

- All of the scripts are down below. SeeStats Script

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

public class SeeStats : MonoBehaviour
{
    public Canvas pullOverCanvas;
    public InfoPanel infoPanel;
    public GameObject CURRENTSTOPPEDCAR;
    public Canvas InfoCanvas;
    public Canvas SpawnCanvas;
    private float boost;
    public float increaseSpeed = 60000;
    public float timeforBoost = 0.2f;
    private Test test;
    public float RotationSpeed = 50f;
    public GameObject raycastObject;
    public Camera mainCamera;

    private void Awake() {
        InfoCanvas.enabled = false;
        pullOverCanvas.enabled = false;
    }
    private void Start() {
        test = GetComponent<Test>();
    }

    private void Update()
    {
        rotateRaycast();

        if (Input.GetKeyDown(KeyCode.Space))
        {
            RaycastHit hit;

            if (Physics.Raycast(raycastObject.transform.position,
raycastObject.transform.forward, out hit, Mathf.Infinity))
```

```

        {
            if (hit.collider.CompareTag("Car"))
            {
                CURRENTSTOPPEDCAR = hit.collider.gameObject;

                Vector3 newPosition =
this.gameObject.transform.position;
                newPosition.x =
hit.collider.gameObject.transform.position.x;

                this.gameObject.transform.position = newPosition;

                test.movespeed = increaseSpeed;

                boost =
hit.collider.gameObject.transform.position.z - newPosition.z;

                Invoke("EndBoost", 0);

                infoPanel.setImage();
                infoPanel.setName();
                infoPanel.setInfo();
                pullOverCanvas.enabled = false;
                InfoCanvas.enabled = true;
                pullOverCanvas.enabled = false;
                var carMoveComponent =
CURRENTSTOPPEDCAR.GetComponent<carMove>();
                if (carMoveComponent != null)
                {
                    pullOverCanvas.enabled = false;
                    InfoCanvas.enabled = true;
                    carMoveComponent.movespeed = 0;
                }
            }
        }
    }

    public void rotateRaycast()
    {
        if (Input.GetKey(KeyCode.LeftArrow))
        {

```

```

        raycastObject.transform.Rotate(0, -RotationSpeed, 0);
    }

    if(Input.GetKey(KeyCode.RightArrow))
    {
        raycastObject.transform.Rotate(0, RotationSpeed, 0);
    }
}

public void EndBoost()
{
    test.movespeed = 0;
}
}

```

infoPanel Script

```

using System.Collections;
using System.Collections.Generic;
using System.ComponentModel;
using UnityEngine;
using TMPro;
using UnityEngine.UI;
using Unity.VisualScripting;

public class InfoPanel : MonoBehaviour
{
    private bool canStart = false;
    private GameObject currentHandcuffs;
    public GameObject handcuffs;
    public Canvas firstStage;
    private GameObject currentPlayer;
    public List<GameObject> players;
    public Canvas pullOverCanvas;
    public SeeStats seeStats;
    public Test test;
    public List<string> Firstnames;
    public List<string> Lastnames;
    public List<Texture> CharacterImages;
    public List<string> BadGoodThings;
    public TextMeshProUGUI NameText;
    public RawImage CharacterImage;
}

```

```

public TextMeshProUGUI BadGoodThing;
public TextMeshProUGUI BadGoodThing2;

private void Start() {
    setName();
    setImage();
    setInfo();
}

void Update()
{

}

public void setName()
{
    NameText.text = Firstnames[Random.Range(0, Firstnames.Count)] +
" " + Lastnames[Random.Range(0, Lastnames.Count)];
    Debug.Log(NameText.text);
}

public void setImage()
{
    CharacterImage.texture =
CharacterImages[Random.Range(0, CharacterImages.Count)];
}

public void setInfo()
{
    BadGoodThing.text = BadGoodThings[Random.Range(0,
BadGoodThings.Count)];
    BadGoodThing2.text = BadGoodThings[Random.Range(0,
BadGoodThings.Count)];
}

public void letGo()
{

    Destroy(seeStats.CURRENTSTOPPEDCAR, 0.2f);
    firstStage.enabled = false;
    test.movespeed = 30000;
}

