

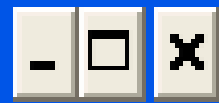
RUNNER

팀 불타는 버스

선린인터넷고등학교 송영범, 이창민, 한지윤

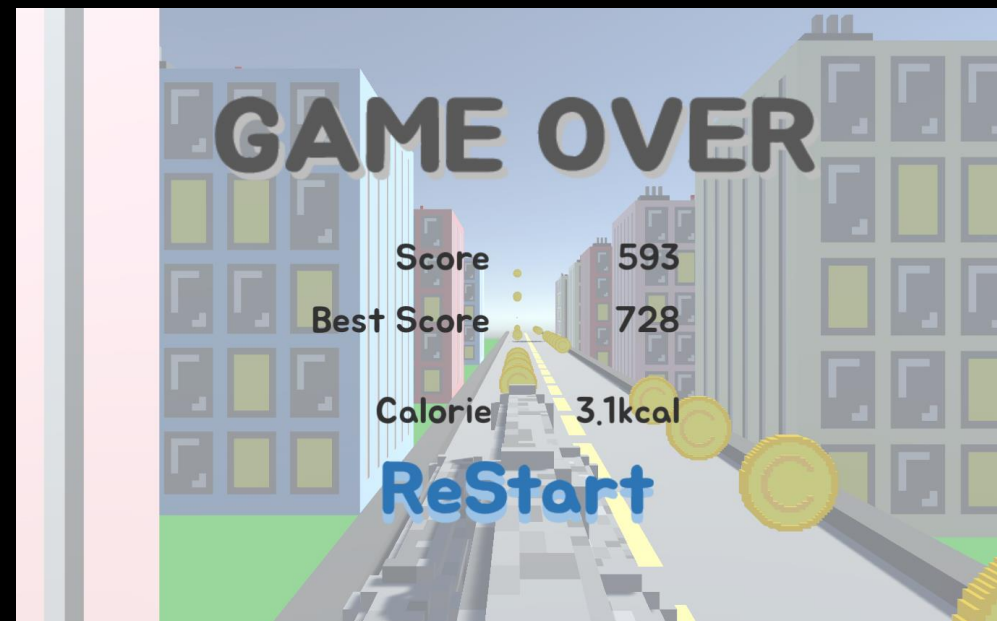
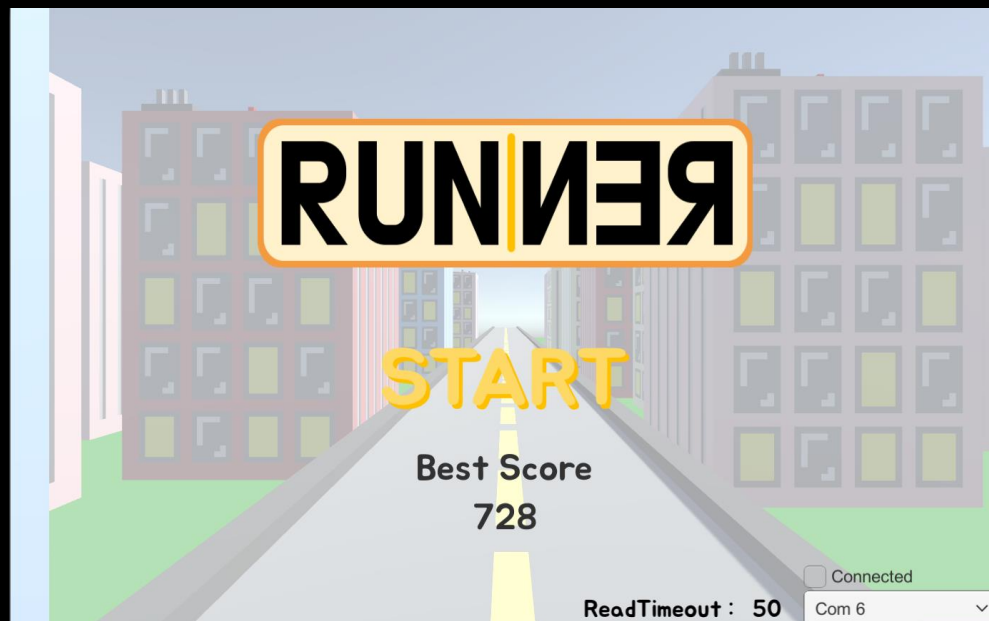
[기획 배경]





