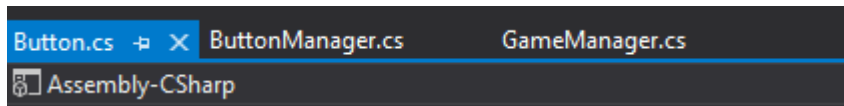


Programcı kullanım kılavuzu

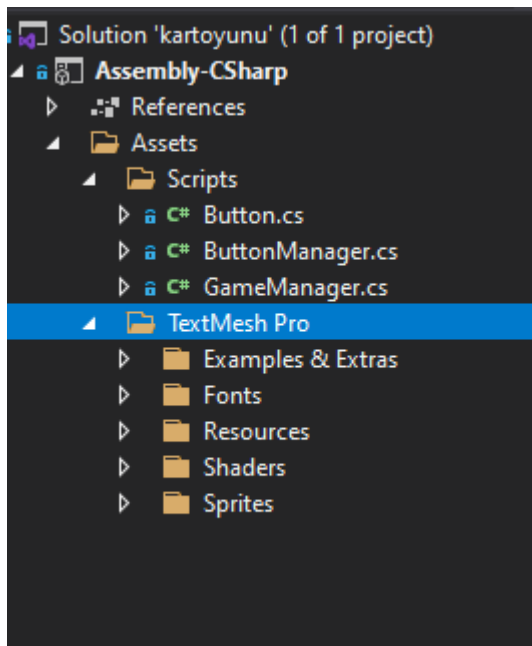
Kullandığım dil ve uygulama

Visual Studio 2019 & C#

Kullandığım .cs dosyaları



Solution Explorer kısmı



Butonların işlevlerinin tanımlandığı button.cs kodu

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class Button : MonoBehaviour
7 {
8     public void PlayGame()
9     {
10         SceneManager.LoadScene(1);
11     }
12
13     public void MainMenu()
14     {
15         SceneManager.LoadScene(0);
16     }
17 }
18
```

Soruları ve cevapları arka planda sayıp saklayan kod parçasığı

