



Time to eat those nasty ghosts. To do that we only need to change the player script. It will check the ghost control to see if the ghost can be destroyed by the player depending on the variable Scaredactivated setting. Change the player script into this one :

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

public class Pmovement : MonoBehaviour
{
    public float PacmanSpeed;
    public int movedir = 0;
    public Sprite pacright, pacleft, pacup, pacdown;

    private Ghostcontrol GC;

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

    private void OnCollisionEnter2D(Collision2D collision)
    {
        if(collision.gameObject.tag == "Ghost")
        {
            if (GC.Scaredactivated == true)
            {
                Destroy(collision.gameObject);
            }
            else
            {
                Destroy(this.gameObject);
            }
        }
    }

    public void MovingPlayer()
    {
        {
            if(Input.GetKeyDown(KeyCode.LeftArrow))
            {
                movedir = 1;
                this.GetComponent<SpriteRenderer>().sprite = pacleft;
            }
            if (Input.GetKeyDown(KeyCode.RightArrow))
            {
                this.GetComponent<SpriteRenderer>().sprite = pacright;
                movedir = 2;
            }
            if (Input.GetKeyDown(KeyCode.DownArrow))
            {
                movedir = 3;
                this.GetComponent<SpriteRenderer>().sprite = pacdown;
            }
            if (Input.GetKeyDown(KeyCode.UpArrow))
            {
                movedir = 4;
                this.GetComponent<SpriteRenderer>().sprite = pacup;
            }
        }
    }
}
```



```
void Update()
{
    MovingPlayer();
    if(movedir == 1)
    {
        transform.Translate(Vector2.left * PacmanSpeed * Time.deltaTime);
    }
    if (movedir == 2)
    {
        transform.Translate(Vector2.right * PacmanSpeed * Time.deltaTime);
    }
    if (movedir == 3)
    {
        transform.Translate(Vector2.down * PacmanSpeed * Time.deltaTime);
    }
    if (movedir == 4)
    {
        transform.Translate(Vector2.up * PacmanSpeed * Time.deltaTime);
    }
}
```

Next we will create a bonus fruit that will display points when eaten. We will create a prefab that the fruit will leave when it's eaten. Place the hundred sprite and give it a script called scored.

- The script should be like this

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

public class Scored : MonoBehaviour
{
    public float timeit =1f;

    void Update()
    {
        timeit -= Time.deltaTime;
        if(timeit <= 0)
        {
            Destroy(this.gameObject);
        }
    }
}
```

It simply shows the 100 sprite and then removes it. So this will be left by any fruit bonus eaten. Drag this game object to the prefab folder and delete the one in the game view.



- Place the fruit gameObject.
- Give it a Boxcollision2D and make sure use trigger is selected.
- Create a new script and call it Bonusfruit
- Give this script to the gameObject
- The script should be like this:

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

public class Bonusfruit : MonoBehaviour
{
    public int fruittype;
    public GameObject hundred;

    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.tag == ("Player"))
        {
            if (fruittype == 1)
            {
                Instantiate(hundred, transform.position, Quaternion.identity);
                Scoring.scoreValue += 100;
                Destroy(this.gameObject);
            }
        }
    }
}
```

Drag the scored object into the inspector window. Now when the player gets close the fruit is eaten and it leaves the scored object. It adds 100 points to the score. You can use the fruittype variable to set different types of fruit with different scores.

One simple thing to add to the player is the teleport from one side to the other. You should know how to do this. Take the coordinates from the inspectors window and change the Players script into this :

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

public class Pmovement : MonoBehaviour
{
    public float PacmanSpeed;
    public int movedir = 0;
    public Sprite pacright, pacleft, pacup, pacdown;

    private Ghostcontrol GC;

    void Start()
    {
        GC = GameObject.FindObjectOfType<Ghostcontrol>();
    }
    private void OnCollisionEnter2D(Collision2D collision)
    {
        if(collision.gameObject.tag == "Ghost")
        {
            if (GC.Scaredactivated == true)
            {
                Destroy(collision.gameObject);
            }
        }
    }
}
```



```
}
else
{
Destroy(this.gameObject);
}
}
}
public void MovingPlayer()
{
if(Input.GetKeyDown(KeyCode.LeftArrow))
{
movedir = 1;
this.GetComponent<SpriteRenderer>().sprite = pacleft;
}
if (Input.GetKeyDown(KeyCode.RightArrow))
{
this.GetComponent<SpriteRenderer>().sprite = pacright;
movedir = 2;
}
if (Input.GetKeyDown(KeyCode.DownArrow))
{
movedir = 3;
this.GetComponent<SpriteRenderer>().sprite = pacdown;
}
if (Input.GetKeyDown(KeyCode.UpArrow))
{
movedir = 4;
this.GetComponent<SpriteRenderer>().sprite = pacup;
}
}

void Update()
{
if(transform.position.x > 7)
{
transform.position = new Vector3(-7, transform.position.y, transform.position.z);
}
if (transform.position.x < -7)
{
transform.position = new Vector3(7, transform.position.y, transform.position.z);
}
MovingPlayer();
if(movedir == 1)
{
transform.Translate(Vector2.left * PacmanSpeed * Time.deltaTime);
}
if (movedir == 2)
{
transform.Translate(Vector2.right * PacmanSpeed * Time.deltaTime);
}
if (movedir == 3)
{
transform.Translate(Vector2.down * PacmanSpeed * Time.deltaTime);
}
if (movedir == 4)
{
transform.Translate(Vector2.up * PacmanSpeed * Time.deltaTime);
}
}
}
```



Unity Mini Start 020
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