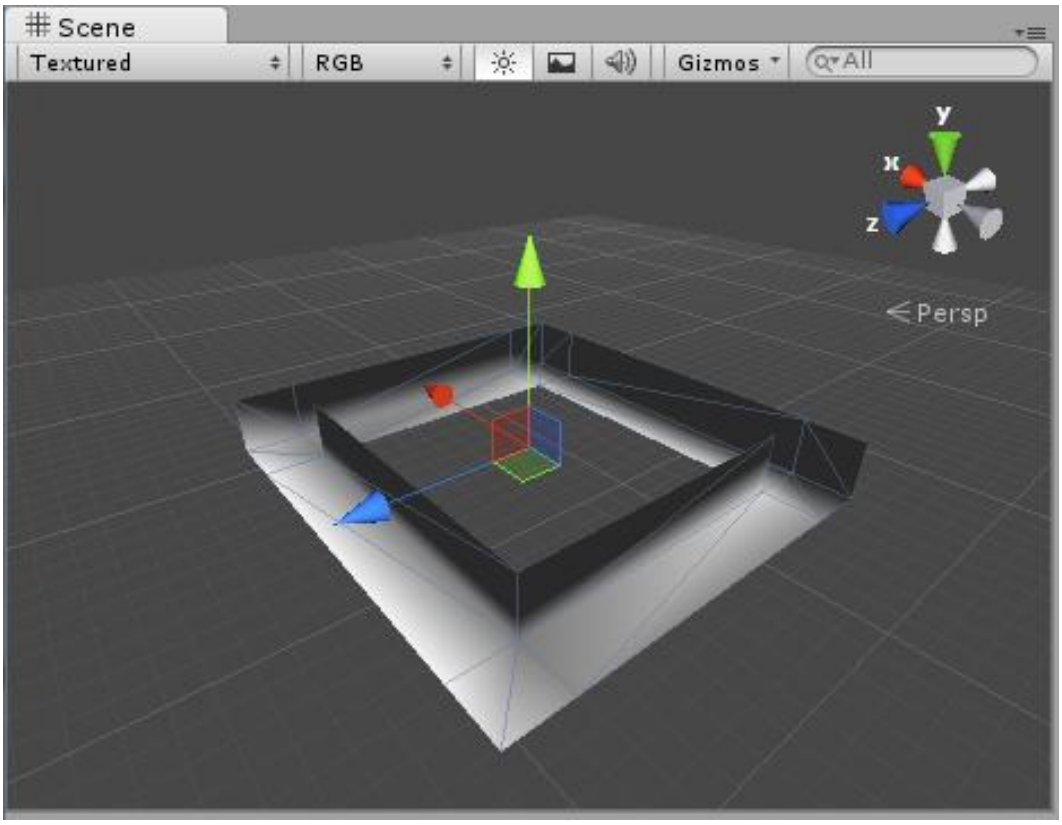

INTERIOR-L
EXTERIOR-L
STAGGERED ROW
TRI-CORNER


O gets 3 in a row. Player 2 wins!

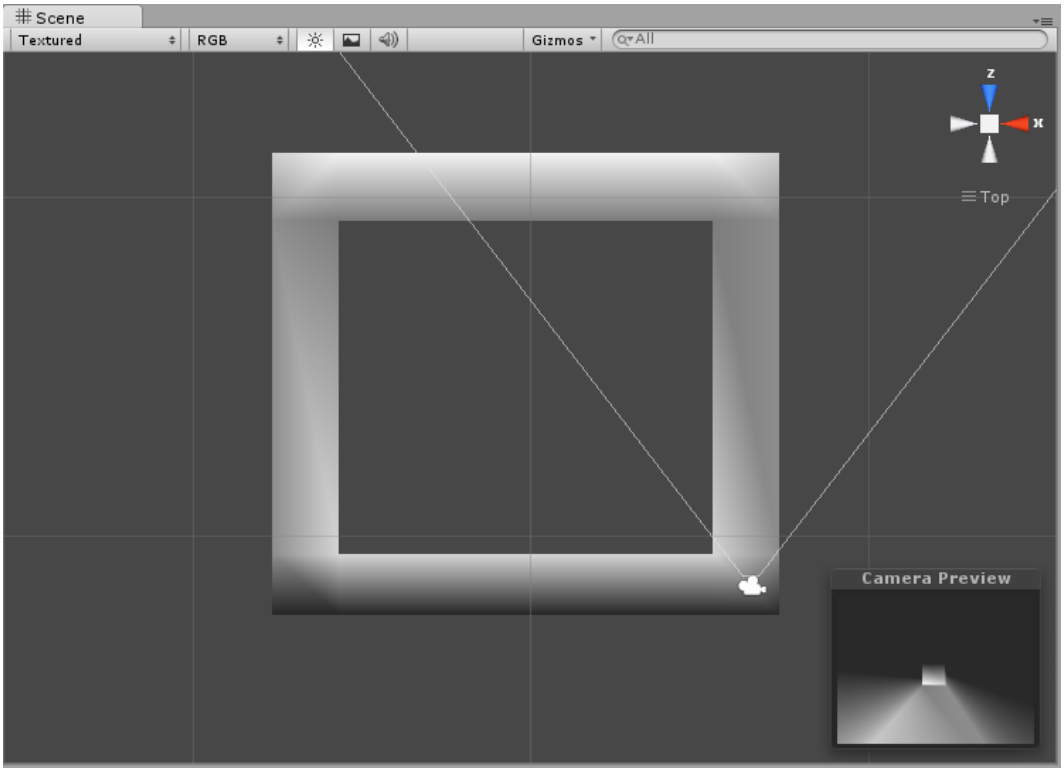
Chapter 14: Action!

