using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class SceneLoad : MonoBehaviour

{

public void 開始()

{

SceneManager.LoadScene("SampleScene");

}

public void EndingAnimation()

{

SceneManager.LoadScene("Ending");

}

public void Quit()

{

Application.Quit();

}

}

--------------------------------using UnityEngine;

using System.Collections;

public class Bandit : MonoBehaviour {

[SerializeField] float m\_speed = 4.0f;

[SerializeField] float m\_jumpForce = 7.5f;

private Animator m\_animator;

private Rigidbody2D m\_body2d;

private Sensor\_Bandit m\_groundSensor;

private bool m\_grounded = false;

private bool m\_combatIdle = false;

private bool m\_isDead = false;

// Use this for initialization

void Start () {

m\_animator = GetComponent<Animator>();

m\_body2d = GetComponent<Rigidbody2D>();

m\_groundSensor = transform.Find("GroundSensor").GetComponent<Sensor\_Bandit>();

}

// Update is called once per frame

void Update () {

//Check if character just landed on the ground

if (!m\_grounded && m\_groundSensor.State()) {

m\_grounded = true;

m\_animator.SetBool("Grounded", m\_grounded);

}

//Check if character just started falling

if(m\_grounded && !m\_groundSensor.State()) {

m\_grounded = false;

m\_animator.SetBool("Grounded", m\_grounded);

}

// -- Handle input and movement --

float inputX = Input.GetAxis("Horizontal");

// Swap direction of sprite depending on walk direction

if (inputX > 0)

transform.localScale = new Vector3(-1.0f, 1.0f, 1.0f);

else if (inputX < 0)

transform.localScale = new Vector3(1.0f, 1.0f, 1.0f);

// Move

m\_body2d.velocity = new Vector2(inputX \* m\_speed, m\_body2d.velocity.y);

//Set AirSpeed in animator

m\_animator.SetFloat("AirSpeed", m\_body2d.velocity.y);

// -- Handle Animations --

//Death

if (Input.GetKeyDown("e")) {

if(!m\_isDead)

m\_animator.SetTrigger("Death");

else

m\_animator.SetTrigger("Recover");

m\_isDead = !m\_isDead;

}

//Hurt

else if (Input.GetKeyDown("q"))

m\_animator.SetTrigger("Hurt");

//Attack

else if(Input.GetMouseButtonDown(0)) {

m\_animator.SetTrigger("Attack");

}

//Change between idle and combat idle

else if (Input.GetKeyDown("f"))

m\_combatIdle = !m\_combatIdle;

//Jump

else if (Input.GetKeyDown("space") && m\_grounded) {

m\_animator.SetTrigger("Jump");

m\_grounded = false;

m\_animator.SetBool("Grounded", m\_grounded);

m\_body2d.velocity = new Vector2(m\_body2d.velocity.x, m\_jumpForce);

m\_groundSensor.Disable(0.2f);

}

//Run

else if (Mathf.Abs(inputX) > Mathf.Epsilon)

m\_animator.SetInteger("AnimState", 2);

//Combat Idle

else if (m\_combatIdle)

m\_animator.SetInteger("AnimState", 1);

//Idle

else

m\_animator.SetInteger("AnimState", 0);

}

}

----------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class HpManerger : MonoBehaviour

{

private Animator m\_animator;

public int HP = 30;

public int 扣血;

[SerializeField] GameObject hpbar;

void Start()

{

扣血 = -1;

m\_animator = GetComponent<Animator>();

Invoke("三階扣血變換", timetext.phase3timeing);

}

private void OnTriggerEnter2D(Collider2D collision)

{

if (collision.gameObject.tag == "fireball")

{

modifyHP(扣血);

m\_animator.SetTrigger("Hurt");

}

}

void modifyHP(int num)

{

HP = HP + num;

if (HP <= 0)

{

HP = 0;

die();

}

Updatehpbar();

}

void Updatehpbar()

{

for (int i = 0; i < hpbar.transform.childCount; i++)

{

if (HP > i)

hpbar.transform.GetChild(i).gameObject.SetActive(true);

else

hpbar.transform.GetChild(i).gameObject.SetActive(false);

}

}

void die()

{

GetComponent<AudioSource>().Stop();

m\_animator.SetTrigger("Death");

SceneManager.LoadScene("DeadScene");

}

void 三階扣血變換()

{

扣血 = -2;

}

}

---------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class floor : MonoBehaviour

{

[SerializeField] float FloorMovespeed;

private void Start()

{

FloorMovespeed = 5f;

}

void Update()

{

if ((Time.time - timetext.delayTime) > timetext.phase3timeing)

{

三階FloorSpeed();

}

transform.Translate(0, -1 \* FloorMovespeed \* Time.deltaTime, 0);

if (transform.position.y < -7)

