APS: Design Spring Challenge: A Tale about Code

Infoscreen Prefab: Continuously change the colour of the screens every 10 seconds

Using the function "InvokeRepeating" during the start function.

```csharp
void Start()
    {
        InvokeRepeating("ColourChange", 0f, 10f);
    }

void ColourChange()
    {
        colorRed = Random.Range(0.0f, 1.0f);
        colorGreen = Random.Range(0.0f, 1.0f);
        colorBlue = Random.Range(0.0f, 1.0f);
        alphaValue = Random.Range(0.0f, 1.0f);

        gameObject.GetComponent<Renderer>().material.color = new Color(colorRed,
colorGreen, colorBlue, alphaValue);
    }
```

Character Prefab: Character looking at the info screen

During initiation of the room. Character starts in front of the info screen. Check what scene it is, and if entrance hall, rotate your head up.

```csharp
void Start()
    {
        Scene currentScene = SceneManager.GetActiveScene();
        if (currentScene.name == "MAIN_ENTRANCE_HALL")
        {
            StartCoroutine(moveHeadSpace());
        }
    }

    // Pun intended ;-)
    IEnumerator moveHeadSpace()
    {
        yield return new WaitForSeconds(2);

        for (int i = 0; i < 20; i++)
        {
            transform.Rotate(new Vector3(-30, 0, 0) * Time.deltaTime);
            Debug.Log("Rotated that head");
        }
    }
```

ZoneTimeAnalysis: Track time and on entry and show on exit

Collision with zone: initiate time tracking. FixedUpdate: track time – chosen for fixed rate of update. Exit: stop time tracking, output time and set to zero.

```csharp
    private float timeCounter = 0.0f;
    private bool counter_on = false;

    void OnTriggerEnter(Collider other)
    {
        counter_on = true;
    }
```

```csharp
    // Update is called once per frame
    void OnTriggerExit(Collider other)
    {
        //Output time when player is leaving
        counter_on = false;
        Debug.Log("You spent: " + timeCounter + " time in this area!");
        timeCounter = 0.0f;
    }

    private void FixedUpdate()
    {
        if (counter_on)
        {
            timeCounter += Time.deltaTime;
        }
    }
    // Update is called once per frame
    void OnTriggerExit(Collider other)
    {
        //Output time when player is leaving
        Debug.Log("You spent: " + timeCounter + " time in this area!");
    }
```

Load HCI Lab

Info screen has a variable called visited. Set to true if visited. The door to the hci lab has a collider checking if someone entered. If visited is set to true, the new scene is loaded. If not, you ain't gonna enter.

```csharp
void OnTriggerEnter(Collider other)
    {
        if (HCI_Infoscreen.GetComponent<HCI_Infoscreen_Handling>().visited)
        {
            SceneManager.LoadScene("HCI_LAB_ROOM");
        }
    }
```