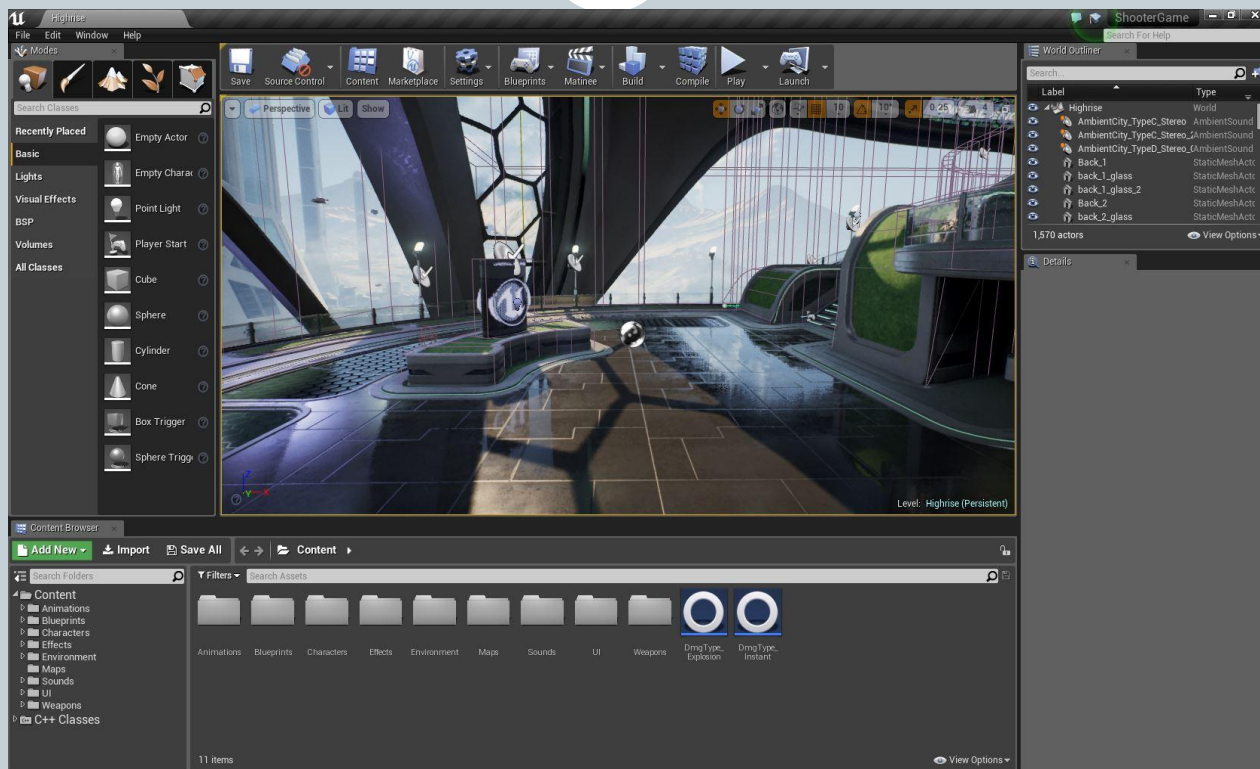


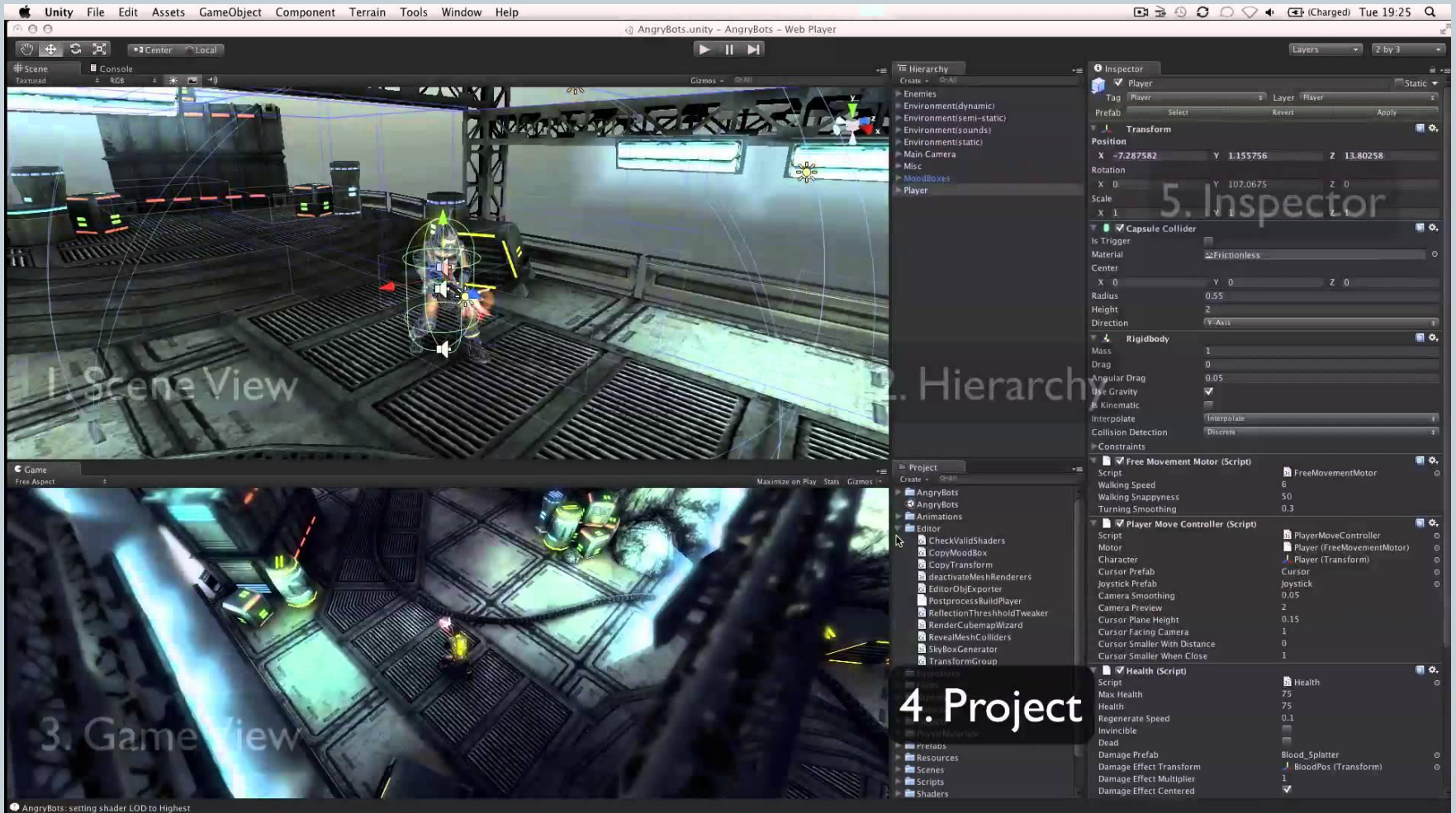
Технические элементы игрового движка



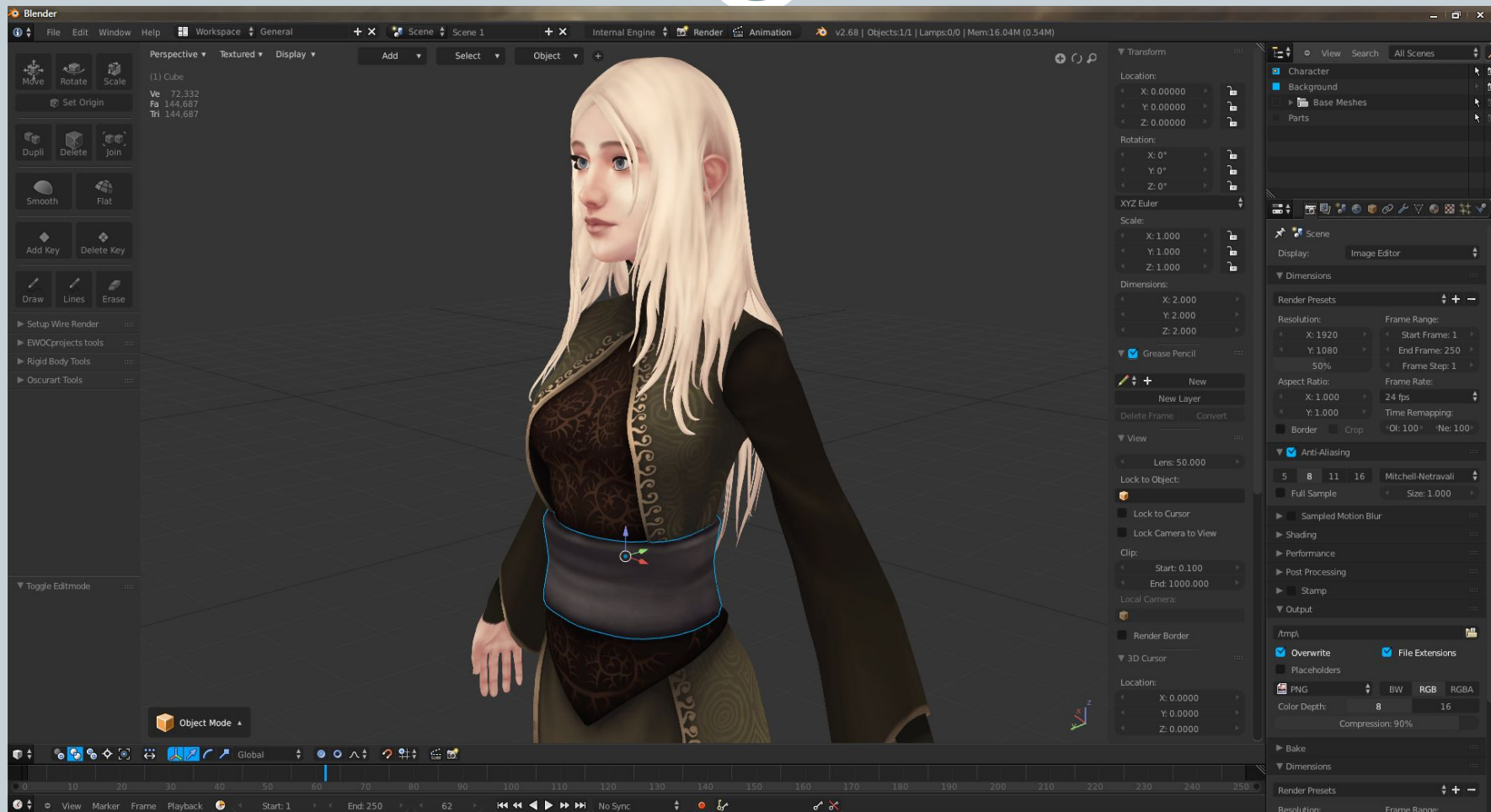
Пример работы в Unreal Engine



Пример работы в Unity



3d редактор Blender



Список актуальных игровых движков

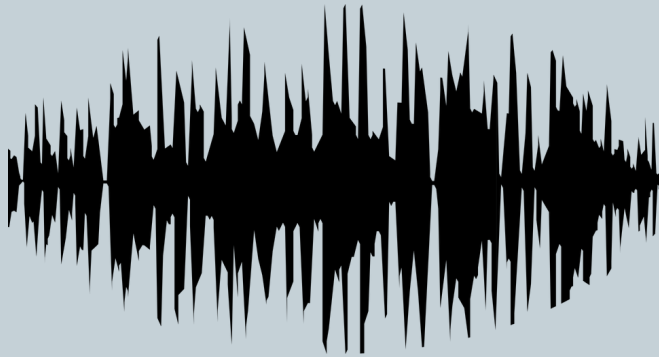


- Unreal Engine 4
- Cry Engine 4
- Frostbite
- Dune
- Unity
- Serious Engine
- IDTech
- GameMaker
- Fox Engine
- Source
- X-Ray Engine

Файлы



Аудио



Графические



Скрипты



Assembly-CSharp - Assets\ScoreboardUpdater.cs* - MonoDevelop-Unity

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Solution

Solution VoxelMayhem

- Assembly-CSharp
 - References
 - Assets
 - Example
 - OVR
 - Scripts
 - BallHandler.cs
 - CameraMover.cs
 - CollisionBouncer.cs