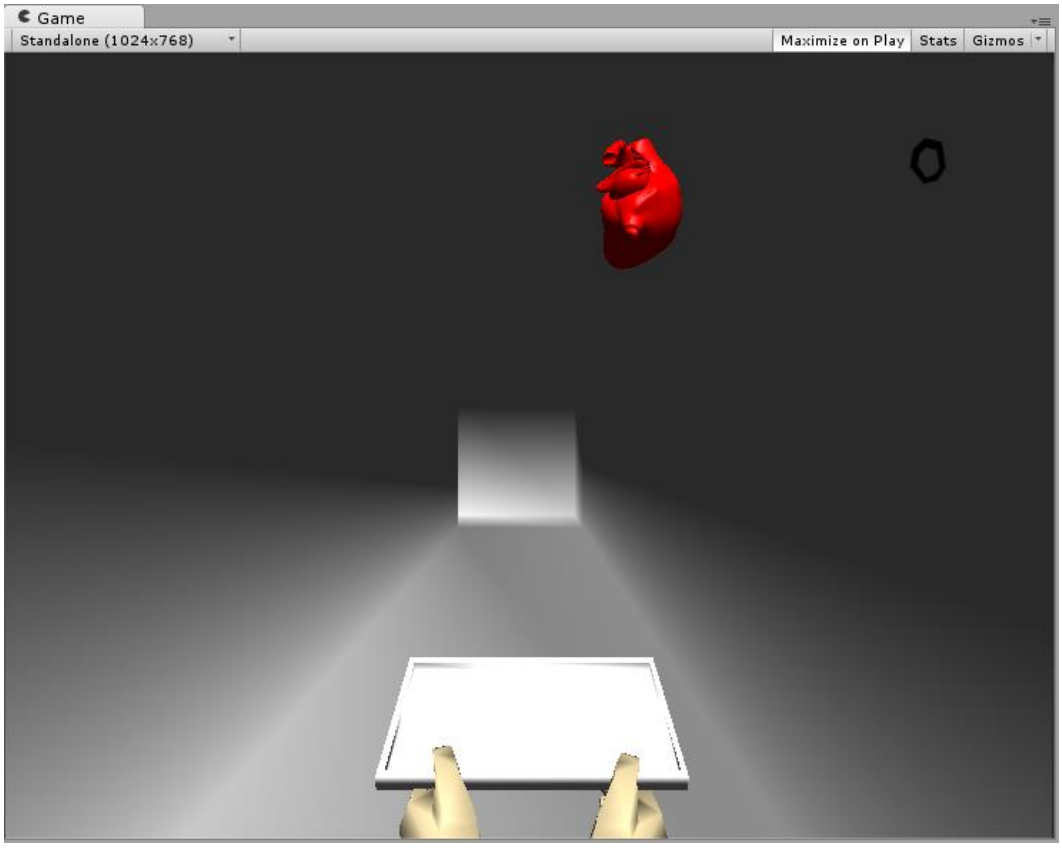


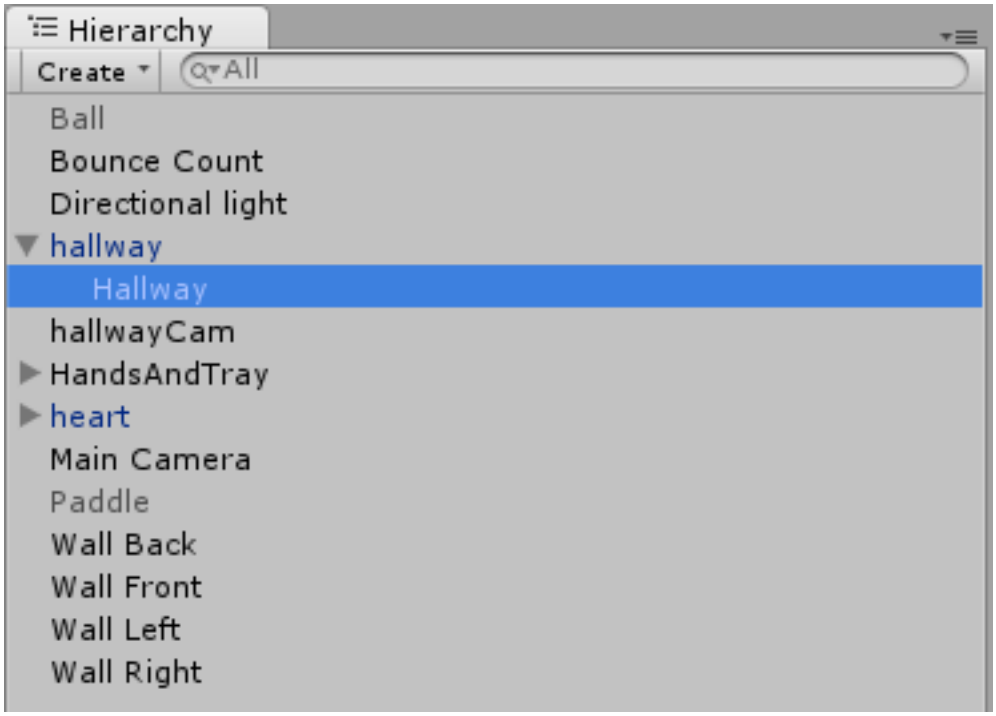


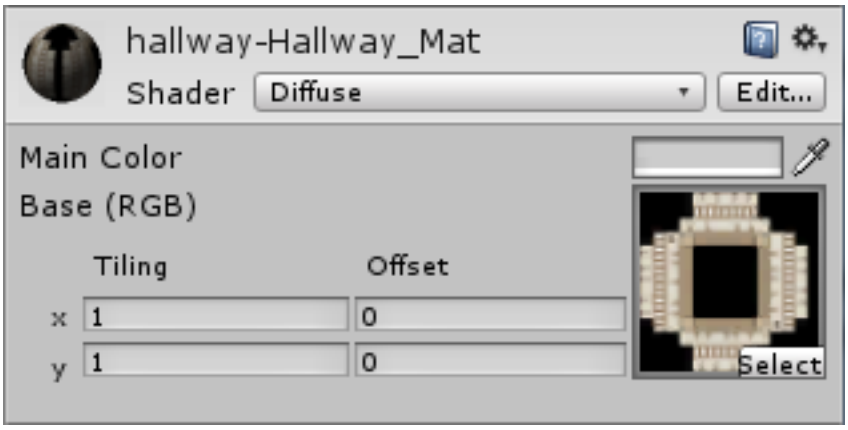

Scene
Textured
RGB
Gizmos
All
y
x
z
Persp

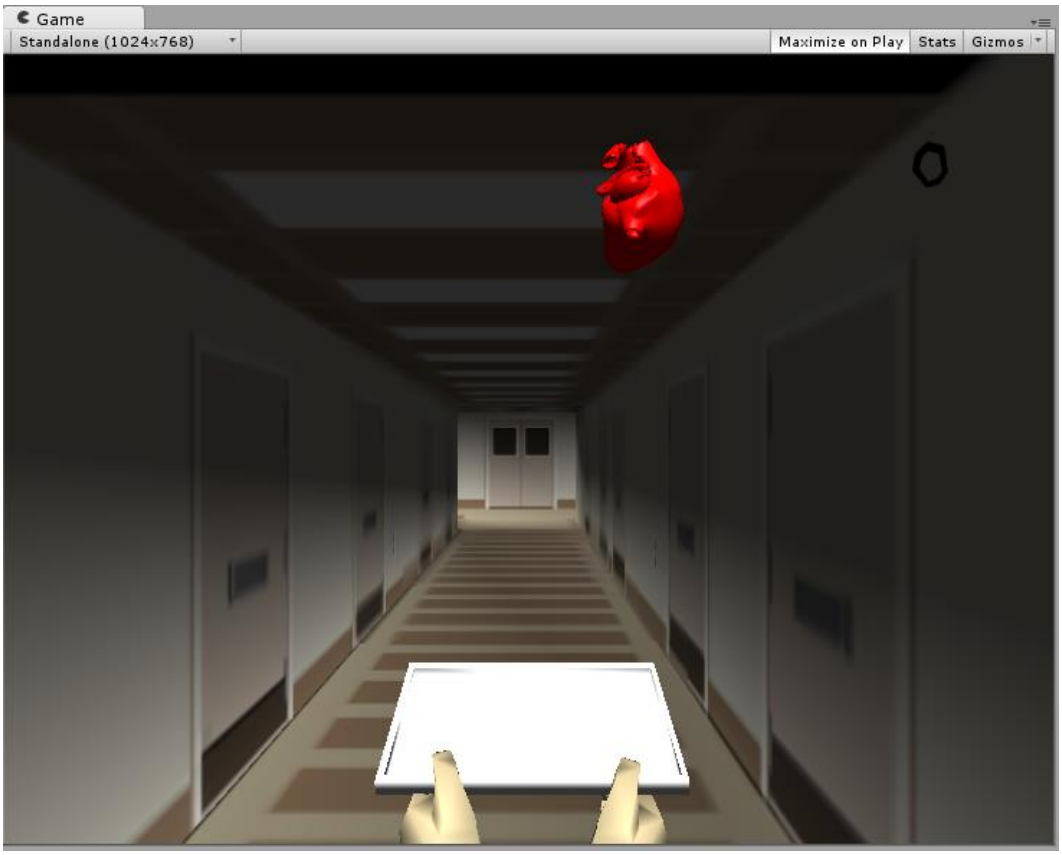
Change Layer
Do you want to set layer to hallway for all child objects as well?
Yes, change children
No, this object only

