



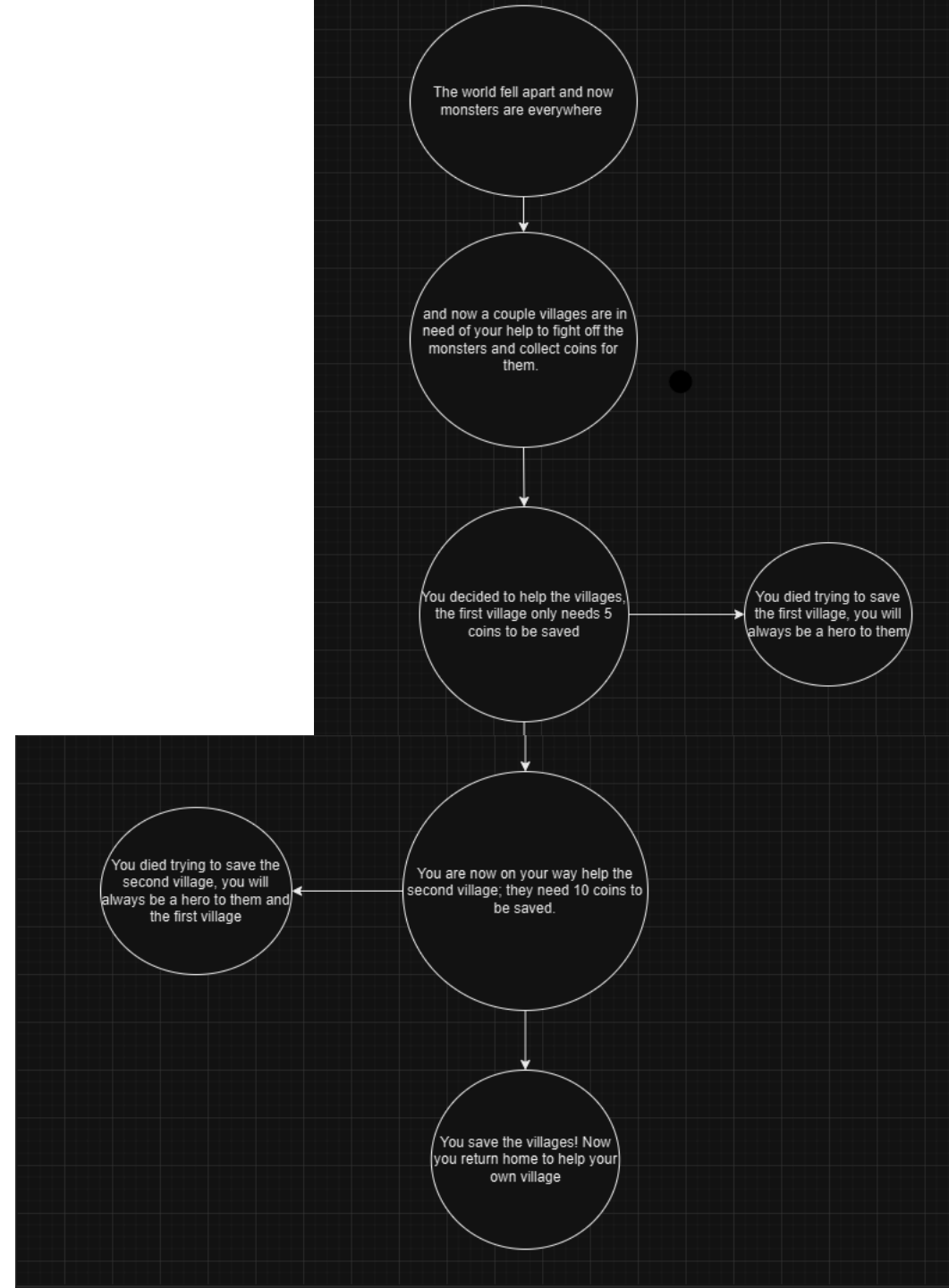
CITA 212  
FINAL

By Gabbie  
Purchiaroni

