

## CHARACTER CONTROLLER SCRIPT

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

public class charactercontroller : MonoBehaviour
{
    public float speed = 100.0f;

    // Use this for initialization
    void Start()
    {
        Cursor.lockState = CursorLockMode.Locked;
    }

    // Update is called once per frame
    void Update()
    {
        float translation = Input.GetAxis("Vertical") * speed;
        float straffe = Input.GetAxis("Horizontal") * speed;
        translation *= Time.deltaTime;
        straffe *= Time.deltaTime;

        transform.Translate(straffe, 0, translation);

        if (Input.GetKeyDown("escape"))
            Cursor.lockState = CursorLockMode.None;
    }
}
```

## MOUSE LOOK SCRIPT

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

public class MouseLook : MonoBehaviour
{
    Vector2 mouseLook;
    Vector2 smoothV;
    public float sensitivity = 5.0f;
    public float smoothing = 2.0f;

    GameObject character;

    void Start()
    {
        character = this.transform.parent.gameObject;
    }

    void Update()
    {
        var md = new Vector2(Input.GetAxisRaw("Mouse X"), Input.GetAxisRaw("Mouse Y"));

        md = Vector2.Scale(md, new Vector2(sensitivity * smoothing, sensitivity * smoothing));
        smoothV.x = Mathf.Lerp(smoothV.x, md.x, smoothing);
        smoothV.y = Mathf.Lerp(smoothV.y, md.y, smoothing);
        mouseLook += smoothV;

        transform.localRotation = Quaternion.AngleAxis(-mouseLook.y, Vector3.right);
        character.transform.localRotation = Quaternion.AngleAxis(mouseLook.x, character.transform.up);
    }
}
```

## SLIDING DOOR SCRIPT

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

public class DoorAScript : MonoBehaviour
{

    Animator anim;

    void Start()
    {

        anim = GetComponent<Animator>();

    }

    void Update()
    {

    }

    void OnTriggerEnter(Collider other)
    {
        anim.SetTrigger("OpenDoor");
    }

    void OnTriggerExit(Collider other)
    {
        anim.enabled = true;
    }

    void pauseAnimationEvent()
    {
        anim.enabled = false;
    }

}
}
```

## PAUSE MENU SCRIPT

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

public class PauseMenu : MonoBehaviour {

    public static bool GameIsPaused = false;

    public GameObject pauseMenuUI;

    // Update is called once per frame
    void Update () {
    if (Input.GetKeyDown(KeyCode.Escape))
        {
            if (GameIsPaused)
                {
                    Resume();
                } else
                {
                    Pause();
                }
        }

        public void Resume ()
        {
            pauseMenuUI.SetActive(false);
            Time.timeScale = 1f;
            GameIsPaused = false;
        }

        void Pause ()
        {
            pauseMenuUI.SetActive(true);
            Time.timeScale = 0f;
            GameIsPaused = true;
        }

        public void LoadMenu()
        {
            SceneManager.LoadScene ("Menu");
        }

        public void QuitGame()
        {
            Debug.Log ("Quitting game...");
            Application.Quit();
        }
    }
}
```