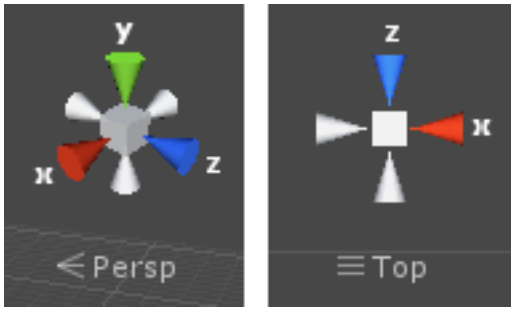

Scene
Textured
RGB
Gizmos
All
Z
X
Top
Camera Preview

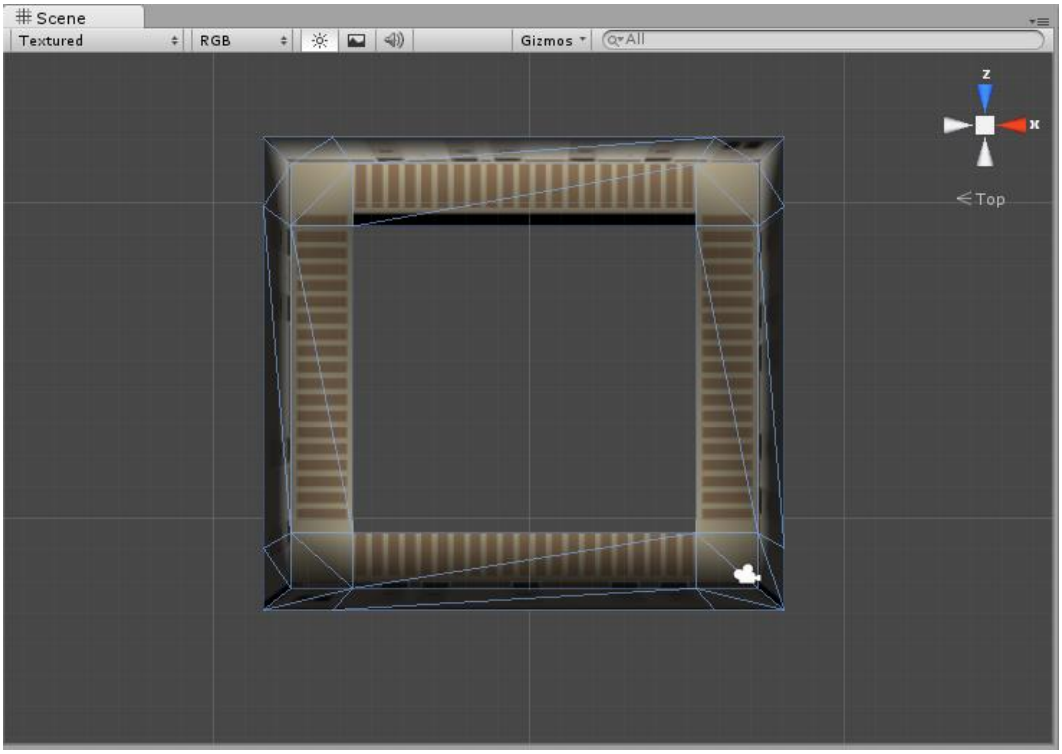

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

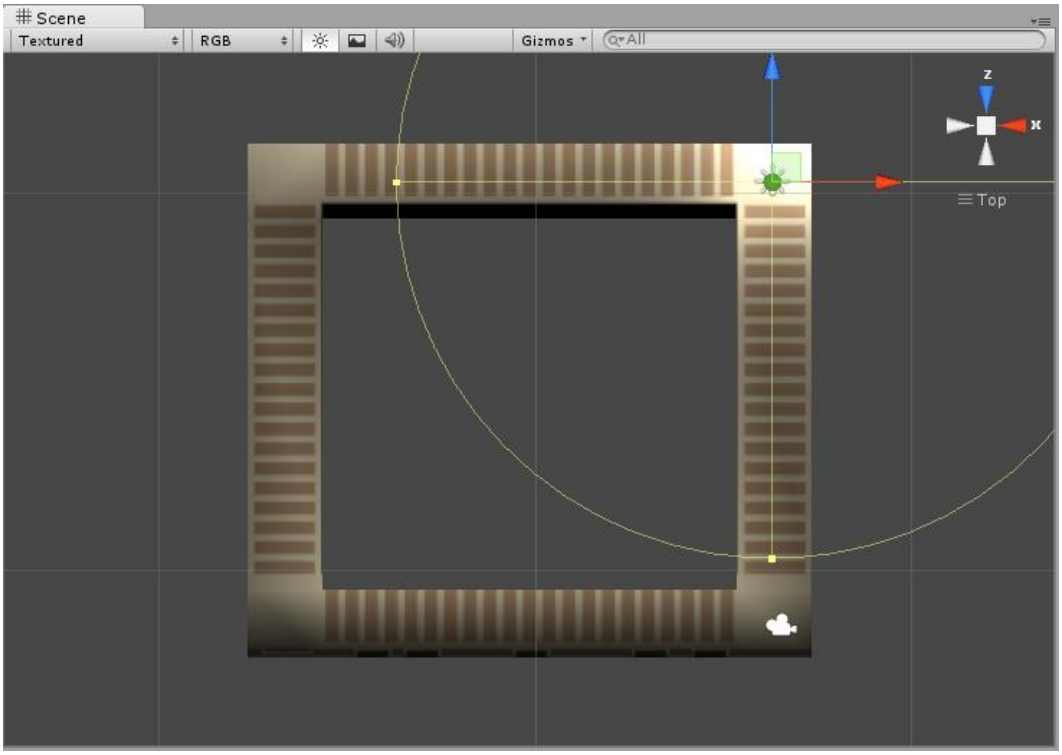

Hierarchy
Create
All
Ball
Bounce Count
Directional light
hallway
Hallway
hallwayCam
HandsAndTray
heart
Main Camera
Paddle
Wall Back
Wall Front
Wall Left
Wall Right

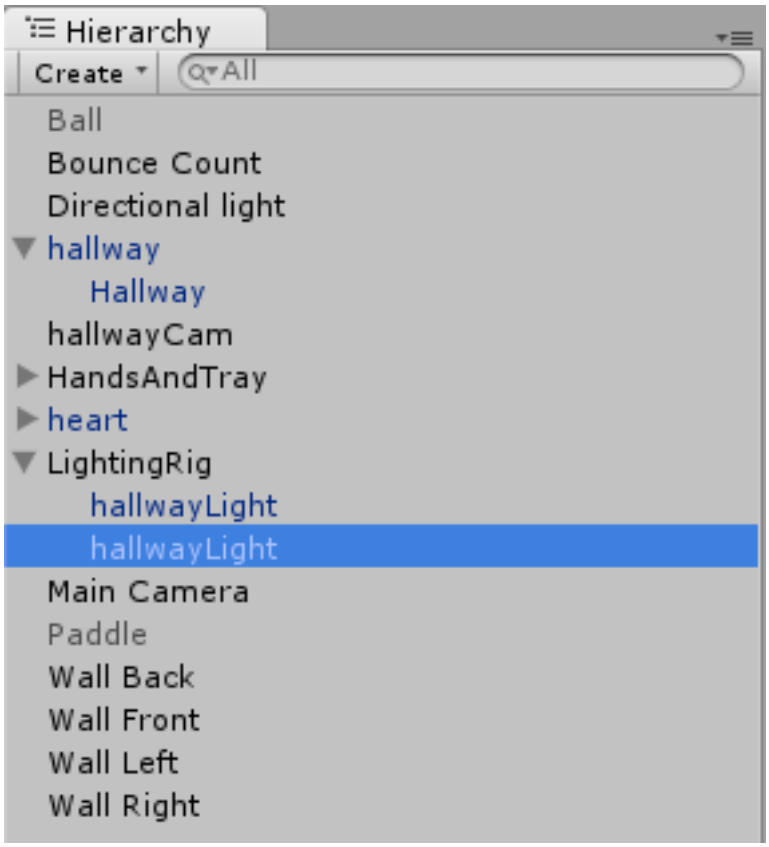

hallway-Hallway_Mat
Shader
Diffuse
Edit...
Main Color
Base (RGB)
Tiling
Offset
x
1
0
y
1
0
Select

