//The code on this page is mainly responsible for clicking on the body of the animal, and the animal will make the corresponding action.

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class controller2 : MonoBehaviour

{

public Animator a;

public void OnMouseDown()

{

a.SetBool("sleep", true); //Animal sleeping

}

// Use this for initialization

void Start()

{

StartCoroutine("time7"); //携程

}

// Update is called once per frame

void Update()

{

}

IEnumerator time7()

{

while (true)

{

yield return new WaitForSeconds(3);

a.SetBool("walk", true); //Click to achieve walking

yield return new WaitForSeconds(2);

a.SetBool("walk", false);

}

}

}