

```

```lua
local player = game.Players.LocalPlayer
local replicatedStorage = game:GetService("ReplicatedStorage")
local UserInputService = game:GetService("UserInputService")
local debris = game:GetService("Debris")

local skillLevel = 1 -- مستوى المهارة الأولي
local lastUsedTime = 0 -- وقت آخر استخدام مهارة
local playerStorage = {} -- خزانة اللاعب

-- دالة لترقية المهارة
local function upgradeSkill()
 skillLevel = skillLevel + 1
 print("skillLevel .. :تم ترقية المهارة إلى المستوى")
end

-- دالة لإظهار تأثيرات بصرية متقدمة
local function showEffect(position)
 local effect = Instance.new("ParticleEmitter")
 effect.Color = Color3.fromRGB(255, 200, 0)
 effect.Size = NumberSequence.new(1, 3)
 effect.Lifetime = NumberRange.new(1)
 effect.Rate = 100
 effect.Parent = position

 debris:AddItem(effect, 1)
end

-- دالة لتفعيل المهارات
local function activateSkill(skillType)
 local currentTime = tick()
 if currentTime - lastUsedTime < 2 then -- منع استخدام المهارة بشكل متكرر
 return
 end
 lastUsedTime = currentTime

 local character = player.Character
 if character and character:FindFirstChild("Humanoid") then
 local damage = 30 + (skillLevel * 5)

 if skillType == "Dough Punch" then
 showEffect(character.HumanoidRootPart.Position)

 for _, target in pairs(workspace:GetChildren()) do
 if target:IsA("Model") and target:FindFirstChild("Humanoid") and target.Name ~=
player.Name then
 target.Humanoid:TakeDamage(damage)
 target.Humanoid.WalkSpeed = 0
 end
 end
 end
 end
end

```

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wait(1)
target.Humanoid.WalkSpeed = 16

-- إضافة تأثيرات تفاعلية على اللاعبين الآخرين --
if target.Name == player.Name then
 print("إلى نفسك Dough Punch لا يمكنك استخدام")
else
 print(target.Name .. " Dough Punch! تعرض للضرر من ")
end
end
end

elseif skillType == "Dough Wall" then
 local wall = Instance.new("Part")
 wall.Size = Vector3.new(10, 5, 1)
 wall.Position = character.HumanoidRootPart.Position + Vector3.new(0, 0, -5)
 wall.BrickColor = BrickColor.new("Brown")
 wall.Material = Enum.Material.SmoothPlastic
 wall.Anchored = true
 wall.Parent = workspace

 debris:AddItem(wall, 5)

elseif skillType == "Dough Pool" then
 local pool = Instance.new("Part")
 pool.Size = Vector3.new(5, 1, 5)
 pool.Position = character.HumanoidRootPart.Position + Vector3.new(0, -1, 0)
 pool.BrickColor = BrickColor.new("Bright blue")
 pool.Material = Enum.Material.SmoothPlastic
 pool.Anchored = true
 pool.Parent = workspace

 wait(5)

 for _, target in pairs(workspace:GetChildren()) do
 if target:IsA("Model") and target:FindFirstChild("Humanoid") and target.Name ~=
player.Name then
 target.Humanoid:TakeDamage(damage * 1.5)
 end
 end

 debris:AddItem(pool, 5)
end

upgradeSkill() -- ترقية المهارة بعد الاستخدام --
end
end

```

-- دالة لدروب الفاكهة --

```
local function dropDoughFruit()
 local doughFruit = replicatedStorage:FindFirstChild("Dough Fruit")

 if doughFruit then
 local clone = doughFruit:Clone()
 clone.Parent = workspace
 clone.Position = player.Character.HumanoidRootPart.Position + Vector3.new(0, 5, 0) -- إسقاط الفاكهة فوق اللاعب
 clone.Anchored = false

 -- إضافة خاصية جمع الفاكهة --
 local proximityPrompt = Instance.new("ProximityPrompt")
 proximityPrompt.ActionText = "جمع"
 proximityPrompt.ObjectText = "Dough Fruit"
 proximityPrompt.Parent = clone

 proximityPrompt.Triggered:Connect(function(plr)
 -- إضافة الفاكهة إلى حقيبة اللاعب --
 local fruitClone = clone:Clone()
 fruitClone.Parent = plr.Backpack
 print(plr.Name .. " جمع Dough Fruit")
 clone:Destroy() -- إزالة الفاكهة من العالم بعد جمعها --
 end)
 end
end
```

-- دالة لاستخدام Dough Fruit

```
local function useDoughFruit()
 local doughFruit = player.Backpack:FindFirstChild("Dough Fruit")

 if doughFruit then
 activateSkill("Dough Punch") -- أو أي مهارة أخرى تريد استخدامها --
 doughFruit:Destroy() -- إزالة الفاكهة من الحقيبة بعد استخدامها --
 print("Dough Fruit تم استخدام!")
 else
 print("في حقبتك Dough Fruit لا يوجد")
 end
end
```

-- الاستماع إلى ضغطات الأزرار --

```
UserInputService.InputBegan:Connect(function(input, gameProcessedEvent)
 if not gameProcessedEvent then
 if input.KeyCode == Enum.KeyCode.Q then
 activateSkill("Dough Punch")
 elseif input.KeyCode == Enum.KeyCode.E then
 activateSkill("Dough Wall")
 elseif input.KeyCode == Enum.KeyCode.R then
```

```

 activateSkill("Dough Pool")
 elseif input.KeyCode == Enum.KeyCode.F then -- زر للدروب
 dropDoughFruit()
 elseif input.KeyCode == Enum.KeyCode.T then -- زر لاستخدام Dough Fruit
 useDoughFruit()
 end
end
end)

```

-- بدء عملية إعطاء "Dough Fruit"

```

local function createDoughFruit()
 local doughFruit = Instance.new("Tool")
 doughFruit.Name = "Dough Fruit"

 local handle = Instance.new("Part")
 handle.Size = Vector3.new(1, 1, 1)
 handle.BrickColor = BrickColor.new("Bright yellow")
 handle.Material = Enum.Material.SmoothPlastic
 handle.Shape = Enum.PartType.Ball
 handle.Anchored = false
 handle.CanCollide = false
 handle.Parent = doughFruit

 doughFruit.Parent = replicatedStorage
 return doughFruit
end

```

```

local function giveDoughFruit()
 local doughFruit = replicatedStorage:FindFirstChild("Dough Fruit")

 if not doughFruit then
 doughFruit = createDoughFruit()
 end

 local clone = doughFruit:Clone()
 clone.Parent = player.Backpack
end

```

```

giveDoughFruit()
...

```