RUNNER

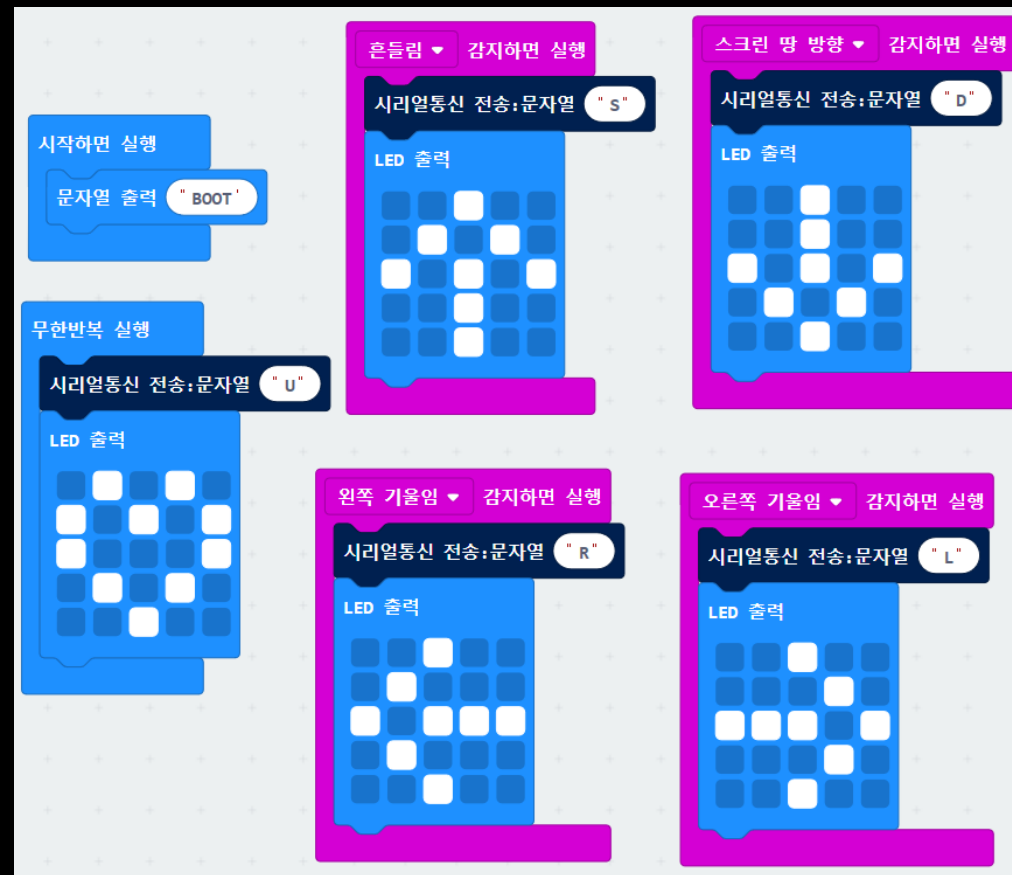
[게임 스크린샷]



