

Digital Game Based Learning am Beispiel der Programmierung in der Unity Engine

Entwicklung eines Simulationsspiels für das Erlernen der Unity-
spezifischen Programmierparadigmen

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```
Code Editor
Player.cs GateController.cs File.cs PlayerController.cs Enemy.cs EnemyShip.cs LevelStart.cs
1 //> This script is assigned at 'Game/PlayerPrefab'
2 using UnityEngine;
3 using System.Collections;
4
5 public class Player : PlayerController
6 {
7     void Start() => StartCoroutine(AddMoves());
8
9     IEnumerator AddMoves()
10    {
11        yield return new WaitForEndOfFrame();
12
13
14        for (int x = 0; x < 2; x++)
15            TurnLeft();
16
17        for (int x = 0; x < 7; x++)
18        {
19            yield return new WaitForSeconds(1);
20            yield return new WaitForSeconds(1);
21
22            MoveForward()
23        }
24
25    }
26
27    bool Blocked()
28    {
29        Vector3 rayOrigin = new Vector3(transform.position.x, 0.15f, transform.position.z);
30
31
32
33        return Physics.Raycast(rayOrigin, transform.forward, 1);
34
35    }
36
37 }
```

1 Blocked MoveForward Moving new new TurnLeft WaitForSeconds WaitForSeconds yield yield forward Physics Raycast rayOrigin
a-z 0-9 Punctuation print void bool int float if else for return true false null

[09:28:18] OOPS! Player.cs could not be compiled. Check alert below!

COMPILER ERROR in Player.cs at Line 22!
; expected



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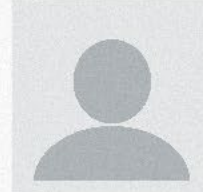

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for (int x = 0; x < 7; x++)  
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    yield return new WaitForSeconds(1);  
  
    MoveForward()  
}
```

```
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INSTANT HELP FORUM

Coroutines in Unity

Player X



Hello everybody,

What can I do with Coroutines (IEnumerator) in Unity?

*Best wishes
Player X*

Joined: Jan 22, 2051
Level: 4
Posts: 3

Vincent Schiller



Howdy Player X,

A coroutine is like a function that has the ability to pause execution and return control to Unity but then to continue where it left off on the following frame.

To pause the execution you can use something like `WaitUntil()` as shown in the following example.

```
void Start()
{
    StartCoroutine(Example());
}

IEnumerator Example()
{
    //do stuff before pausing the execution
    yield return new WaitUntil(() => bool);
    //do stuff after bool is finally true
}
```

*Best wishes
Vincent Schiller*

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