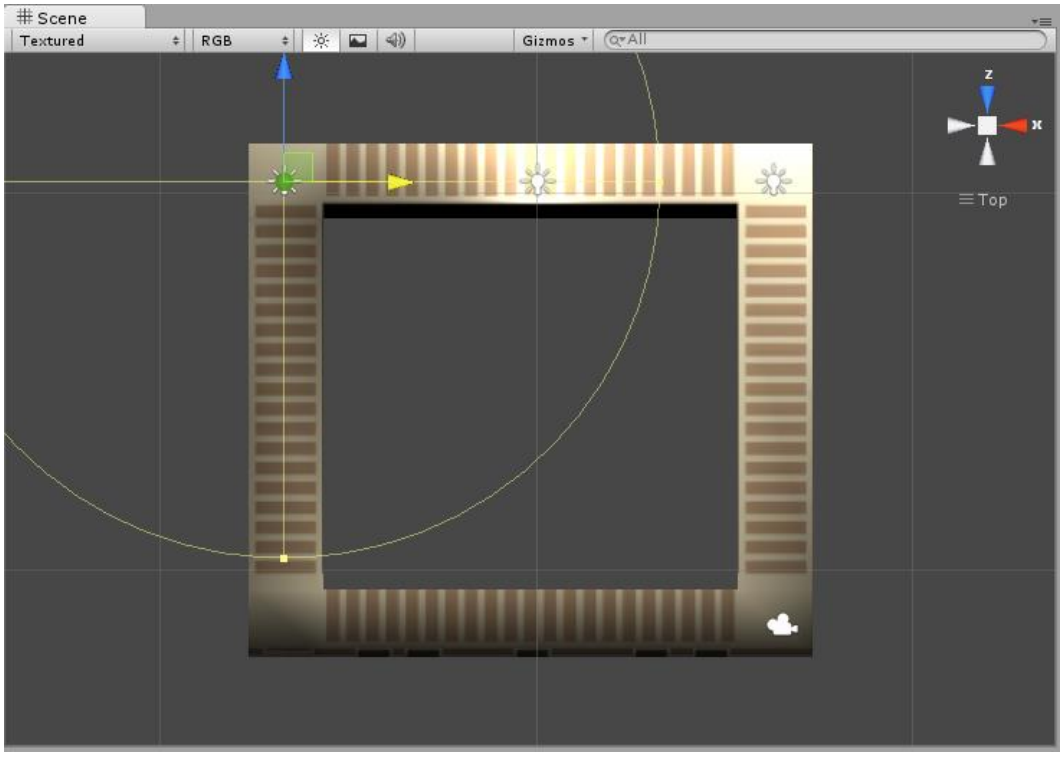

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

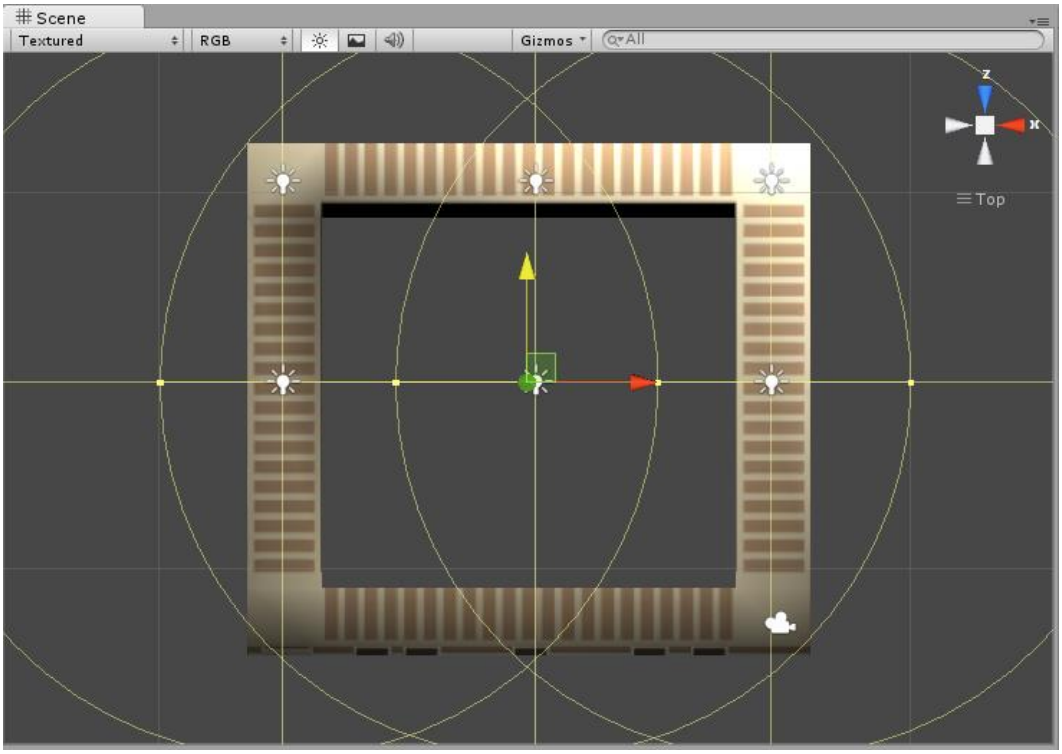

y
x
z
Persp
z
x
Top

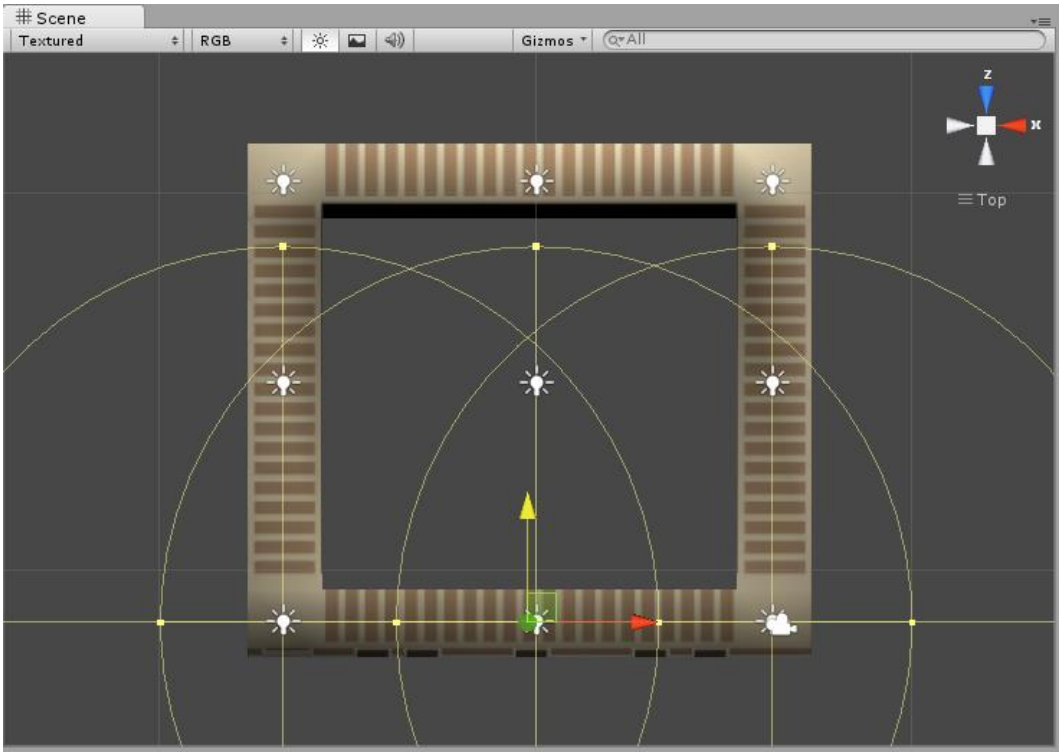

Scene
Textured
RGB
Gizmos
All
Z
X
Top

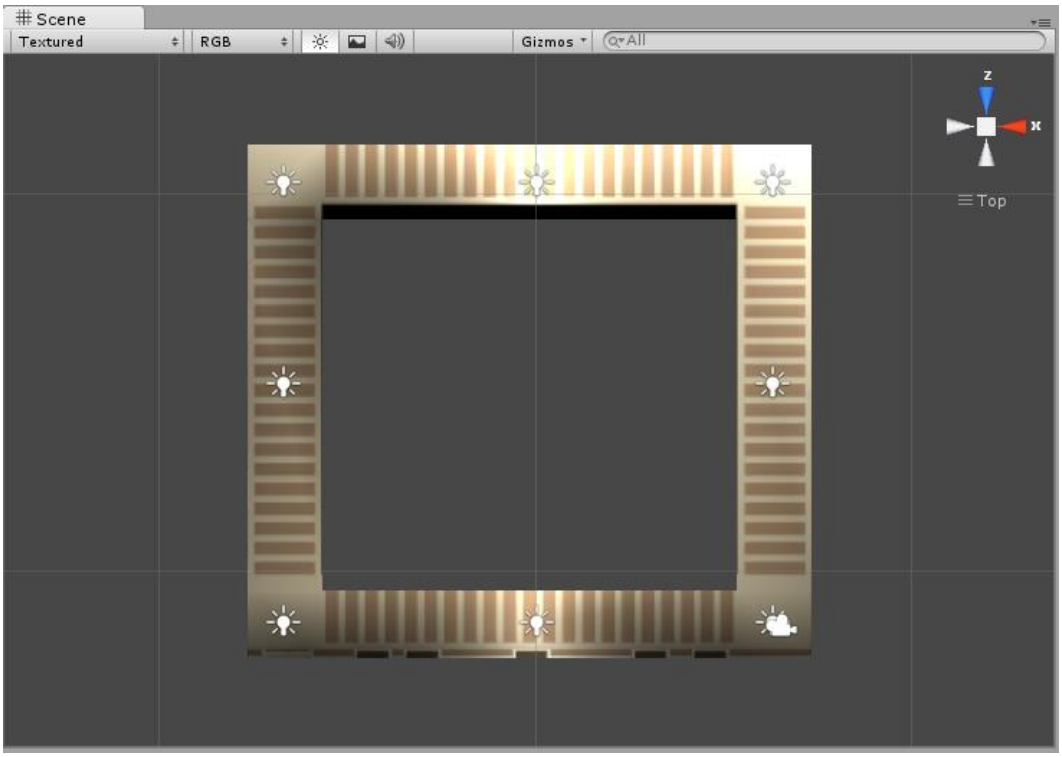

Scene
Textured
RGB
Gizmos
All
Z
X
Top


Hierarchy
Create
All
Ball
Bounce Count
Directional light
hallway
Hallway
hallwayCam
HandsAndTray
heart
LightingRig
hallwayLight
hallwayLight
Main Camera
Paddle
Wall Back
Wall Front
Wall Left
Wall Right