public void letGo2()

```

```

{
    canStart = true;
    if(canStart == true)
    {
        canStart = false;
        pullOverCanvas.enabled = false;
        Destroy(seeStats.CURRENTSTOPPEDCAR, 0.2f);
        firstStage.enabled = false;
        pullOverCanvas.enabled = false;

        test.movespeed = 30000;
    }
}

public void pullOver()
{
    canStart = true;
    if(canStart == true)
    {
        canStart = false;
        pullOverCanvas.enabled = true;
        firstStage.enabled = false;
        currentPlayer = Instantiate(players[Random.Range(0,
players.Count)],
seeStats.CURRENTSTOPPEDCAR.transform.Find("HumanSpawn").transform.position,
seeStats.CURRENTSTOPPEDCAR.transform.Find("HumanSpawn").transform.rotation );

        test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;
        test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;
        test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;
        Invoke("telePort", 0.2f);
    }
}

```

```

    }

    public void Fine()
    {
        canStart = true;
        if(canStart == true)
        {
            canStart = false;
            test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;

pullOverCanvas.transform.Find("money1").GetComponent<RawImage>().color
= Color.white;

pullOverCanvas.transform.Find("money").GetComponent<RawImage>().color =
Color.white;
            Invoke("FineEnd", 1.2f);
        }
    }

    public void FineEnd()
    {

        Destroy(currentPlayer);

pullOverCanvas.transform.Find("money1").GetComponent<RawImage>().color
= new Color(255f / 255f, 255f / 255f, 255f / 255f, 0f / 255f);

pullOverCanvas.transform.Find("money").GetComponent<RawImage>().color =
new Color(255f / 255f, 255f / 255f, 255f / 255f, 0f / 255f);
        Destroy(seeStats.CURRENTSTOPPEDCAR, 0.2f);

        test.movespeed = 30000;
        pullOverCanvas.enabled = false;
    }

    public void arrest()
    {
        canStart = true;
        if(canStart == true)
        {
            canStart = false;

```

```

        test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;
        pullOverCanvas.enabled = false;
        currentHandcuffs = Instantiate(handcuffs
,currentPlayer.transform.Find("Handcuff
Holder").transform.position,currentPlayer.transform.Find("Handcuff
Holder").transform.rotation);
        Destroy(currentHandcuffs, 1f);
        Destroy(currentPlayer, 1f);
        Destroy(seeStats.CURRENTSTOPPEDCAR, 1f);
        pullOverCanvas.enabled = false;
        Invoke("EndArrest", 1f);
    }
}

private void EndArrest()
{
    test.movespeed = 30000;
}

public void telePort()
{
    test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;
    test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;
    test.gameObject.transform.position =
seeStats.CURRENTSTOPPEDCAR.transform.Find("car
spawn").transform.position;
}
}

```

StartScreen Script

```

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

```

```

public class StartScreen : MonoBehaviour
{
    private void Start() {
        Time.timeScale = 0;
    }
    private Canvas canvas;
    public void Play()
    {
        canvas = GetComponent<Canvas>();
        Time.timeScale = 1;
        canvas.enabled = false;
    }
}

```

Interact Script

```

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

public class Interact : MonoBehaviour
{
    public List<string> Dialouge;
    private TextMeshProUGUI text;
    void Start()
    {
        text =
this.gameObject.transform.Find("Dialouge").transform.Find("Text").GetCo
mponent<TextMeshProUGUI>();
        text.SetText(Dialouge[Random.Range(0, Dialouge.Count)]);
    }
}

```

Test Script

