

Lampiran

Source Code 1

Audio Script:

```
function OnTriggerEnter(other:Collider){  
  
    if (!GetComponent.<AudioSource>().isPlaying){  
  
        GetComponent.<AudioSource>().Play();  
        Destroy.audio();  
  
    }  
  
}
```

Sound Script:

```
var sound :AudioClip;  
var click :AudioClip;  
  
function onMouseEnter(){  
  
    if (!GetComponent.<AudioSource>().isPlaying){  
  
        GetComponent.<AudioSource>().Play();  
  
    }  
  
}
```

```
function onMouseUp(){
    GetComponent.<AudioSource>().PlayOneShot(click);
}
```

Mengambil Kertas:

```
#pragma strict
@script RequireComponent (AudioSource)
var papers : int = 0;
var papersToWin : int = 10;
var distanceToPaper : float = 2.5;
public var paperPickup : AudioClip;
```

```
function Start (){

    Screen.lockCursor = true;

}
```

```
function Update (){

    if (Input.GetMouseButtonDown(0)){
```

```

        var ray = Camera.main.ScreenPointToRay(Vector3(Screen.width *
0.5, Screen.height * 0.5, 0.0));

        var hit : RaycastHit;

        if (Physics.Raycast(ray ,hit, distanceToPaper))
        {
            if (hit.collider.gameObject.name == "Paper")
            {
                papers +=1;

                GetComponent.<AudioSource>().PlayClipAtPoint(paperPickup,
transform.position);

                Destroy(hit.collider.gameObject);
            }
        }
    }
}

```

```

function onGUI(){

    if (papers < papersToWin){

        GUI.Box(Rect((Screen.width * 0.5) -60, 10 , 120, 25), " " +
papers.ToString() + "Papers");
    }

    else

```

```
GUI.Box(Rect((Screen.width/2) -100,10,200,35), "All Papers Collected");  
  
}
```

Membuka Pintu(Tanpa Animasi):

```
var door : Transform;  
  
var angleOpen : int;  
  
var angleClose : int;  
  
var speedOpen : int = 1000;  
  
function OnTriggerStay(other:Collider){  
if (door.transform.localEulerAngles.y<angleOpen){  
door.transform.Rotate(Vector3.up*Time.deltaTime*speedOpen);  
}  
}
```

Lampu Senter:

```
var flashlight : Light;  
  
function Start () {  
  
flashlight = GetComponent("Light");  
  
}
```

```
function Update () {  
  
    if (Input.GetKeyDown(KeyCode.F)){  
        if (flashlight.enabled) {  
            flashlight.enabled = false;  
        }  
        else {  
            flashlight.enabled = true;  
        }  
    }  
}
```

Flicker:

```
var kejob : float = 0.05;
```

```
private var random : int = 0;
```

```
while (true) {
```

```
    if (random == 0) {
```

```
        GetComponent.<Light>().enabled = false;
```

```

    }

    else GetComponent.<Light>().enabled = true;

    random = Random.Range (0.1, 3.5);

yield WaitForSeconds (kejeb);
}

Trigger Hantu(Trap):
var Obake : GameObject;

function Start () {

    Obake.SetActive(false);

}

function OnTriggerEnter () {

    Obake.SetActive(true);

}

function OnTriggerExit (){

```

```
Obake.SetActive(false);
```

```
Destroy(Obake);
```

```
}
```

No Mouse Cursor:

```
Cursor.visible = false;
```

Menu Mulai:

```
using UnityEngine;
```

```
using System.Collections;
```

```
public class Menu : MonoBehaviour {
```

```
void OnMouseDown(){
```

```
Application.LoadLevel("cold");
```

```
}
```

```
}
```

Menu Credit:

```
using UnityEngine;
```

```
using System.Collections;
```

```
public class Menuju : MonoBehaviour {
```

```
void OnMouseDown(){  
    Application.LoadLevel("credit");  
}  
}
```

Menu Kembali(Dari Tampilan Credit):

```
using UnityEngine;
```

```
using System.Collections;
```

```
public class Credit : MonoBehaviour {
```

```
void OnMouseDown(){  
    Application.LoadLevel("menu");  
}  
}
```

Menu Keluar:

```
using UnityEngine;
```

```
using System.Collections;
```



```
public class Keluar : MonoBehaviour {  
  
    void OnMouseDown(){  
        Application.Quit();  
    }  
}
```