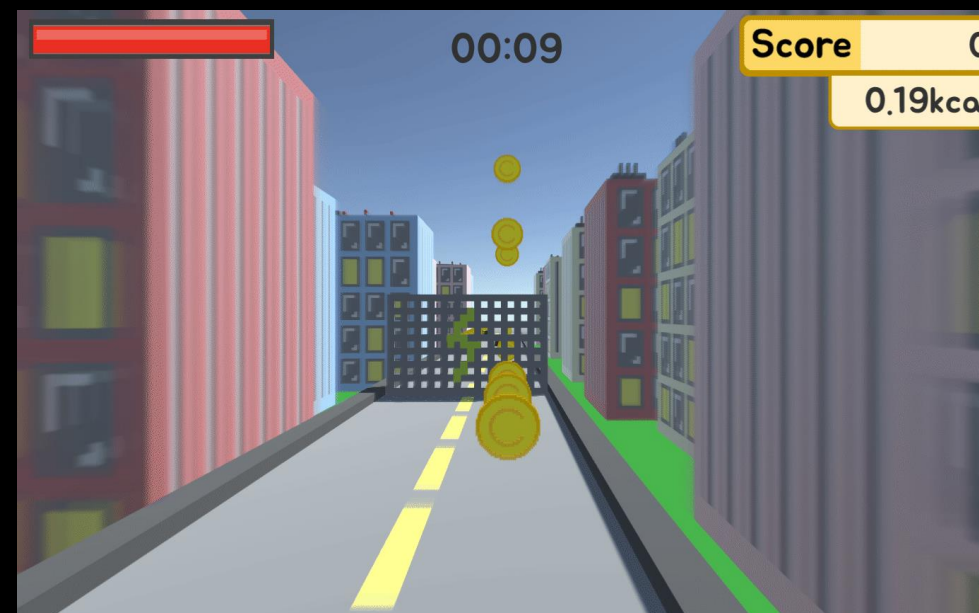
[컨트롤러 구조]

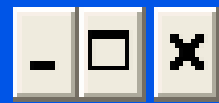


[마이크로비트 코드]



[게임 플레이]





시연

[저렴한 재료비]