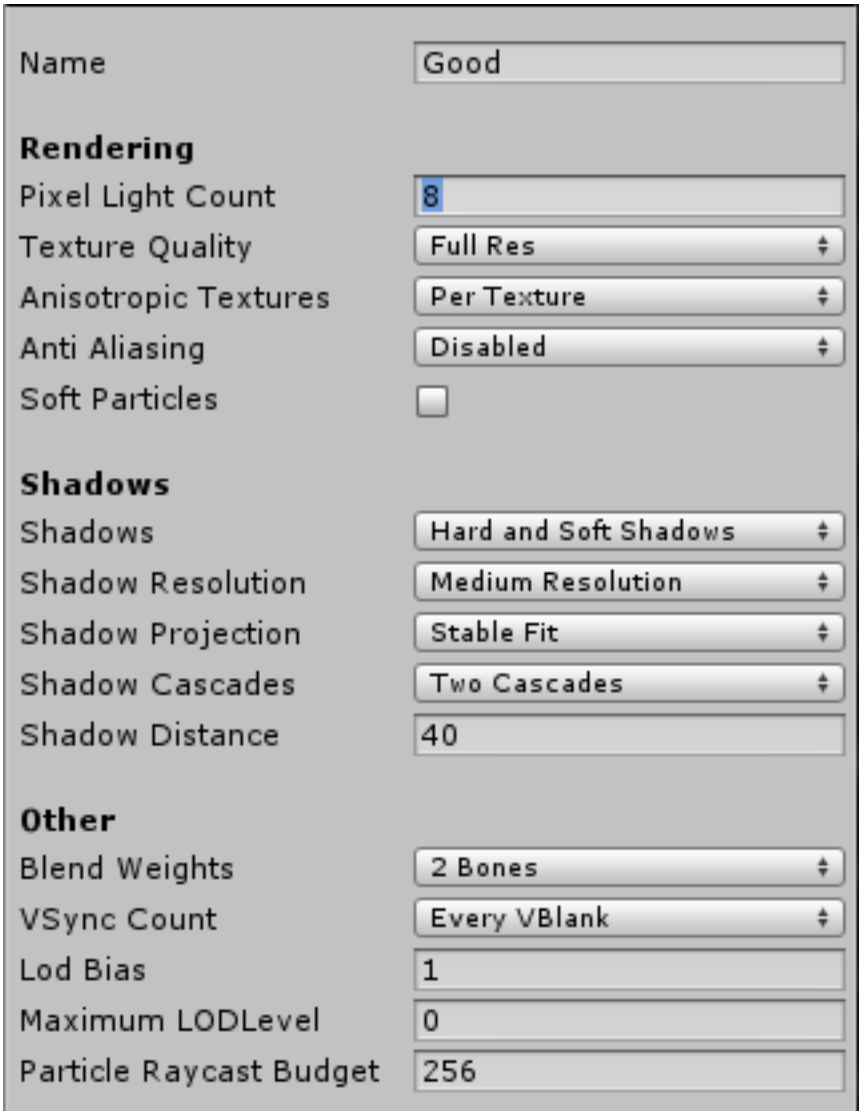

Scene
Textured
RGB
Gizmos
All
z
x
Top

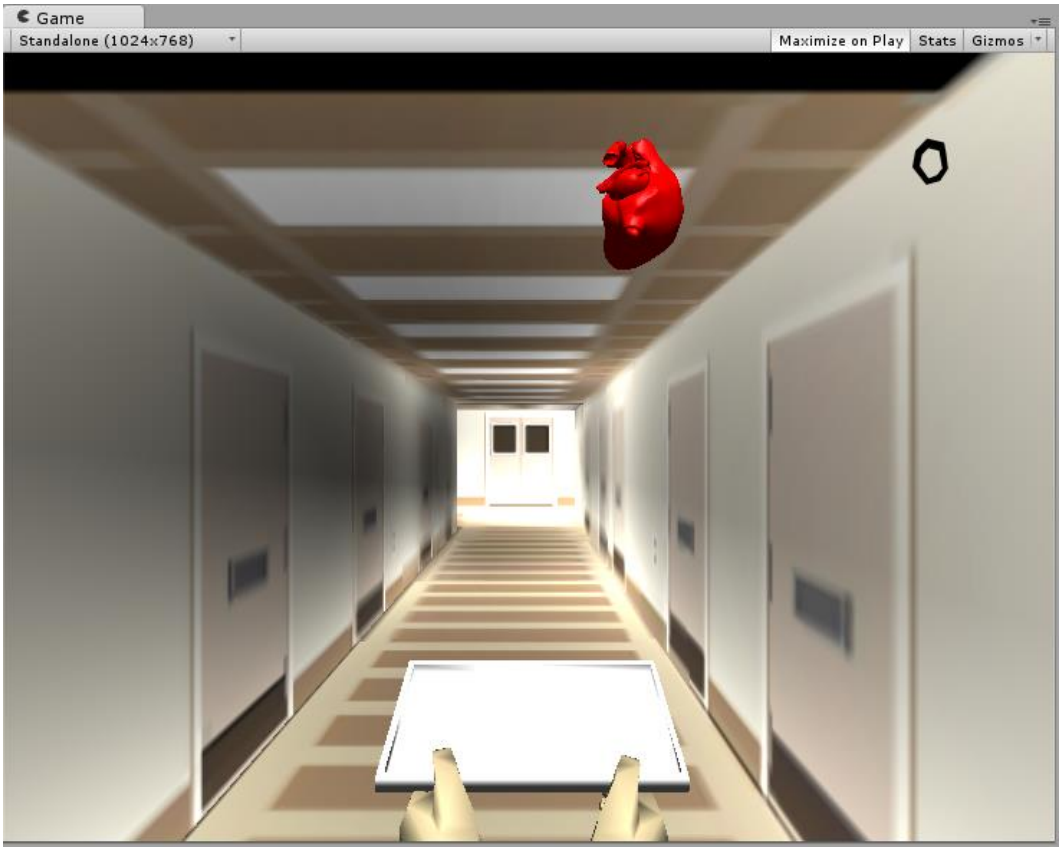

Scene
Textured
RGB
Gizmos
All
Z
X
Top


Scene
Textured
RGB
Gizmos
All
Z
X
Top

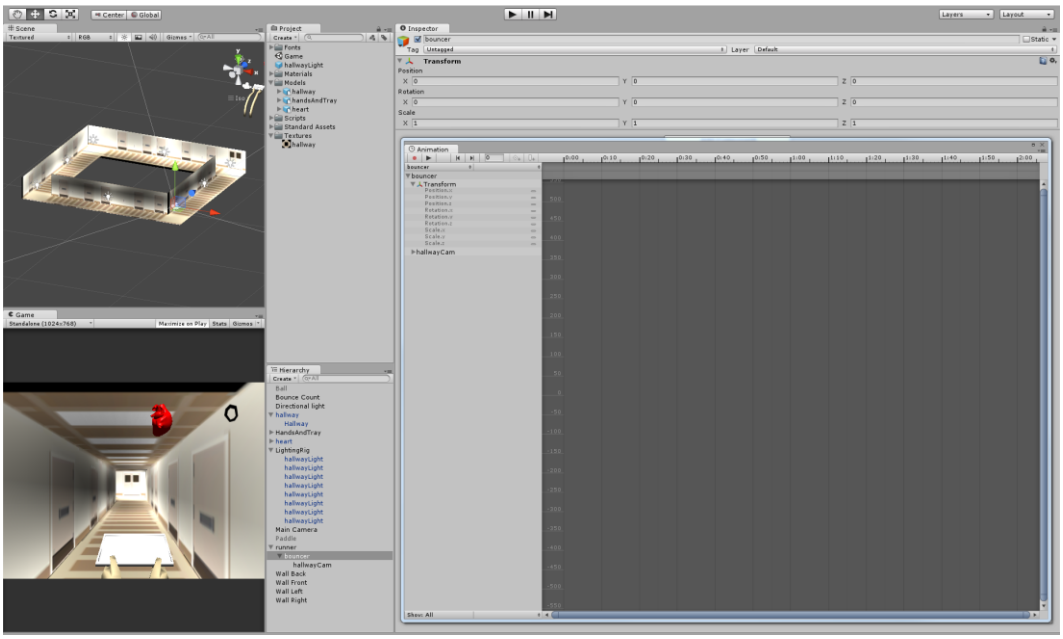

Scene
Textured
RGB
Gizmos
All
Z
X
Top

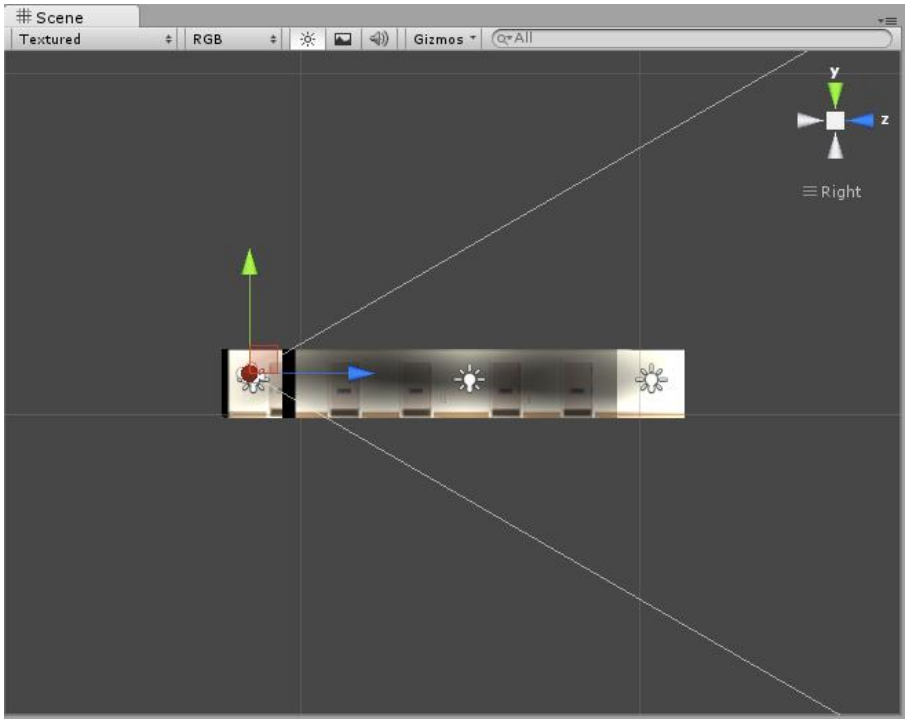
Inspector
QualitySettings
Levels
Fastest
Fast
Simple
Good
Beautiful
Fantastic
Default
Add Quality Level

