



### Dice Rolling using Images 2D and Sounds.

<https://youtu.be/wZqCQgexdPE>

Place the basic image for the dice. Give the game Object this script :

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

public class DiceRoll : MonoBehaviour
{
    // Dice using Images by René Pol for the Script Library -2021- RP-
    // Interactive.nl//

    public Sprite DiceCover, Side1, Side2, Side3, Side4, Side5, Side6;
    public int ShowDiceSide = 0;
    public float RollingTime = 5f;
    public bool RunTimer = false;
    public AudioClip Ding;
    public AudioClip Diceoutcome;

    IEnumerator RollDice()
    {
        while (RollingTime > 0 && RunTimer == true)
        {
            ShowDiceSide = Random.Range(1, 7);
            AudioSource.PlayClipAtPoint(Ding, new Vector3(0, 0, -10));
            yield return new WaitForSeconds(0.2f);
            ShowDiceSide = Random.Range(1, 7);
            AudioSource.PlayClipAtPoint(Ding, new Vector3(0, 0, -10));
            yield return new WaitForSeconds(0.2f);
            ShowDiceSide = Random.Range(1, 7);
            AudioSource.PlayClipAtPoint(Ding, new Vector3(0, 0, -10));
            yield return new WaitForSeconds(0.2f);
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            ShowDiceSide = Random.Range(1, 7);
            AudioSource.PlayClipAtPoint(Ding, new Vector3(0, 0, -10));
            yield return new WaitForSeconds(0.2f);
            ShowDiceSide = Random.Range(1, 7);
            AudioSource.PlayClipAtPoint(Ding, new Vector3(0, 0, -10));
            yield return new WaitForSeconds(0.2f);
        }
    }
}
```



```
void Update()
{
    if (Input.GetKeyDown(KeyCode.Space) && RunTimer == false)
    {
        RunTimer = true;
        StartCoroutine(RollDice());
    }
    if(RunTimer == true)
    {
        RollingTime-= Time.deltaTime;
        if(RollingTime < 1)
        {
            AudioSource.PlayClipAtPoint(Diceoutcome, new Vector3(0, 0, -10));
            StopCoroutine(RollDice());
            RunTimer = false;
            RollingTime = 5;
        }
    }
    if(ShowDiceSide == 0)
    {
        this.GetComponent<SpriteRenderer>().sprite = DiceCover;
    }
    if (ShowDiceSide == 1)
    {
        this.GetComponent<SpriteRenderer>().sprite = Side1;
    }
    if (ShowDiceSide == 2)
    {
        this.GetComponent<SpriteRenderer>().sprite = Side2;
    }
    if (ShowDiceSide == 3)
    {
        this.GetComponent<SpriteRenderer>().sprite = Side3;
    }
    if (ShowDiceSide == 4)
    {
        this.GetComponent<SpriteRenderer>().sprite = Side4;
    }
    if (ShowDiceSide == 5)
    {
        this.GetComponent<SpriteRenderer>().sprite = Side5;
    }
    if (ShowDiceSide == 6)
    {
        this.GetComponent<SpriteRenderer>().sprite = Side6;
    }
}
}
```



Drag the images and sounds you use to the inspectors view. Change the roll time to your own likings. The roll is activated by the press of a key (Spacebar). You can use the click of a mouse or touch to if you want.