초소형 코딩용 컴퓨터 BBC마이크로비트 단품팩

광고 20,350원

디지털/가전 > PC액세서리 > 기타PC액세서리

리뷰 46 · 등록일 2018.11. · 찜하기 0 · 신고하기



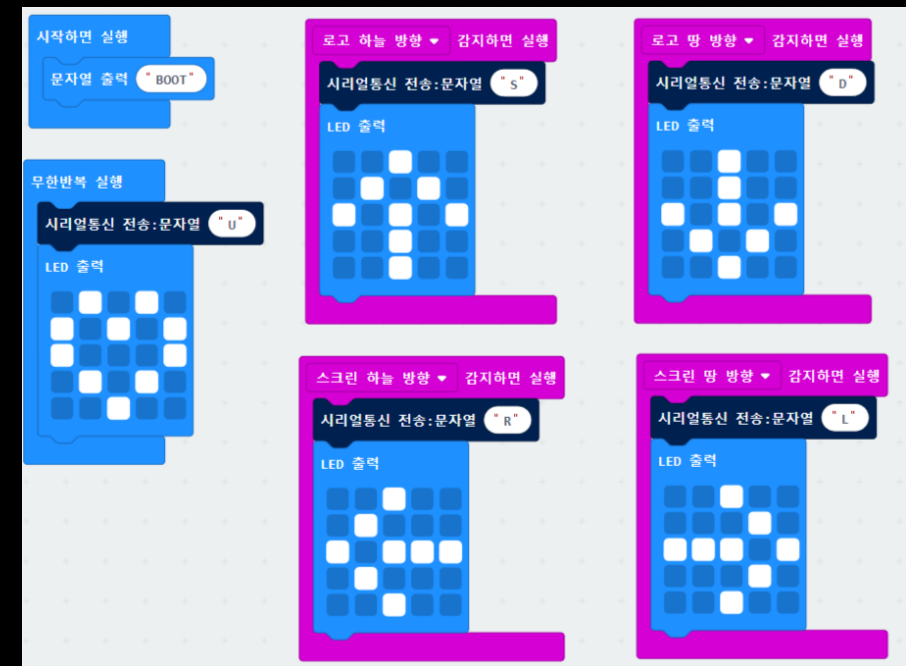
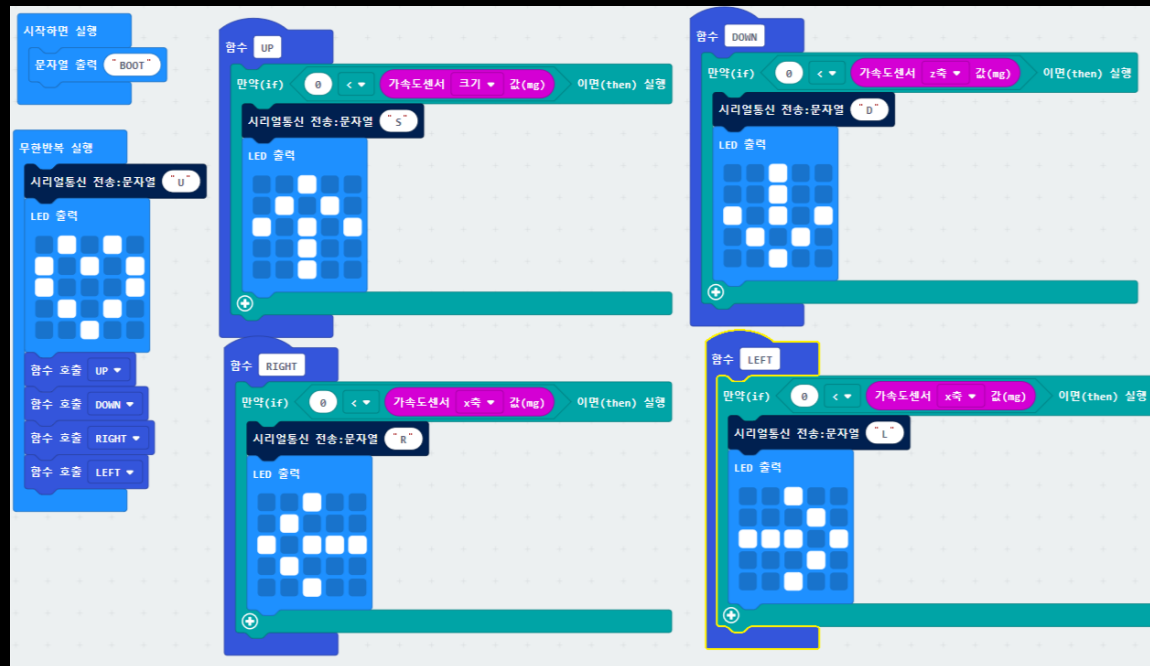
코딩용 컴퓨터 마이크로 비트 단품 벌크팩 / microbit

광고 19,100원

디지털/가전 > PC액세서리 > 기타PC액세서리

리뷰 13 · 구매건수 51 · 등록일 2018.10. · 찜하기 1 · 신고하기

[코드 범용성]