{

Destroy(gameObject);

transform.parent.GetComponent<FloorSpawn>().SpawnFloor();

}

}

private void OnTriggerEnter2D(Collider2D collision)

{

if (collision.gameObject.tag == "Player")

{

Destroy(gameObject);

transform.parent.GetComponent<FloorSpawn>().SpawnFloor();

}

}

void 三階FloorSpeed()

{

FloorMovespeed = 8.5f; ;

}

}

-----------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class FloorSpawn : MonoBehaviour

{

public GameObject[] floorprefabs;

int phase1Prefabs;

int phase2Prefabs;

int currentphasePrefabs;

int currentphase = 1;

private void Start()

{

Invoke("phaseChanging", timetext.phase2timeing);

}

public void SpawnFloor()

{

phase1Prefabs = Random.Range(0, 7);

phase2Prefabs = Random.Range(8, 14);

currentphasePrefabs = phase1Prefabs;

if (currentphase == 1)

currentphasePrefabs = phase1Prefabs;

else if (currentphase == 2)

currentphasePrefabs = phase2Prefabs;

GameObject floor = Instantiate(floorprefabs[currentphasePrefabs], transform);

floor.transform.position = new Vector3(Random.Range(-5.83f, 7.14f), Random.Range(9.58f, 15f), 0);

}

void phaseChanging()

{

currentphase = 2;

}

}

-----------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class DragonManerger : MonoBehaviour

{

public GameObject dragon1;

public GameObject dragon2;

public GameObject dragon3;

private void Start()

{

Invoke("phase1to2", timetext.phase2timeing);

Invoke("phase2to3", timetext.phase3timeing);

}

void phase1to2()

{

dragon1.gameObject.GetComponent<SpriteRenderer>().enabled = false;

dragon2.gameObject.GetComponent<SpriteRenderer>().enabled = true;

}

void phase2to3()

{

dragon2.gameObject.GetComponent<SpriteRenderer>().enabled = false;

dragon3.gameObject.GetComponent<SpriteRenderer>().enabled = true;

}

}

----------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class timetext : MonoBehaviour

{

static public float delayTime;

static public float phase2timeing = 65f;

static public float phase3timeing = 126.5f;

private void Start()

{

delayTime = Time.time;

}

}

-------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class 煩死了 : MonoBehaviour

{

public GameObject 動畫;

void Start()

{

Invoke("spawn", 5);

Invoke("destroy", 49);

}

void spawn()

{

Instantiate(動畫, transform);

}

private void destroy()

{

DestroyImmediate(gameObject);

}

}

-----------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class EndingMusic : MonoBehaviour

{

void Start()

{

Invoke("PlayMusic", 4f);

}

private void PlayMusic()

{

GetComponent<AudioSource>().Play();

}

}

-----------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class EndingAnimation : MonoBehaviour

{

void Start()

{

Invoke("endingAnimationFirst", 5);

Invoke("endingAnimationSecond", 16);

Invoke("endingAnimationThird", 27);

Invoke("endingAnimationForth", 38);

}

void Update()

{

}

void endingAnimationFirst()

{

GetComponent<Animator>().SetTrigger("Start");

Invoke("end", 8);

}

void endingAnimationSecond()

{

GetComponent<Animator>().SetTrigger("Start");

Invoke("end", 8);

}

void endingAnimationThird()

{

GetComponent<Animator>().SetTrigger("Start");

Invoke("end", 8);

}

void endingAnimationForth()

{

GetComponent<Animator>().SetTrigger("Start");

Invoke("end", 8);

Invoke("start", 11);

}

void start()

{

GetComponent<Animator>().SetTrigger("Start");

}

void end()

{

GetComponent<Animator>().SetTrigger("end");

}

public void 重新開始()

{

SceneManager.LoadScene("MainMenu");

}

}

------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class FinalSpawn : MonoBehaviour

{

public GameObject Final;

float finalSpawnTiming = 160f;

private void Start()

{

Invoke("spawnFinal", finalSpawnTiming);

}

void spawnFinal()

{

GameObject floor = Instantiate(Final, transform);

}

}

-------------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class DeadSceneChange : MonoBehaviour

{

float currentTime = 0f;

float startingTime = 10f;

private void Start()

{

currentTime = startingTime;

}

private void Update()

{

currentTime -= 1\*Time.deltaTime;

if (currentTime < 0)

{

DeadRestart();

}

}

public void DeadRestart()

{

SceneManager.LoadScene("SampleScene");

}

}

--------------------------

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class FinalFireBall : MonoBehaviour

{

public float FloorMovespeed = 0.1f;

void Update()

{

transform.Translate(0, -1 \* FloorMovespeed \* Time.deltaTime, 0);

}

private void OnTriggerEnter2D(Collider2D collision)

{

if (collision.gameObject.tag == "Player")

{

SceneManager.LoadScene("Ending");

}

}

}