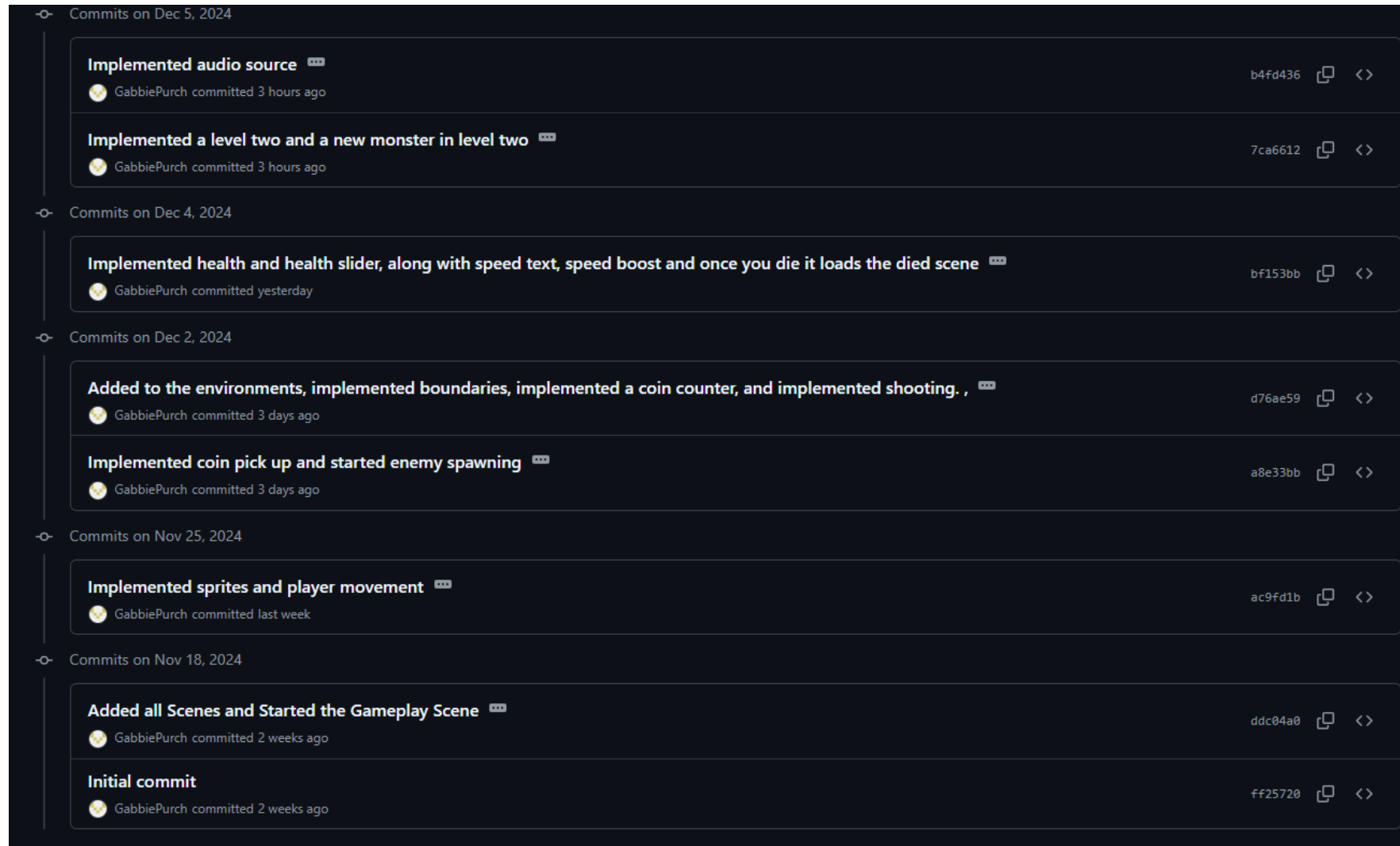
# E P O R T F O L I O

[Site Title – Gabbie Purchiaroni](#)

