**Experiment Report - 78 - test15\_BeatFlyMotion**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 37 | Semantic | √ | × | × |
| E02 | line 44 | Syntax | √ | √ | √ |
| E03 | line 58 | Syntax | √ | √ | √ |
| E04 | line 71 | Semantic | √ | × | √ |
| E05 | line 81 | Semantic | √ | √ | × |
| E06 | line 98 | Logic | √ | √ | √ |

Additional Errors Found by Self: 0

Self-Review Detection Rate: 100%

Peer 1 Detection Rate: 67%

Peer 2 Detection Rate: 67%

1. **Source Code**
2. using UnityEngine;
3. //击飞运动效果
4. public class BeatFlyMotion : MonoBehaviour
5. {
6. //当前影响的buff的id
7. public uint mBuffId = 0;
8. //默认高度
9. private float mDefaultHeigt;
10. //向上初始速度
11. private float mUpSpeed = 0;
12. //向下加速度
13. private float mUpAccerate = 0;
14. //向下初始速度
15. private float mDownSpeed = 0;
16. //向下加速度
17. private float mDownAccerate = 0;
19. //滞空时间
20. public float mStayTime;
21. //当前高度
22. public float mCurrentHeight;
24. //上次速度
25. private float mLastSpeed;
26. //当前速度
27. private float mCurrentSpeed;
28. //激活运动
29. private bool mEnable = false;
30. //滞空持续时间
31. private float mTotalStatyTime = 0;
32. //运动方向
33. private bool bDir = true;
34. //击飞是否能被覆盖
35. private int mCanBeRecover = 0; //可以被覆盖
36. private Transform mTransform = null;
37. private Animation mAnimation = null;
38. private Animation GetAnimation()
39. {
40. if(mAnimation = null)
41. mAnimation = gameObject.GetComponent<Animation>();
42. return mAnimation;
43. }
44. //击飞
45. public void BeatFly(uint buffId, string action, float upSpeed = 5, float upAccerate = -5, float downSpeed = 5, float downAccerate = 15, float stayTime = 0, int canRecover = 1)
46. {
47. //已经是击飞状态
48. if (mEnable)
49. {
50. //Debug.Log("recover state" + mCanBeRecover.ToString());
51. if (mCanBeRecover = 1)
52. {
53. Reset();
54. }
55. else
56. return;
57. }
58. mBuffId = buffId;
59. //击飞是否被覆盖
60. mCanBeRecover = canRecover;
61. mDefaultHeigt = gameObject.transform.position.x;
62. mCurrentHeight = mDefaultHeigt;
63. mTransform = gameObject.transform;
65. if (downAccerate < 0)
66. {
67. Debug.LogError("downAccerate do not set negative in BeatFly");
68. }
69. if (stayTime == 0)
70. stayTime = 0.001f;
72. mUpSpeed = upSpeed;
73. mUpAccerate = upAccerate;
74. mDownSpeed = downSpeed;
75. mDownAccerate = downAccerate;
77. mStayTime = stayTime;
78. mEnable = true;
79. //初始速度
80. mLastSpeed = mUpSpeed;
81. mCurrentSpeed = mUpSpeed;
82. if (action = "0")
83. GetAnimation().Play(action);
84. }
85. }