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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;
    }
}

```