# Graduation Design Introduction

1. This paper mainly discusses the development of the digital game on mobile phone, rethinking the potential value of the game and how to ensure the healthy development of video game, network culture and human society.

2. Then about the pseudo-random problem (the statistically random been produced by a completely deterministic and repeatable process) in the commonly used random class, comparing the advantages and disadvantages of other random algorithms, and how to use different algorithms to realize a reasonable and functional random algorithm reasonably.
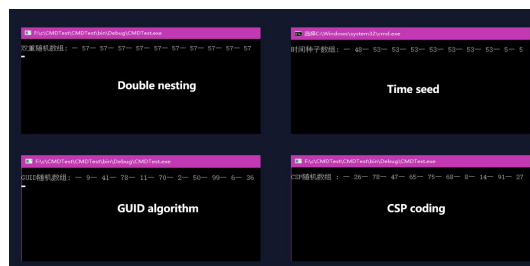

```csharp
static void Main(string[] args)
{
    Console.WriteLine();
    int maxNum = 100;
    //Normal method
    Console.Write("正常随机数字：");
    for (int i = 0; i < 10; i++)
    {
        RandomNumber way01 = new RandomNumber();
        var resNum = way01.getRnum(maxNum);
        Console.Write("— " + resNum);
    }
    Console.WriteLine();
    //Double nesting
    Console.Write("双重随机数组：");
    for (int i = 0; i < 10; i++)
    {
        RandomNumber way01 = new RandomNumber();
        var resNum = way01.getRRnum(maxNum);
        Console.Write("— " + resNum);
    }
    Console.WriteLine();
    //Time seed
    Console.Write("时间种子数组：");
    for (int i = 0; i < 10; i++)
    {
        RandomNumber way01 = new RandomNumber();
        var resNum2 = way01.getTrnum(maxNum);
        Console.Write("— " + resNum2);
    }
    Console.WriteLine();
    //GUID algorithm
    Console.Write("GUID随机数组：");
    for (int i = 0; i < 10; i++)
    {
        GuidNumber way02 = new GuidNumber();
        var resNum = way02.getGnum(maxNum);
        Console.Write("— " + resNum);
    }
    Console.WriteLine();
    //CSP coding
    Console.Write("CSP随机数组 ：");
    for (int i = 0; i < 10; i++)
    {
        CSPNumber way03 = new CSPNumber();
        var resNum = way03.getCnum(maxNum);
        Console.Write("— " + resNum);
    }
    Console.WriteLine();

    Console.ReadKey();
}
```

3. And in the end, using C# and unity3D to complete the game design and the implementation of the optimized random algorithm on the mobile phone.