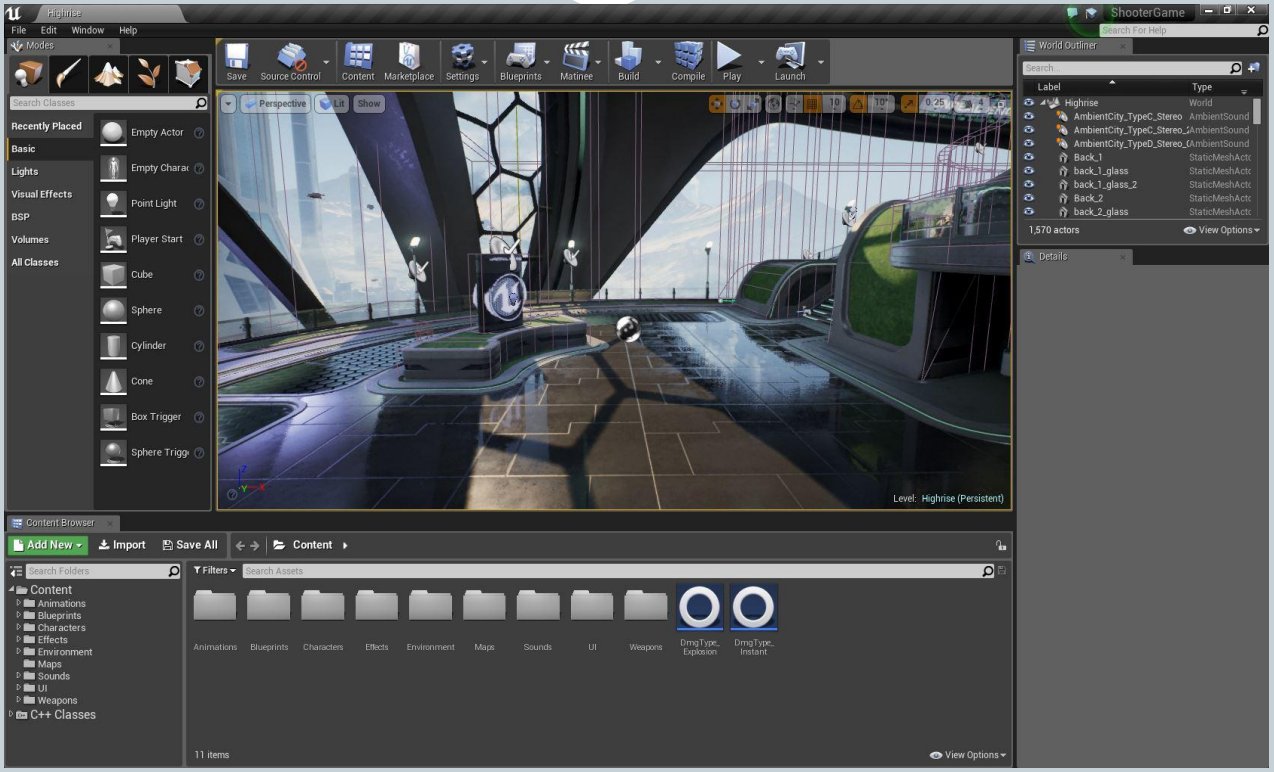