[발전 가능성]



```
public SerialManager serialManager;
public MapManager mapManager;
public PlayerCtrl playerCtrl;

public static GameManager instance;

private void Awake()
{
    Time.timeScale = 1;
    instance = this;
    bestScoreText_Start.text = PlayerPrefs.GetInt("BestScore", 0).ToString();
}

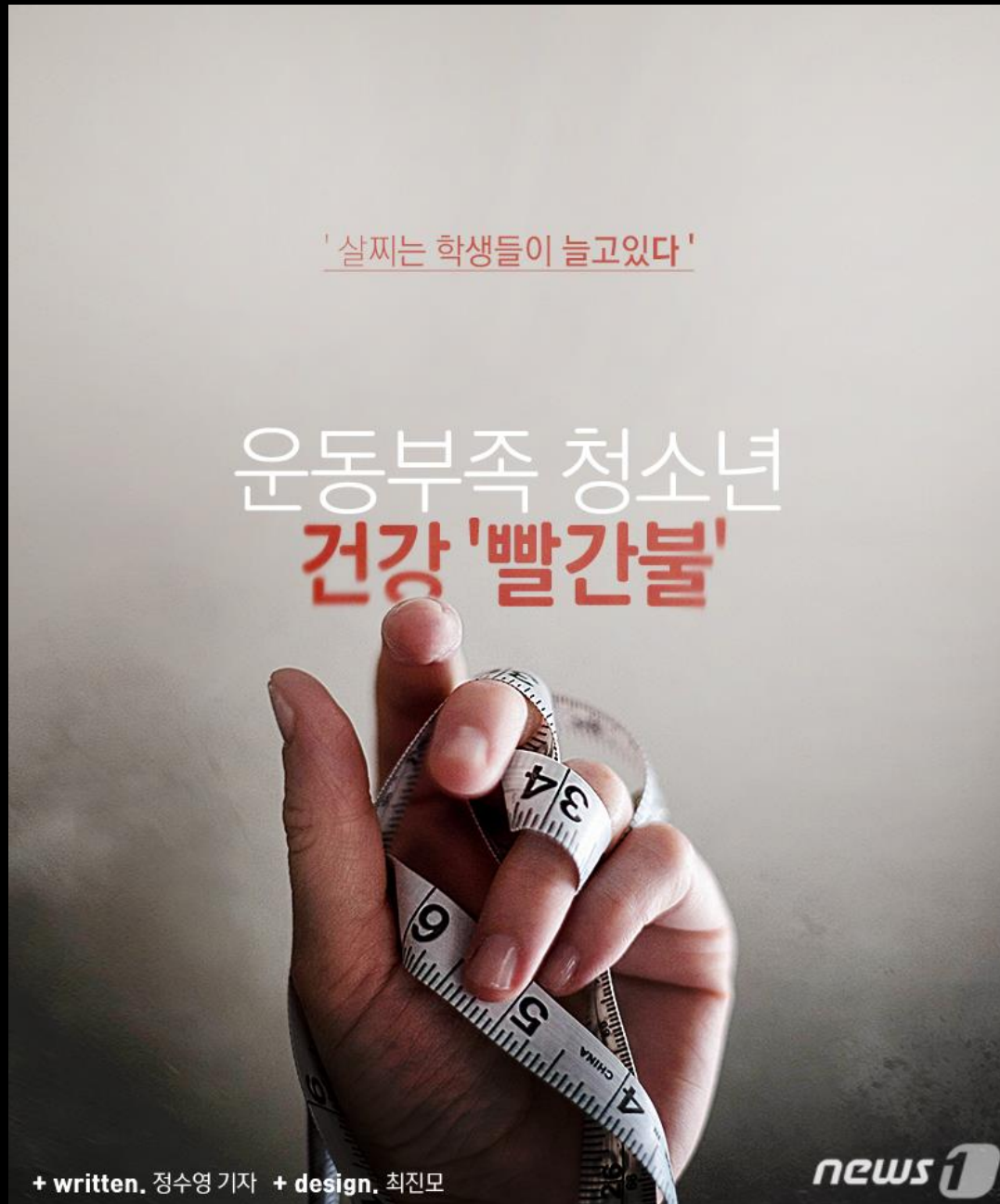
public void StartGame()
{
    startUI.SetActive(false);
    gameOverUI.SetActive(false);
    ingameUI.SetActive(true);

    obstacleManager.ResetAll();
    playerCtrl.ResetAll();
    mapManager.isStop = serialManager.isStop = false;
}

public void GameOver(int score, float cal)
{
    mapManager.isStop = serialManager.isStop = true;
    int bestScore = PlayerPrefs.GetInt("BestScore", 0);
    if (score > bestScore)
    {
        PlayerPrefs.SetInt("BestScore", score);
        bestScore = score;
    }
    bestScoreText_Over.text = bestScore.ToString();
    scoreText_Over.text = score.ToString();
    calorieText_Over.text = cal.ToString("F1") + "kcal";

    startUI.SetActive(false);
    ingameUI.SetActive(false);
}
```


[운동 효과]



C:\WINDOWS\system32\cmd.exe



감사합니다

