



Use the level made in mini tutorial 24.

If you want the color of a gameObject (Sprite) to change you can do this with script. It can be usefull if you want for example an enemy to change it's color when it is in range of the player.

- Place the snowie sprite in the level
- Create a new script called colors
- Give this script to the snowie gameObject.

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

public class Colors : MonoBehaviour
{
    private SpriteRenderer sprite;
    public int colorset;

    void Start()
    {
        sprite = GetComponent<SpriteRenderer>();
    }

    void Update()
    {
        if(colorset == 1)
        {
            sprite.color = new Color(1, 0, 0, 1);
        }
        if (colorset == 2)
        {
            sprite.color = new Color(1, 1, 0, 1);
        }
        if (colorset == 3)
        {
            sprite.color = new Color(0, 1, 0, 1);
        }
    }
}
```

Depending of the color set variable number the change will change. The color code stands for : Red,Green,Blue and alpha. So when the colorset is 1 the sprite will turn on red but does not use blue or green. Run your level and change the snowie color in the inspector window.