# Video 2

using UnityEngine;

using UnityEngine.UI;

using System.Collections;

public class PlayerController : MonoBehaviour {

 public float speed;

 public Text countText;

 public Text winText;

 private Rigidbody rb;

 private int count;

 void Start ()

 {

 rb = GetComponent<Rigidbody>();

 count = 0;

 SetCountText ();

 winText.text = "";

 }

 void FixedUpdate ()

 {

 float moveHorizontal = Input.GetAxis ("Horizontal");

 float moveVertical = Input.GetAxis ("Vertical");

 Vector3 movement = new Vector3 (moveHorizontal, 0.0f, moveVertical);

 rb.AddForce (movement \* speed);

 }

 void OnTriggerEnter(Collider other)

 {

 if (other.gameObject.CompareTag ( "Pick Up"))

 {

 other.gameObject.SetActive (false);

 count = count + 1;

 SetCountText ();

 }

 }

 void SetCountText ()

 {

 countText.text = "Count: " + count.ToString ();

 if (count >= 12)

 {

 winText.text = "You Win!";

 }

 }

}

# Video 3

using UnityEngine;

using System.Collections;

public class CameraController : MonoBehaviour {

 public GameObject player;

 private Vector3 offset;

 void Start ()

 {

 offset = transform.position - player.transform.position;

 }

 void LateUpdate ()

 {

 transform.position = player.transform.position + offset;

 }

}

# Video 5

using UnityEngine;

using System.Collections;

public class Rotator : MonoBehaviour {

 void Update ()

 {

 transform.Rotate (new Vector3 (15, 30, 45) \* Time.deltaTime);

 }

}

# Video 6

using UnityEngine;

using UnityEngine.UI;

using System.Collections;

public class PlayerController : MonoBehaviour {

 public float speed;

 public Text countText;

 public Text winText;

 private Rigidbody rb;

 private int count;

 void Start ()

 {

 rb = GetComponent<Rigidbody>();

 count = 0;

 SetCountText ();

 winText.text = "";

 }

 void FixedUpdate ()

 {

 float moveHorizontal = Input.GetAxis ("Horizontal");

 float moveVertical = Input.GetAxis ("Vertical");

 Vector3 movement = new Vector3 (moveHorizontal, 0.0f, moveVertical);

 rb.AddForce (movement \* speed);

 }

 void OnTriggerEnter(Collider other)

 {

 if (other.gameObject.CompareTag ( "Pick Up"))

 {

 other.gameObject.SetActive (false);

 count = count + 1;

 SetCountText ();

 }

 }

 void SetCountText ()

 {

 countText.text = "Count: " + count.ToString ();

 if (count >= 12)

 {

 winText.text = "You Win!";

 }

 }

}

# Video 7

using UnityEngine;

using UnityEngine.UI;

using System.Collections;

public class PlayerController : MonoBehaviour {

 public float speed;

 public Text countText;

 public Text winText;

 private Rigidbody rb;

 private int count;

 void Start ()

 {

 rb = GetComponent<Rigidbody>();

 count = 0;

 SetCountText ();

 winText.text = "";

 }

 void FixedUpdate ()

 {

 float moveHorizontal = Input.GetAxis ("Horizontal");

 float moveVertical = Input.GetAxis ("Vertical");

 Vector3 movement = new Vector3 (moveHorizontal, 0.0f, moveVertical);

 rb.AddForce (movement \* speed);

 }

 void OnTriggerEnter(Collider other)

 {

 if (other.gameObject.CompareTag ( "Pick Up"))

 {

 other.gameObject.SetActive (false);

 count = count + 1;

 SetCountText ();

 }

 }

 void SetCountText ()

 {

 countText.text = "Count: " + count.ToString ();

 if (count >= 12)

 {

 winText.text = "You Win!";

 }

 }

}