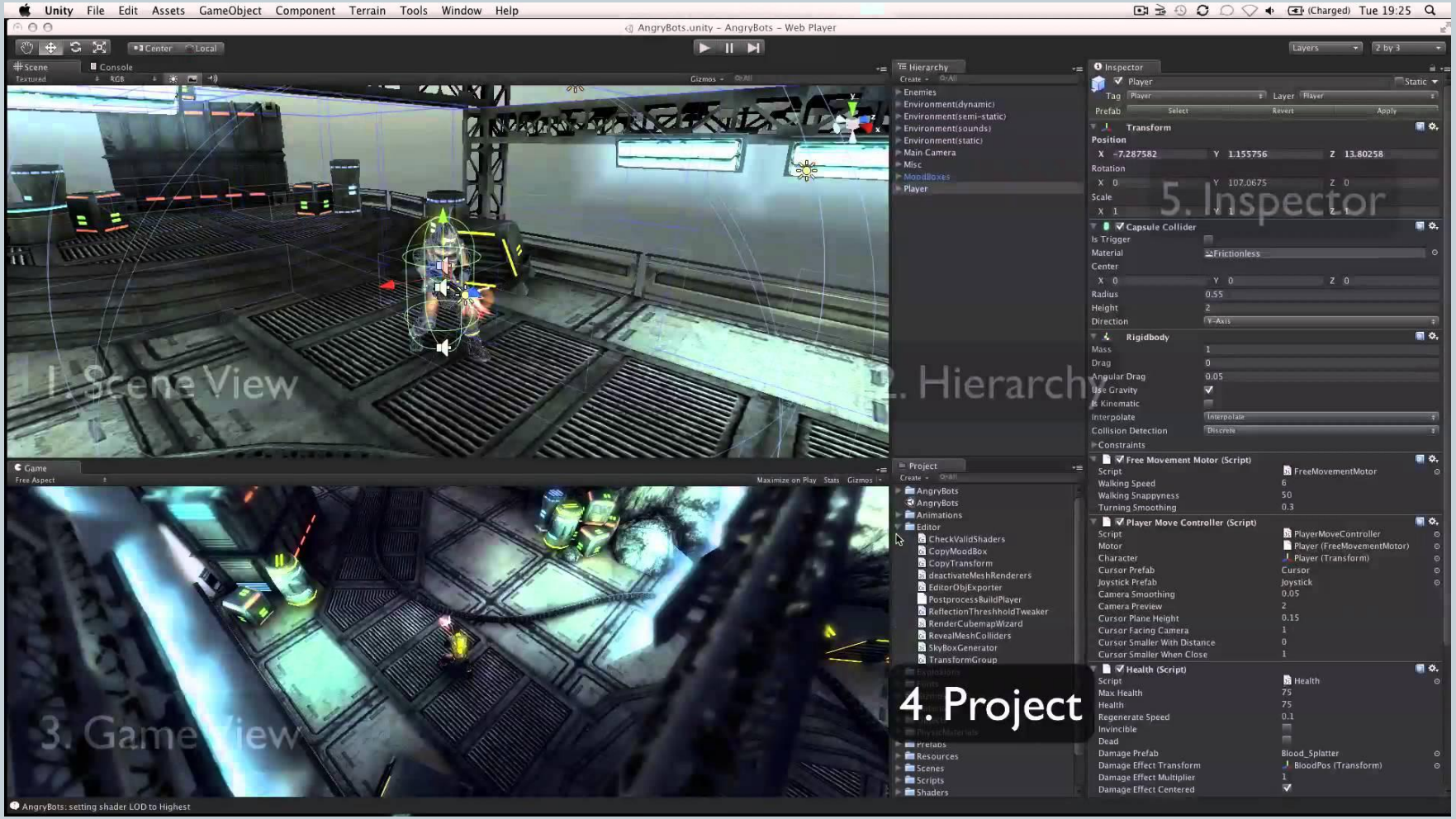
Технические элементы игрового движка

