



- Place a new empty game object
- Name it Ghostcontrol
- Create a new script and call it Ghostcontrol
- Add this script to the gameObject
- The script should look like this :

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

public class Ghostcontrol : MonoBehaviour
{

    public bool Scaredactivated = false;

    public float countdowntimer;

    void Start()
    {
        countdowntimer = 10;
    }

    void Update()
    {
        if(Scaredactivated == true)
        {
            countdowntimer -= Time.deltaTime;
            if(countdowntimer <= 0)
            {
                Scaredactivated = false;
                countdowntimer = 10;
            }
        }
    }
}
```

When the Scaredactivated variable is set to true it will be true as long as the countdown is active. When it hits zero it will be reset to 10 and the variable is set back to false. So when Pac-man pic ups a power pill it should activate all this. Change the pill script into this one :

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

public class Pacpills : MonoBehaviour
{
    public int Pilltype;
    private Ghostcontrol GC;

    void Start()
    {
        GC = GameObject.FindObjectOfType<Ghostcontrol>();
    }
}
```



```
private void OnTriggerEnter2D(Collider2D collision)
{
    if (collision.gameObject.tag == "Player")
    {
        if(Pilltype == 1)
        {
            Scoring.scoreValue += 10;
            Destroy(this.gameObject);
        }
        if (Pilltype == 2)
        {
            if (GC.Scaredactivated == true)
            {
                GC.Scaredactivated = true;
                GC.countdowntimer +=10;
                Scoring.scoreValue += 50;
            }
            else
            {
                GC.Scaredactivated = true;
                GC.countdowntimer = 10;
                Scoring.scoreValue += 50;
            }
        }
        Destroy(this.gameObject);
    }
}
```

When pac-man takes a powerpill the script will check for an other script we define as GC. As the bool is public it can be altered from an other script so when taking pilltype 2 it goes into the Ghost control script and sets the bool Scaredactivated to true also the countdown timer will be set to 10. If you take an other power pill within the countdown your time will be extended with extra 10 seconds. To finalis this chapter we will change the Ghosts script so it will change sprite when the power pill is taken. Change the script into this :

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

public class Ghosts : MonoBehaviour
{
    public Sprite Original;
    public Sprite Scared;
    public int testGhost = 0;
    private Ghostcontrol GC;

    void Start()
    {
        GC = GameObject.FindObjectOfType<Ghostcontrol>();
    }
    void Update()
    {
        if(GC.Scaredactivated == false)
        {
            this.GetComponent<SpriteRenderer>().sprite = Original;
        }
        if (GC.Scaredactivated == true)
        {
            this.GetComponent<SpriteRenderer>().sprite = Scared;
        }
    }
}
```



Unity Mini Start 019
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The ghost will check the ghost control script so it knows when to be strong and when he is scared and needs to change its look. Place the rest of the ghosts with the same script. Make prefabs of them and make a prefab of the player to.