# 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!";

}

}

}