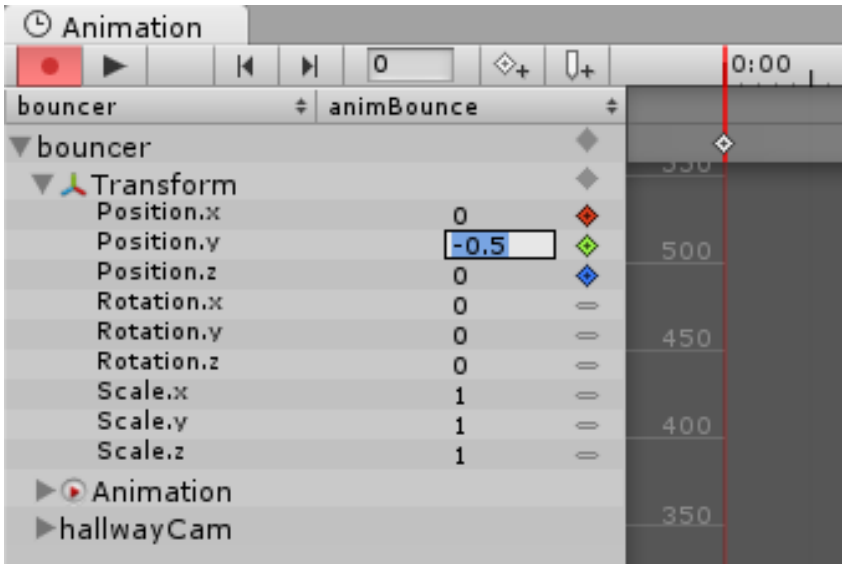

Name
Good
Rendering
Pixel Light Count
8
Texture Quality
Full Res
Anisotropic Textures
Per Texture
Anti Aliasing
Disabled
Soft Particles
Shadows
Shadows
Hard and Soft Shadows
Shadow Resolution
Medium Resolution
Shadow Projection
Stable Fit
Shadow Cascades
Two Cascades
Shadow Distance
40
Other
Blend Weights
2 Bones
VSync Count
Every VBlank
Lod Bias
1
Maximum LODLevel
0
Particle Raycast Budget
256

