

## Purchase.cs

```
public void Sp()
{
    if (mo.M > price)
    {
        mo.M -= price;
        ispurchase = true;
        can.SetActive(false);
        this.GetComponent<Ball_Controller>().enabled = true;
        rb.isKinematic = false;
    }
}
```



```
public bool Sp()
{
    if (mo.M > price)
    {
        mo.M -= price;
        ispurchase = true;
        can.SetActive(false);
        this.GetComponent<BowlingBall>().enabled = true;
        rb.isKinematic = false;
        Debug.Log("succeed");
        return true;
    }
    else
    {
        Debug.Log("Failed");
        return false;
    }
}
```

---

## Thrower.cs

```

private void Selected()
{
    if (Input.GetMouseButtonDown(0) && ball == null)
    {
        RaycastHit hitInfo;
        Physics.Raycast(Camera.main.ScreenPointToRay(Input.mousePosition), out hitInfo, 1000);
        Vector3 halfExtents = new Vector3(0.001f, 0.001f, 0.001f);
        Collider[] colliders = Physics.OverlapBox(hitInfo.point, halfExtents);
        if (colliders.Length > 0 && colliders[0].tag.Equals("Ball"))
        {
            colliders[0].transform.position = BowlingBall_Point.transform.position;
            colliders[0].transform.parent = Camera.main.transform;
            ball = colliders[0].GetComponent<BowlingBall>();
            colliders[0].GetComponent<Rigidbody>().isKinematic = true;
        }
        else if (colliders[0].tag.Equals("BuyBall") && !colliders[0].GetComponent<purchase>().ispurchase)
        {
            colliders[0].GetComponent<purchase>().Sp();
        }
    }
}

```



```

private void Selected()
{
    if (Input.GetMouseButtonDown(0) && ball == null)
    {
        RaycastHit hitInfo;
        Physics.Raycast(Camera.main.ScreenPointToRay(Input.mousePosition), out hitInfo, 1000);
        Vector3 halfExtents = new Vector3(0.001f, 0.001f, 0.001f);
        Collider[] colliders = Physics.OverlapBox(hitInfo.point, halfExtents);
        if (colliders.Length > 0 && colliders[0].tag.Equals("Ball"))
        {
            colliders[0].transform.position = BowlingBall_Point.transform.position;
            colliders[0].transform.parent = Camera.main.transform;
            ball = colliders[0].GetComponent<BowlingBall>();
            colliders[0].GetComponent<Rigidbody>().isKinematic = true;
        }
        else if (colliders[0].tag.Equals("BuyBall") && !colliders[0].GetComponent<purchase>().ispurchase)
        {
            //colliders[0].GetComponent<purchase>().Sp();
            Debug.Log("purchase");
            if(colliders[0].GetComponent<purchase>().Sp()==true)
            {
                colliders[0].tag = "Ball";
            }
        }
    }
}

```

**M++;**