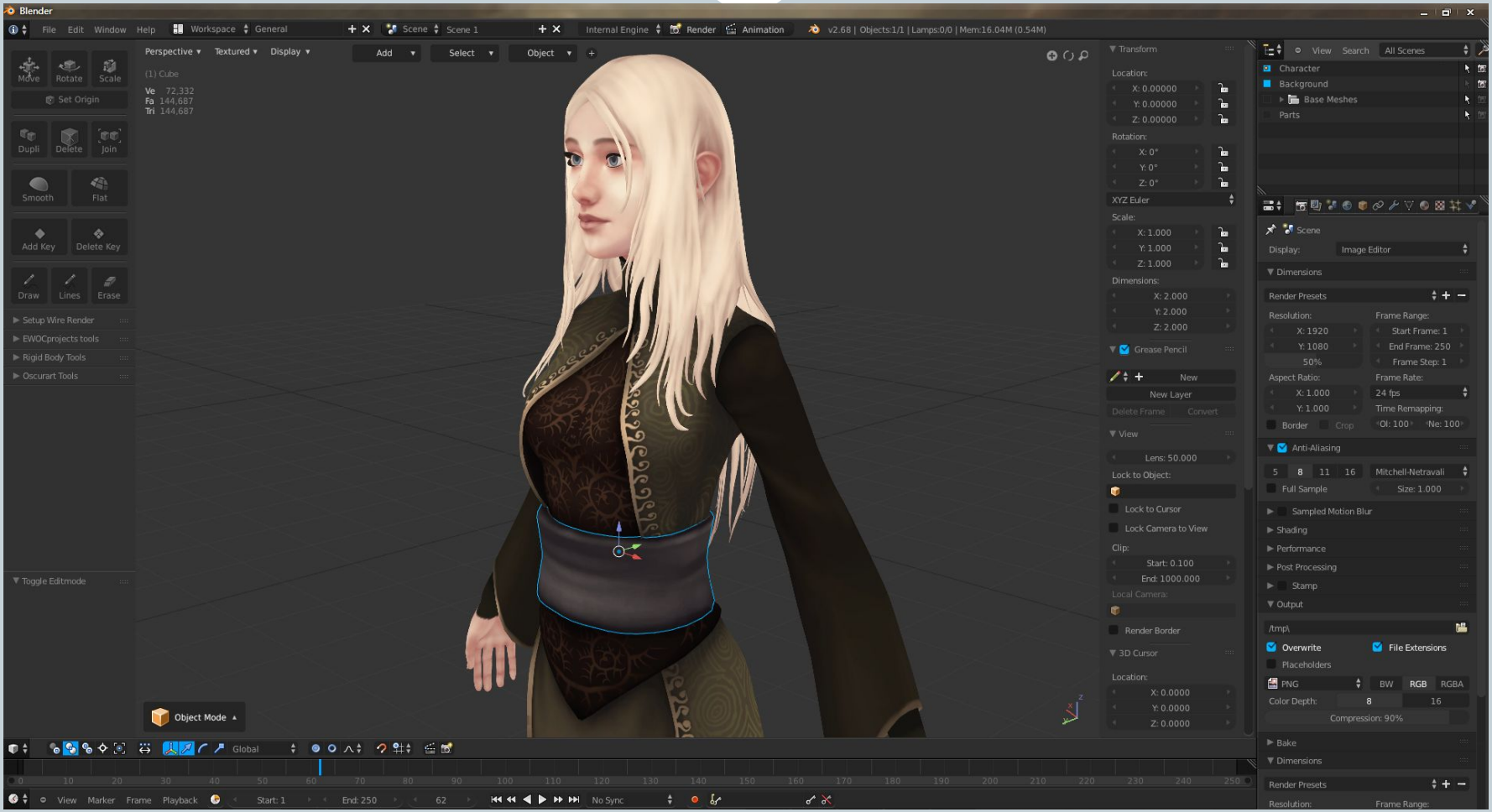


Пример работы в Unreal Engine

Пример работы в Unity



3d редактор Blender

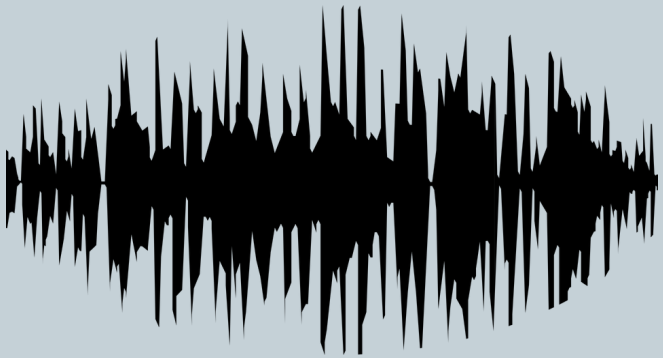


Список актуальных игровых движков

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

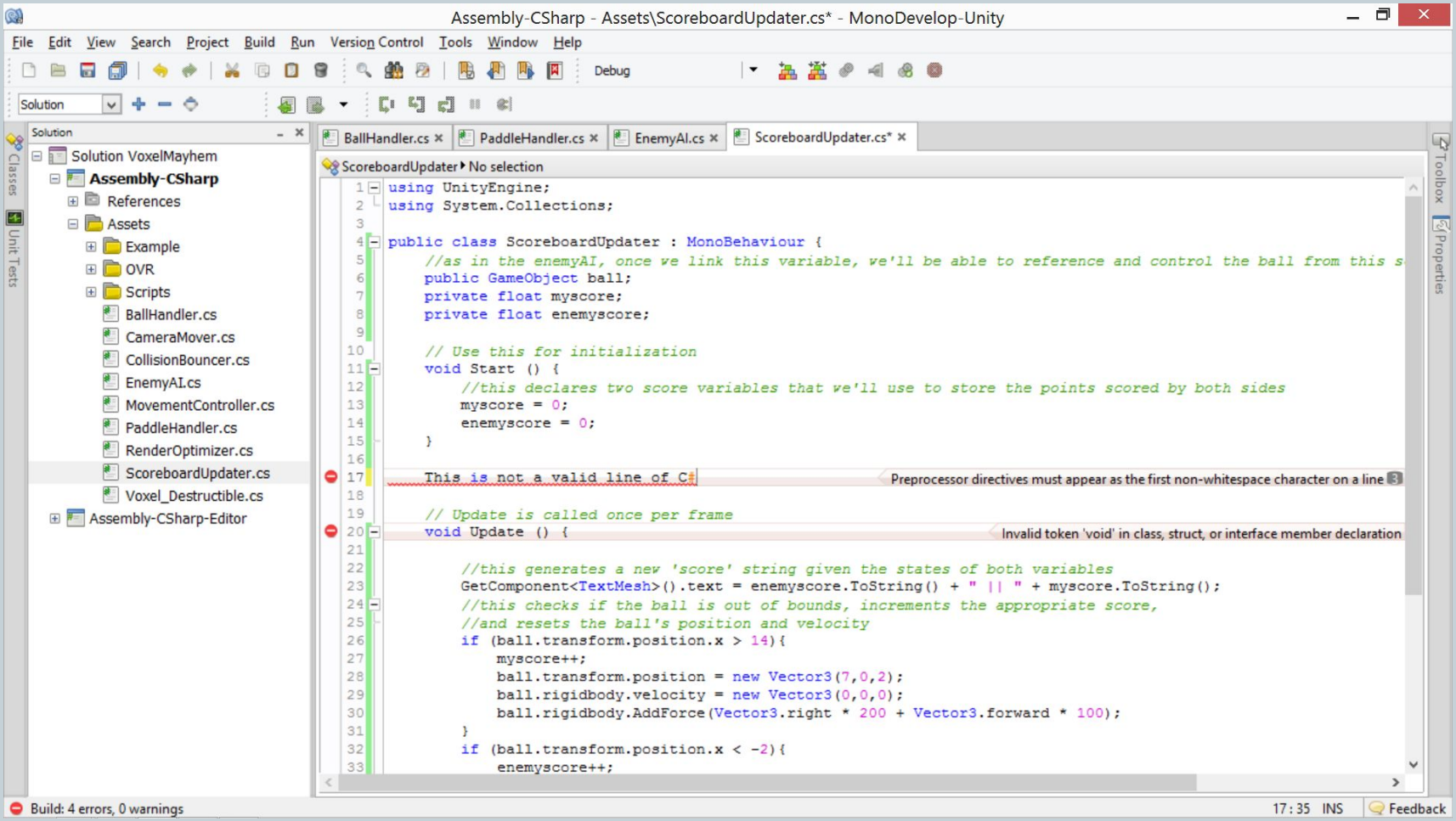
Файлы

Аудио



Графические

Скрипты


Assembly-CSharp - Assets\ScoreboardUpdater.cs* - MonoDevelop-Unity
File Edit View Search Project Build Run Version Control Tools Window Help
Debug
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
BallHandler.cs × PaddleHandler.cs × EnemyAI.cs × ScoreboardUpdater.cs* ×
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#
Preprocessor directives must appear as the first non-whitespace character on a line
18
19 // Update is called once per frame
20 void Update () {
Invalid token 'void' in class, struct, or interface member declaration
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
Classes
Unit Tests
Toolbox
Properties