```
ButtonManager.cs
22 List<string> option = new List<string>();
23 List<List<string>> options = new List<List<string>>();
24 List<int> correctOptions = new List<int>();
25
26 int rndQuestion;
27
28 void Start()
29 {
30     bm = GameObject.FindWithTag("ButtonManager").GetComponent<ButtonManager>();
31
32     correctCount = 0;
33     wrongCount = 0;
34
35     questions.Add("Gerçek yetenek yarışmasında en fazla oy toplayan üç yarışmacı hangileridir?");
36     questions.Add("Gerçek yetenek yarışmasında en az oy alan yarışmacı kimdir?");
37
38     option.Add("Elif, Can ve Levent");
39     option.Add("Mine, Elif ve Can");
40     option.Add("Elif, Ramazan ve Can");
41     option.Add("Mine, Ramazan ve Elif");
42
43     option.Add("Levent");
44     option.Add("Can");
45     option.Add("Elif");
46     option.Add("Ramazan");
47
48     for (int i = 0; i < MAX_QUESTION_COUNT; i++)
49     {
50         List<string> copyList = new List<string>();
51         for (int j = i * MAX_OPTIONS_COUNT; j < MAX_OPTIONS_COUNT + i * MAX_OPTIONS_COUNT; j++) copyList.Add(option[j]);
52         options.Add(copyList);
53     }
54
55     correctOptions.Add(3);
```

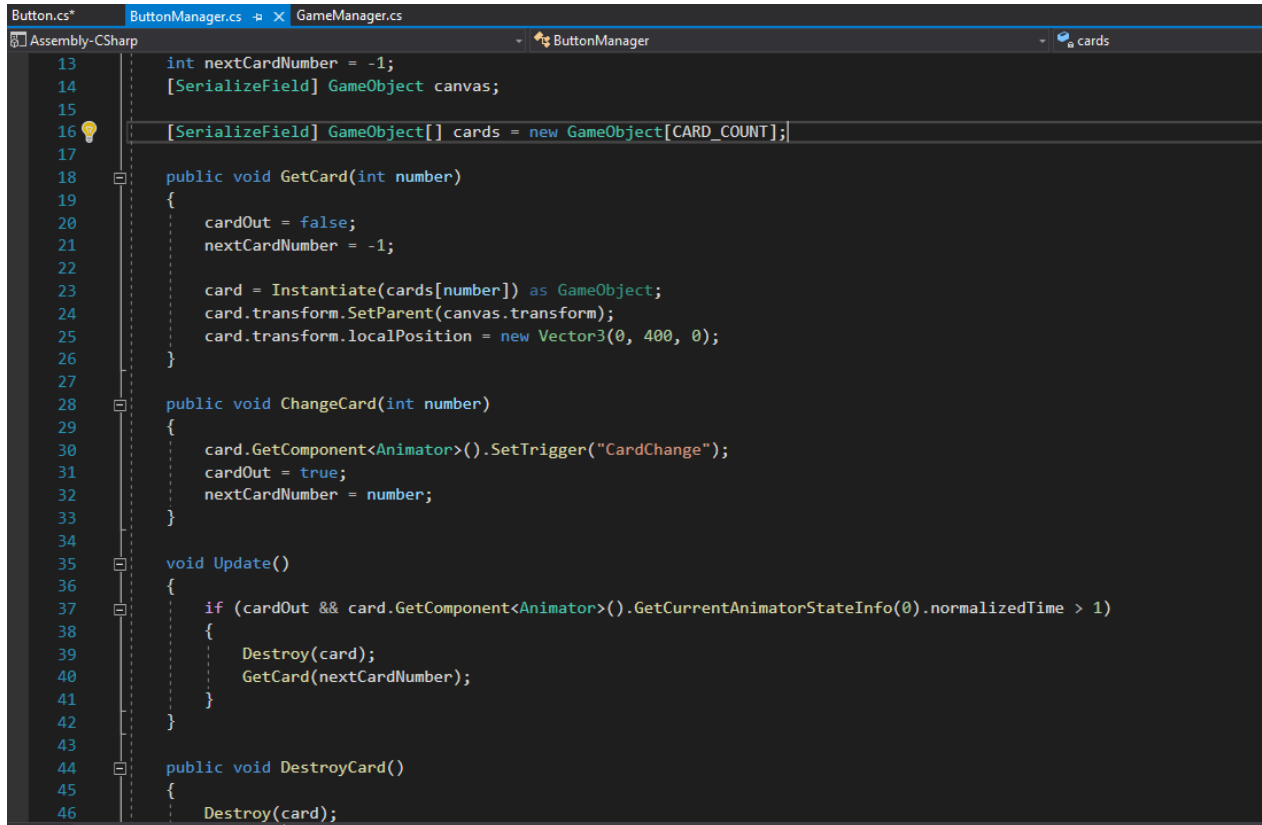
Soruların rastgele gelmesini sağlayan kod

```
public void CheckAnswer(int answerNumber)
{
    if (answerNumber == correctOptions[rndQuestion]) correctCount++;
    else wrongCount++;

    if (correctCount + wrongCount != MAX_QUESTION_COUNT)
    {
        questions.RemoveAt(rndQuestion);
        correctOptions.RemoveAt(rndQuestion);
        options.RemoveAt(rndQuestion);

        rndQuestion = Random.Range(0, MAX_QUESTION_COUNT - correctCount - wrongCount);
        NextQuestion(rndQuestion);
    }
    else
    {
        bm.DestroyCard();
        resultPanel.SetActive(true);
        correctCountTxt.text += correctCount.ToString();
        wrongCountTxt.text += wrongCount.ToString();
    }
}
```

Kartlar arası animasyonu sağlayan ve alt sekmede bulunan mini kartlara buton işlevi atayan kod parçacığı



```
Button.cs* ButtonManager.cs GameManager.cs
Assembly-CSharp ButtonManager cards
13 int nextCardNumber = -1;
14 [SerializeField] GameObject canvas;
15
16 [SerializeField] GameObject[] cards = new GameObject[CARD_COUNT];
17
18 public void GetCard(int number)
19 {
20     cardOut = false;
21     nextCardNumber = -1;
22
23     card = Instantiate(cards[number]) as GameObject;
24     card.transform.SetParent(canvas.transform);
25     card.transform.localPosition = new Vector3(0, 400, 0);
26 }
27
28 public void ChangeCard(int number)
29 {
30     card.GetComponent<Animator>().SetTrigger("CardChange");
31     cardOut = true;
32     nextCardNumber = number;
33 }
34
35 void Update()
36 {
37     if (cardOut && card.GetComponent<Animator>().GetCurrentAnimatorStateInfo(0).normalizedTime > 1)
38     {
39         Destroy(card);
40         GetCard(nextCardNumber);
41     }
42 }
43
44 public void DestroyCard()
45 {
46     Destroy(card);
```