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using UnityEngine;
using UnityEngine.UI;
using System.Collections;

public class TextController : MonoBehaviour {

    public Text text;

    private enum States {cell, sheets_0, sheets_1, lock_0, lock_1, mirror, cell_mirror, freedom};
    private States myState;

    // Use this for initialization
    void Start () {
        myState = States.cell;
    }

    // Update is called once per frame
    void Update () {
        print (myState);
        if (myState == States.cell) {state_cell();}
        else if (myState == States.sheets_0) {state_sheets_0();}
        else if (myState == States.sheets_1) {state_sheets_1();}
        else if (myState == States.lock_0) {state_lock_0();}
        else if (myState == States.lock_1) {state_lock_1();}
        else if (myState == States.mirror) {state_mirror();}
        else if (myState == States.cell_mirror) {state_cell_mirror();}
        else if (myState == States.freedom) {state_freedom();}
    }

    void state_cell() {
        text.text = "You are in a prison cell, and you want to escape. There are " +
            "some dirty sheets on the bed, a mirror on the wall, and the door " +
            "is locked from the outside.\n\n" +
            "Press S to view Sheets, M to view Mirror and L to view Lock" ;
        if (Input.GetKeyDown(KeyCode.S)) {myState = States.sheets_0;}
        else if (Input.GetKeyDown(KeyCode.M)) {myState = States.mirror;}
        else if (Input.GetKeyDown(KeyCode.L)) {myState = States.lock_0;}
    }

    void state_mirror() {
        text.text = "The dirty old mirror on the wall seems loose.\n\n" +
            "Press T to Take the mirror, or R to Return to cell" ;
        if (Input.GetKeyDown(KeyCode.T)) {myState = States.cell_mirror;}
        else if (Input.GetKeyDown(KeyCode.R)) {myState = States.cell;}
    }

    void state_sheets_0() {
        text.text = "You can't believe you sleep in these things. Surely it's " +
            "time somebody changed them. The pleasures of prison life " +
            "I guess!\n\n" +
            "Press R to Return to roaming your cell" ;
        if (Input.GetKeyDown(KeyCode.R)) {myState = States.cell;}
    }

    void state_sheets_1() {
        text.text = "Holding a mirror in your hand doesn't make the sheets look " +
            "any better.\n\n" +
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        "Press R to Return to roaming your cell" ;
    if (Input.GetKeyDown(KeyCode.R))        {myState = States.cell_mirror;}
}

void state_lock_0() {
    text.text = "This is one of those button locks. You have no idea what the " +
        "combination is. You wish you could somehow see where the dirty " +
        "fingerprints were, maybe that would help.\n\n" +
        "Press R to Return to roaming your cell" ;
    if (Input.GetKeyDown(KeyCode.R))        {myState = States.cell;}
}

void state_lock_1() {
    text.text = "You carefully put the mirror through the bars, and turn it round " +
        "so you can see the lock. You can just make out fingerprints around " +
        "the buttons. You press the dirty buttons, and hear a click.\n\n" +
        "Press 0 to Open, or R to Return to your cell" ;
    if (Input.GetKeyDown(KeyCode.O))        {myState = States.freedom;}
    else if (Input.GetKeyDown(KeyCode.R))    {myState = States.cell_mirror;}
}

void state_cell_mirror() {
    text.text = "You are still in your cell, and you STILL want to escape! There are " +
        "some dirty sheets on the bed, a mark where the mirror was, " +
        "and that pesky door is still there, and firmly locked!\n\n" +
        "Press S to view Sheets, or L to view Lock" ;
    if (Input.GetKeyDown(KeyCode.S))        {myState = States.sheets_1;}
    else if (Input.GetKeyDown(KeyCode.L))    {myState = States.lock_1;}
}

void state_freedom() {
    text.text = "You are FREE!\n\n" +
        "Press P to Play again";
    if (Input.GetKeyDown(KeyCode.P))        {myState = States.cell;}
}
}
```