```

using System.Collections;
using System.Collections.Generic;
using UnityEditor;
using UnityEngine;

public class Test : MonoBehaviour

```

```

{
    public bool isspawning = true;
    public List<GameObject> spawnersInRadius;
    public GameObject SpawnerRadiusActivate;
    public Color gizmoColor = new Color(1f, 0f, 0f, 0.5f); // Red color
with 50% transparency
    public int radius = 3;
    public GameObject spawn;
    public float movespeed;
    private Rigidbody rb;

    private void Start() {
        rb = GetComponent<Rigidbody>();
    }

    void Update()
    {
        FindSpawners();
        Vector3 movement = new Vector3(0, 0, -movespeed *
Time.deltaTime);
        rb.velocity = movement;
    }

    private void OnCollisionEnter(Collision other) {
        Vector3 TeleportLocation = new
Vector3(spawn.transform.position.x, spawn.transform.position.y + 5,
spawn.transform.position.z);
        if (other.gameObject.CompareTag("Teleport")) {
            this.gameObject.transform.position = TeleportLocation;
        }
    }

    private void OnDrawGizmos() {
        Gizmos.color = gizmoColor;
        Gizmos.DrawSphere(SpawnerRadiusActivate.transform.position,
radius);
    }

    public void FindSpawners()
    {
        List<GameObject> spawnersToRemove = new
List<GameObject>(spawnersInRadius);

```

```

        Collider[] colliders =
Physics.OverlapSphere(SpawnerRadiusActivate.transform.position,
radius);

        foreach (Collider collider in colliders) {
            if (collider.gameObject.CompareTag("Spawners")) {
                if (!spawnersInRadius.Contains(collider.gameObject)) {
                    spawnersInRadius.Add(collider.gameObject);
                }
            } else {
                spawnersToRemove.Remove(collider.gameObject);
            }
        }

        foreach (GameObject spawnerToRemove in spawnersToRemove) {
            spawnersInRadius.Remove(spawnerToRemove);
        }

        foreach (GameObject spawner in spawnersInRadius) {
            spawnCars();
        }
    }

    public void spawnCars()
    {
        if (isspawning && spawnersInRadius.Count > 1) {
            List<GameObject> shuffledSpawners = new
List<GameObject>(spawnersInRadius);
            for (int i = 0; i < shuffledSpawners.Count; i++) {
                GameObject temp = shuffledSpawners[i];
                int randomIndex = Random.Range(i,
shuffledSpawners.Count);
                shuffledSpawners[i] = shuffledSpawners[randomIndex];
                shuffledSpawners[randomIndex] = temp;
            }

            shuffledSpawners[0].GetComponent<CarSpawner>().spawnCar();
            shuffledSpawners[1].GetComponent<CarSpawner>().spawnCar();

            isspawning = false;
            Invoke("startSpawning", 16f);
        }
    }

    public void startSpawning()
    {

```

```
        isspawning = true;
    }
}
```

CarSpawner Script

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

public class CarSpawner : MonoBehaviour
{
    private GameObject carInstance;
    int carToSpawn;
    public List<GameObject> CarsThatICanSpawn;
    public void spawnCar()
    {
        carToSpawn = Random.Range(0, 4);
        if(carToSpawn == 0)
        {
            carInstance =
Instantiate(CarsThatICanSpawn[0],this.transform.position,
this.gameObject.transform.rotation);

        }
        if(carToSpawn == 1)
        {
            carInstance =
Instantiate(CarsThatICanSpawn[1],this.transform.position,
this.gameObject.transform.rotation);

        }
        if(carToSpawn == 2)
        {
            carInstance =
Instantiate(CarsThatICanSpawn[2],this.transform.position,
this.gameObject.transform.rotation);

        }
        if(carToSpawn == 3)
        {
            carInstance =
Instantiate(CarsThatICanSpawn[3],this.transform.position,
this.gameObject.transform.rotation);
        }
    }
}
```

```

    }
    if(carToSpawn == 4)
    {
        carInstance =
Instantiate(CarsThatICanSpawn[4],this.transform.position,
this.gameObject.transform.rotation);

    }
}
}

```

CarMove Script

```

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

public class carMove : MonoBehaviour
{
    private GameObject spawn;
    public float movespeed;
    private Rigidbody rb;
    private void Start() {
        spawn = GameObject.Find("Spawn");
        rb = GetComponent<Rigidbody>();
    }
    void Update()
    {
        Vector3 movement = new Vector3(0, 0, -movespeed *
Time.deltaTime);
        rb.velocity = movement;
    }
}

```