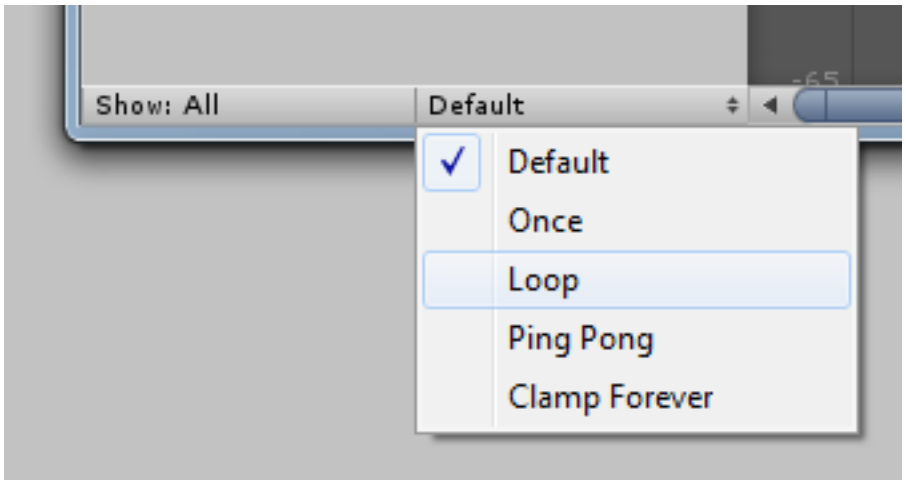

Game
Standalone (1024x768)
Maximize on Play
Stats
Gizmos

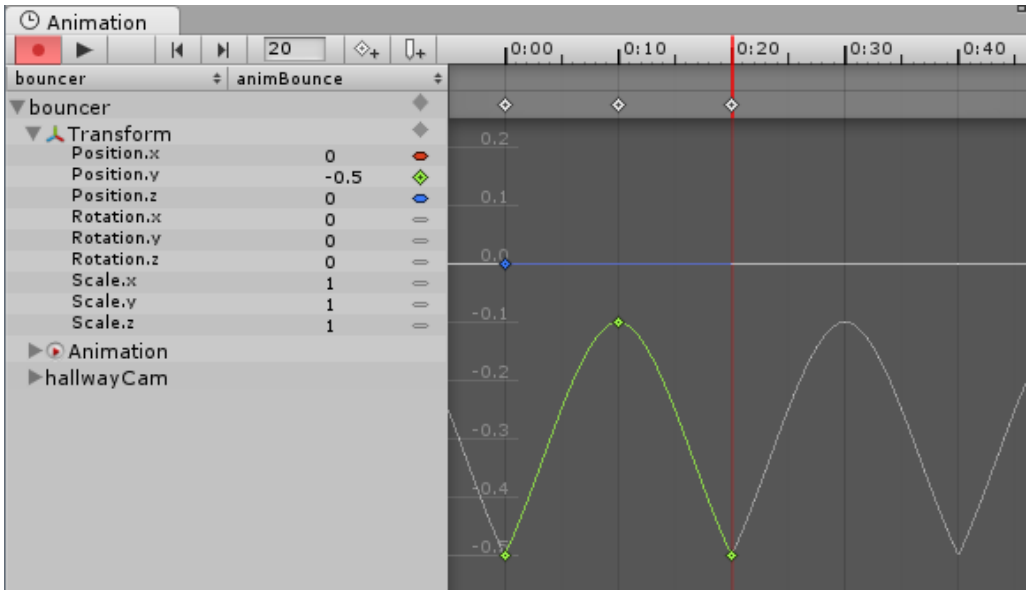
Hierarchy
Create
All
Ball
Bounce Count
Directional light
hallway
Hallway
HandsAndTray
heart
LightingRig
hallwayLight
hallwayLight
hallwayLight
hallwayLight
hallwayLight
hallwayLight
hallwayLight
hallwayLight
Main Camera
Paddle
runner
bouncer
hallwayCam
Wall Back
Wall Front
Wall Left
Wall Right

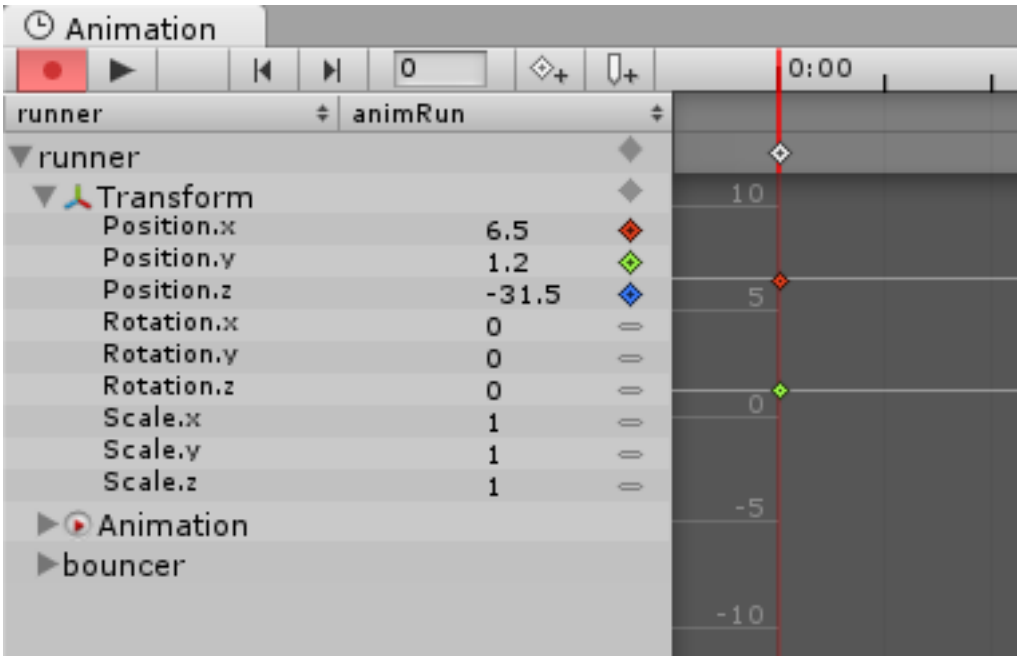


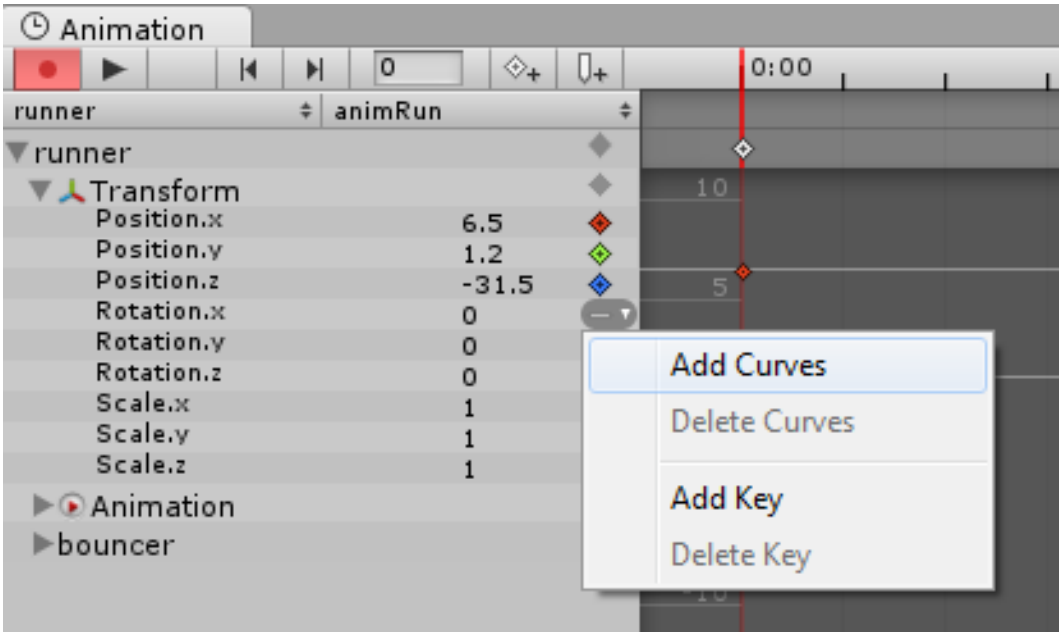

Scene
Textured
RGB
Gizmos
All
y
z
Right

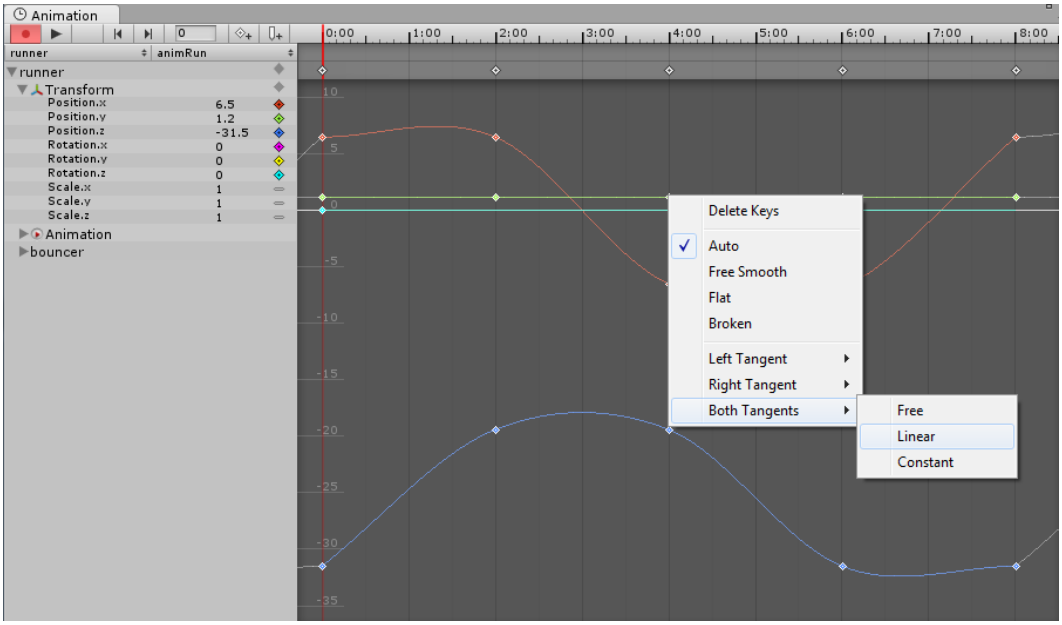

Animation
0
0:00
bouncer
animBounce
bouncer
Transform
Position.x 0
Position.y -0.5
Position.z 0
Rotation.x 0
Rotation.y 0
Rotation.z 0
Scale.x 1
Scale.y 1
Scale.z 1
Animation
hallwayCam
500
450
400
350

