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/// <summary>
/// Attempts to purchase the upgrade if the player has enough coins.
/// </summary>
private void TryPurchase()
{
    if (playerController.mainUI.currentCoins >= price)
    {
        PlayBuySound();
        ApplyUpgrade();
        playerController.mainUI.currentCoins -= price;
        canvasUI.SetActive(false);
        afterBuyEffectAnimator.SetBool("buy", true);
        isPurchased = true;
    }
    else
    {
        soundEffectEmpty.SetActive(true);
    }
}

/// <summary>
/// Plays the buy sound effect prefab.
/// </summary>
private void PlayBuySound()
{
    GameObject soundEffect = Instantiate(soundEffectBuyPrefab);
    Destroy(soundEffect, 2f);
}

/// <summary>
/// Applies the correct weapon upgrade to the player.
/// </summary>
private void ApplyUpgrade()
{
    if (fireUpgrade)
        playerController.typeAttack = 2;
    else if (iceUpgrade)
        playerController.typeAttack = 3;
    else if (goldUpgrade)
        playerController.typeAttack = 4;
}

/// <summary>
/// Attempts to sell the crystal if the player has one of the selected type.
/// </summary>
private void TrySell()
{
    bool sold = false;

    if (fire && playerController.mainUI.currentCrystalFire > 0)
    {
        playerController.mainUI.currentCrystalFire--;
        playerController.mainUI.currentCoins += valueFire;
        sold = true;
    }
    else if (green && playerController.mainUI.currentCrystalDirt > 0)
    {
        playerController.mainUI.currentCrystalDirt--;
        playerController.mainUI.currentCoins += valueGreen;
        sold = true;
    }
    else if (ice && playerController.mainUI.currentCrystalIce > 0)
    {
        playerController.mainUI.currentCrystalIce--;
        playerController.mainUI.currentCoins += valueIce;
        sold = true;
    }
    else if (gold && playerController.mainUI.currentCrystalGold > 0)
    {
        playerController.mainUI.currentCrystalGold--;
        playerController.mainUI.currentCoins += valueGold;
        sold = true;
    }

    if (sold)
    {
        soundEffectSell.SetActive(true);
    }
    else if (AllCrystalsEmpty())
    {
        soundEffectEmpty.SetActive(true);
    }
}

/// <summary>
/// Checks if the player has no crystals of any type.
/// </summary>
private bool AllCrystalsEmpty()
{
    return playerController.mainUI.currentCrystalGold == 0 &&
        playerController.mainUI.currentCrystalIce == 0 &&
        playerController.mainUI.currentCrystalFire == 0 &&
        playerController.mainUI.currentCrystalDirt == 0;
}
```