 - EnemyAI.cs
 - MovementController.cs
 - PaddleHandler.cs
 - RenderOptimizer.cs
 - ScoreboardUpdater.cs
 - Voxel_Destructible.cs
- Assembly-CSharp-Editor

ScoreboardUpdater ▶ No selection

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class ScoreboardUpdater : MonoBehaviour {
5     //as in the enemyAI, once we link this variable, we'll be able to reference and control the ball from this s
6     public GameObject ball;
7     private float myscore;
8     private float enemyscore;
9
10    // Use this for initialization
11    void Start () {
12        //this declares two score variables that we'll use to store the points scored by both sides
13        myscore = 0;
14        enemyscore = 0;
15    }
16
17    This is not a valid line of C#
18
19    // Update is called once per frame
20    void Update () {
21
22        //this generates a new 'score' string given the states of both variables
23        GetComponent<TextMesh>().text = enemyscore.ToString() + " || " + myscore.ToString();
24        //this checks if the ball is out of bounds, increments the appropriate score,
25        //and resets the ball's position and velocity
26        if (ball.transform.position.x > 14){
27            myscore++;
28            ball.transform.position = new Vector3(7,0,2);
29            ball.rigidbody.velocity = new Vector3(0,0,0);
30            ball.rigidbody.AddForce(Vector3.right * 200 + Vector3.forward * 100);
31        }
32        if (ball.transform.position.x < -2){
33            enemyscore++;
```

Build: 4 errors, 0 warnings

17:35 INS Feedback