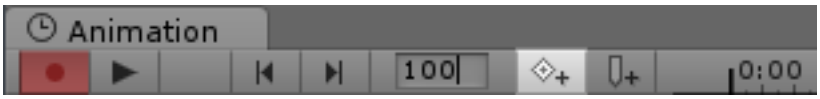

Show: All
Default
Default
Once
Loop
Ping Pong
Clamp Forever

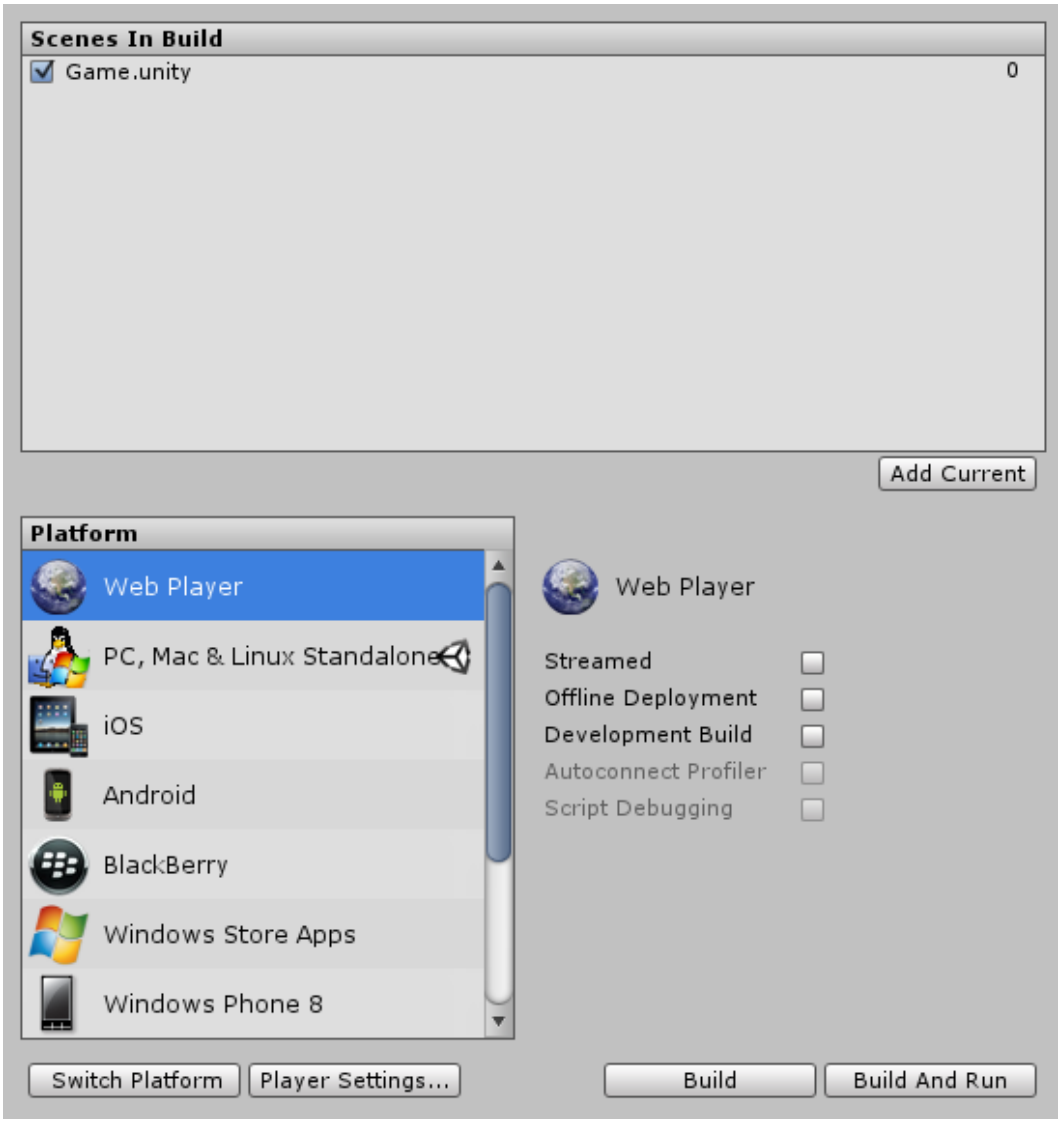

Animation
20
0:00
0:10
0:20
0:30
0:40
bouncer
animBounce
bouncer
Transform
Position.x 0
Position.y -0.5
Position.z 0
Rotation.x 0
Rotation.y 0
Rotation.z 0
Scale.x 1
Scale.y 1
Scale.z 1
Animation
hallwayCam
0.2
0.1
0.0
-0.1
-0.2
-0.3
-0.4


Animation
0
0:00
runner
animRun
runner
Transform
Position.x 6.5
Position.y 1.2
Position.z -31.5
Rotation.x 0
Rotation.y 0
Rotation.z 0
Scale.x 1
Scale.y 1
Scale.z 1
Animation
bouncer
10
5
0
-5
-10

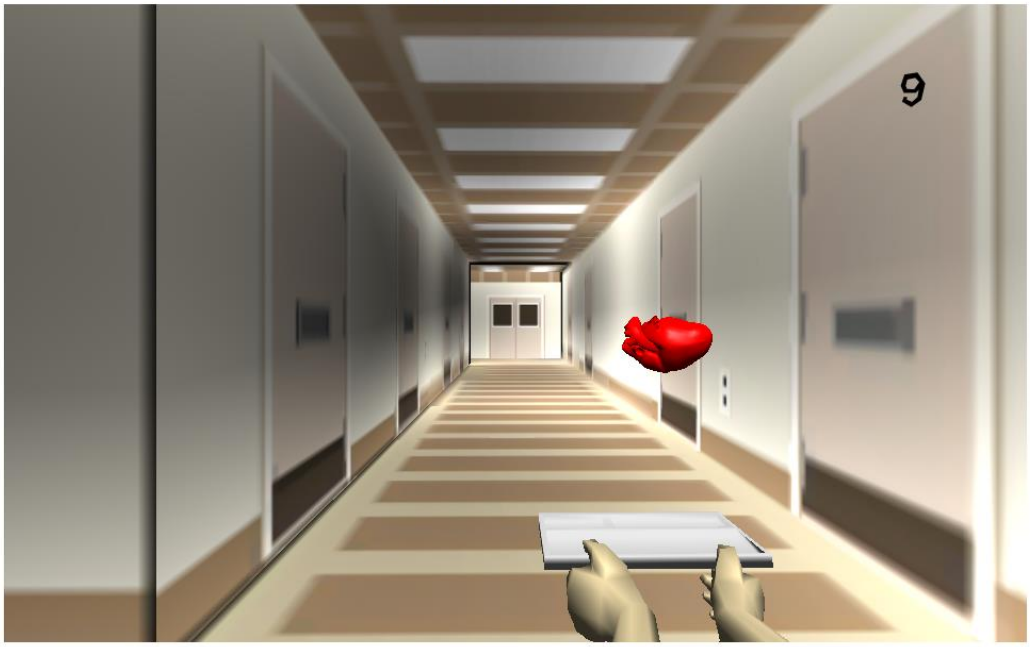

Animation
0
0:00
runner
animRun
runner
Transform
Position.x 6.5
Position.y 1.2
Position.z -31.5
Rotation.x 0
Rotation.y 0
Rotation.z 0
Scale.x 1
Scale.y 1
Scale.z 1
Animation
bouncer
10
5
Add Curves
Delete Curves
Add Key
Delete Key


Animation
runner
animRun
runner
Transform
Position.x 6.5
Position.y 1.2
Position.z -31.5
Rotation.x 0
Rotation.y 0
Rotation.z 0
Scale.x 1
Scale.y 1
Scale.z 1
Animation
bouncer
0:00
1:00
2:00
3:00
4:00
5:00
6:00
7:00
8:00
Delete Keys
Auto
Free Smooth
Flat
Broken
Left Tangent
Right Tangent
Both Tangents
Free
Linear
Constant


Animation
100
0:00


Scenes In Build
Game.unity
0
Add Current
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Windows Store Apps
Windows Phone 8
Web Player
Streamed
Offline Deployment
Development Build
Autoconnect Profiler
Script Debugging
Switch Platform
Player Settings...
Build
Build And Run

Unity Web Player | Ticker Taker



« created with Unity »