

김일중

자기소개

MBTI

INTP

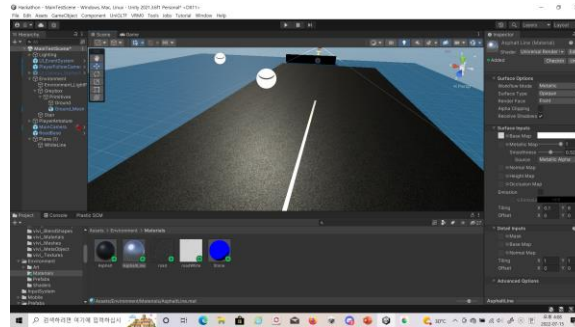


게임



개발

<https://github.com/iljung1106>



Python

서버 달린것도 만들어봄



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

public class GravitySphereScript : MonoBehaviour
{
    Collider2D collider;
    public float gravityScale = 1;
    // Start is called before the first frame update
    void Start()
    {
        collider = gameObject.GetComponent<Collider2D>();
    }

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

    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.GetComponent<GetGravity>())
        {
            if (collision.gameObject.GetComponent<GetGravity>().enabled && collision.enabled)
            {
                Vector3 gravityUp = (collision.transform.position - transform.position).normalized;
                Rigidbody2D rigidbody;
                Vector2 force = (transform.position - collision.transform.position) * Time.deltaTime * gravityScale / (transform.position - collision.transform.position - collision.gameObject.GetComponent<Rigidbody2D>().bodyType != Rigidbody2D.Static)
                if (Quaternion.Angle(targetRotation, Quaternion.FromToRotation(collision.transform.up, gravityUp)) > 90)
                {
                    targetRotation.eulerAngles = new Vector3(0, 180, targetRotation.eulerAngles.z);
                }
                else
                {
                    targetRotation.eulerAngles = new Vector3(0, 0, targetRotation.eulerAngles.z);
                }
                rigidbody = collision.GetComponent<Rigidbody2D>();
                rigidbody.AddForce(rigidbody.mass * force * collision.GetComponent<GetGravity>().mass);
                collision.transform.rotation = Quaternion.Slerp(collision.transform.rotation, targetRotation, 5f * Time.deltaTime);
            }
        }
    }
}
```

앞으로

