

## DAFTAR RIWAYAT HIDUP

1. Nama : M. Ilham Juliansyah
2. Tempat / Tanggal Lahir : Jambi, 03 Juli 2002
3. Jenis Kelamin : Laki – Laki
4. Agama : Islam
5. Alamat : Jl. Raden Wijaya Rt 33 Rw 32, Jambi Selatan,  
Jambi
6. No. HP : 081384533989
7. Pendidikan Formal :

No	Nama Sekolah	Tahun	Tempat
1	SD Negeri 99 Jambi	2008-2014	Kota Jambi
2	SMP Negeri 1 Tebo	2014-2017	Tebo
3	SMA Negeri 3 Tebo	2017-2020	Tebo
4	Universitas Dinamika Bangsa Jambi	2020 - Sekarang	Kota Jambi

Jambi, Januari 2024

M. Ilham Juliansyah



## LISTING PROGRAM

```
Player.cs

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using TMPro;
using UnityEngine.SceneManagement;

public class Player : MonoBehaviour
{
    public float speed, jumpPower;
    Animator anim;
    Vector2 currentScale;
    Rigidbody2D rb;
    public LayerMask layerMask;
    public Transform groundCheck;
    public float groundCheckRadius = 0.2f; // Tambahkan variabel radius

    public bool tombolkiri,tombolkanan,tombollompat;
    public int nilainyawa;
    public TextMeshProUGUI nyawatampil;
    public GameObject panelGameOver;
```

```
public string menuSceneName = "Petualangan";
private bool sedangMenjawabSoal = false;

// Start is called before the first frame update
void Start()
{
    anim = GetComponent<Animator>();
    currentScale = transform.localScale;
    rb = GetComponent<Rigidbody2D>();

    nilainyawa = 3;
    nyawatampil.text= "Nyawa : " + nilainyawa ;
}

// Update is called once per frame
void Update()
{
    if (!sedangMenjawabSoal)
    {
        float keyboardMovement = Input.GetAxisRaw("Horizontal");
        float touchMovement = (tombolkiri) ? -1f : 0f;
        float touchMovement2 = (tombolkanan) ? 1f : 0f;
```

```

float movement = (keyboardMovement + touchMovement +
touchMovement2) * speed;

transform.Translate(movement * Time.deltaTime, 0, 0);

// if (Input.GetKeyDown(KeyCode.Space)) rb.AddForce(Vector2.up *
jumpPower);

// if (Input.GetKeyDown(KeyCode.Space) && Grounded())
rb.AddForce(Vector2.up * jumpPower);

if ((Input.GetKeyDown(KeyCode.Space) || tombollompat) && Grounded())
{
    rb.AddForce(Vector2.up * jumpPower);
    anim.Play("lompat");

    tombollompat = false;
}

if (movement != 0)
{
    anim.Play("lari");
}
else
{
    anim.Play("diam");
}

```

```
        if (movement < 0) transform.localScale = new Vector2(-currentScale.x,
currentScale.y);

        if (movement > 0) transform.localScale = new Vector2(currentScale.x,
currentScale.y);
    }

}

public bool Grounded()
{
    return Physics2D.OverlapCircle(groundCheck.position, groundCheckRadius,
layerMask);
}

private void OnTriggerEnter2D (Collider2D other)
{
    if (other.gameObject.CompareTag("Coins"))
    {
        Destroy(other.gameObject);
    }
}

void OnCollisionEnter2D (Collision2D col)
```

```
{
    if(col.gameObject.name == "jebakan")
    {

        nilainyawa -= 1;
        nyawatampil.text= "Nyawa : " + nilainyawa;
        if (nilainyawa <= 0)
        {
            // Tambahkan logika untuk menangani jika nyawa habis
            GameOver();
        }

        Vector3 pos = transform.position;
        pos.x = -7;
        pos.y = -2;
        transform.position = pos;

    }
}

public void MulaiMenjawabSoal()
{
```

```
    sedangMenjawabSoal = true;

    // Logika lain yang mungkin Anda perlukan saat player mulai menjawab soal
}

public void SelesaikanMenjawabSoal()
{
    sedangMenjawabSoal = false;

    // Logika lain yang mungkin Anda perlukan saat player selesai menjawab soal
}

public void KurangiNyawa()
{
    nilainyawa--; // Kurangi nilai nyawa
    nyawatampil.text = "Nyawa : " + nilainyawa;

    if (nilainyawa <= 0)
    {
        // Tambahkan logika untuk menangani jika nyawa habis
        GameOver();
    }
}

void GameOver()
{
```

```
panelGameOver.SetActive(true);
```

```
// Hancurkan player
```

```
Destroy(gameObject);
```

```
Invoke("SwitchToMenuScene", 2f);
```

```
}
```

```
void SwitchToMenuScene()
```

```
{
```

```
    SceneManager.LoadScene(menuSceneName);
```

```
}
```

```
public void tekankiri (){
```

```
    tombolkiri = true;
```

```
}
```

```
public void lepaskiri(){
```

```
    tombolkiri = false;
```

```
}
```

```
public void tekankanan (){
```

```
    tombolkanan = true;
```

```
}
```

```
public void lepaskan(){  
    tombolkanan = false;  
}
```

```
public void loncat(){  
    tombollompat = true;  
}
```

```
}
```

ScoreManager.cs

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using TMPro;
```

```
public class ScoreManager : MonoBehaviour  
{  
    public static ScoreManager instance;  
    public TextMeshProUGUI text;  
    int score;
```

```
// Start is called before the first frame update
```

```
void Start()
```

```
{  
    if (instance == null)  
    {  
        instance = this;  
    }  
}
```

```
public void ChangeScore (int coinValue)
```

```
{  
    score += coinValue;  
    text.text = "x" + score.ToString();  
}  
}
```

```
CameraFollow.cs
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;
```

```
public class CameraFollow : MonoBehaviour
```

```
{
```

```
public Transform target;

public Vector3 offset;

public float speed;

// Start is called before the first frame update
void Start()
{

}

// Update is called once per frame
void Update()
{

}

void FixedUpdate()
{
    transform.position = Vector3.Lerp(transform.position,target.position +
offset,speed * Time.deltaTime);
}

}

Coin.cs

using System.Collections;
```

```
using System.Collections.Generic;
```

```
using UnityEngine;
```

```
public class Coin : MonoBehaviour
```

```
{
```

```
    public int coinValue = 1;
```

```
    private void OnTriggerEnter2D(Collider2D other)
```

```
    {
```

```
        ScoreManager.instance.ChangeScore(coinValue);
```

```
    }
```

```
}
```