# STORYLINE



# GITHUB COMMITS



The screenshot displays a list of GitHub commits for the user GabbiePurch, organized by date. Each commit entry includes a title, a description of the changes, the commit hash, and a link to view the commit details. The commits are as follows:

- Commits on Dec 5, 2024**
  - Implemented audio source** (b4fd436) - GabbiePurch committed 3 hours ago
  - Implemented a level two and a new monster in level two** (7ca6612) - GabbiePurch committed 3 hours ago
- Commits on Dec 4, 2024**
  - Implemented health and health slider, along with speed text, speed boost and once you die it loads the died scene** (bf153bb) - GabbiePurch committed yesterday
- Commits on Dec 2, 2024**
  - Added to the environments, implemented boundaries, implemented a coin counter, and implemented shooting. ,** (d76ae59) - GabbiePurch committed 3 days ago
  - Implemented coin pick up and started enemy spawning** (a8e33bb) - GabbiePurch committed 3 days ago
- Commits on Nov 25, 2024**
  - Implemented sprites and player movement** (ac9fd1b) - GabbiePurch committed last week
- Commits on Nov 18, 2024**
  - Added all Scenes and Started the Gameplay Scene** (ddc04a0) - GabbiePurch committed 2 weeks ago
  - Initial commit** (ff25720) - GabbiePurch committed 2 weeks ago

# CODE EXPLANATION

```
EnemyMovement.cs | Player.cs x
Assets > Scripts > Player.cs > Player
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using TMPPro;
5
6 2 references
7 public class Player : MonoBehaviour
8 {
9     1 reference
10    [SerializeField] float turnSpeed = 6f;
11    9 references
12    [SerializeField] float moveSpeed = 6f;
13    3 references
14    [SerializeField] TextMeshProUGUI speedText;
15    4 references
16    [SerializeField] CoinPickUp coins;
17    3 references
18    SceneLoader sceneLoader;
19    3 references
20    SpriteRenderer spriteRenderer;
21    2 references
22    public bool isGameOne;
23    2 references
24    public bool isGameTwo = false;
25    0 references
26    void Awake()
27    {
28        spriteRenderer = GetComponent<SpriteRenderer>();
29        coins = GetComponent<CoinPickUp>();
30        sceneLoader = FindObjectOfType<SceneLoader>();
31    }
32
33    0 references
34    void Update()
35    {
36        float turnAmount = Input.GetAxis("Horizontal") * turnSpeed * Time.deltaTime;
37        float moveAmount = Input.GetAxis("Vertical") * moveSpeed * Time.deltaTime;
38    }
39 }
```

```
public class Player : MonoBehaviour
{
    0 references
    void OnTriggerEnter2D (Collider2D other)
    {
        if (other.tag == "Boost")
        {
            moveSpeed += 2;
            Destroy(other.gameObject);
            speedText.text = "Speed: " + moveSpeed;
        }

        if (other.tag == "Enemy1" && moveSpeed >= 4)
        {
            moveSpeed -= 2;
            speedText.text = "Speed: " + moveSpeed;
        }

        if (other.tag == "Enemy2" && moveSpeed >= 4)
        {
            moveSpeed -= 3;
            speedText.text = "Speed: " + moveSpeed;
        }

        if (other.CompareTag("Finished") && coins.GetCount() >= 5 && isGameOne && !isGameTwo)
        {
            Debug.Log("You have" + coins.GetCount());
            sceneLoader.LoadLevelTwo();
        }

        if (other.CompareTag("Finished") && coins.GetCount() >= 10 && !isGameOne && isGameTwo)
        {
            sceneLoader.LoadGameOver();
        }
    }
}
```