ACR KODLARI

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Muzik : MonoBehaviour

{

void Start()

{

GameObject.DontDestroyOnLoad(this.gameObject);

}

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour

{

public void PlayGame()

{

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1); // Sahneler arası geçisi sağlayan kod

}

public void QuitGame()

{

Debug.Log("oyundan çıktık");

Application.Quit();

}

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class BulmacaTik : MonoBehaviour

{

public GameObject kgt1;

public GameObject kgt2;

void Start()

{

kgt1.SetActive(false);

kgt2.SetActive(false);

}

private void OnMouseDown()

{

if (this.tag == "kagitt")

{

StartCoroutine(kagit1());

StartCoroutine(kagit2());

}

IEnumerator kagit1()

{

kgt1.SetActive(true);

yield return new WaitForSeconds(3f);

kgt1.SetActive(false);

}

IEnumerator kagit2()

{

kgt2.SetActive(true);

yield return new WaitForSeconds(5f);

kgt2.SetActive(false);

}

}

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class Sifre : MonoBehaviour

{

public string theName;

public GameObject inputField;

public GameObject kitap;

public GameObject sfr,sfr1;

public GameObject kapi, kapi1,kilit;

public UnityEngine.UI.Button buton;

public void sifree()

{

theName = inputField.GetComponent<Text>().text;

if (theName == "karanlık" || theName == "KARANLIK")

{

kitap.SetActive(false);

SceneManager.LoadScene("Duvar4Sifre");

}

if (theName == "3712")

{

kilit.SetActive(false);

kapi.SetActive(true);

kapi1.SetActive(false);

}

}

private void OnMouseDown()

{

if (this.name == "KGT")

{

sfr.SetActive(true);

sfr1.SetActive(false);

buton.gameObject.SetActive(true);

}

if (this.name == "kilit")

{

sfr.SetActive(true);

sfr1.SetActive(true);

buton.gameObject.SetActive(true);

}

}

public void tik() // alt kısma gidiyor

{

sfr.SetActive(true);

sfr1.SetActive(false);

buton.gameObject.SetActive(false);

}

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class FareTik2 : MonoBehaviour

{

public GameObject kgt1;

public GameObject kgt2;

public GameObject kgt3;

private void Start()

{

kgt1.SetActive(false);

kgt2.SetActive(false);

kgt3.SetActive(false);

}

private void OnMouseDown()

{

if (this.name == "At")

{

StartCoroutine(kagit2());

}

if (this.name == "Koltuk2")

{

StartCoroutine(kagit1());

}

if (this.name == "iskelet1")

{

StartCoroutine(kagit2());

}

if (this.name == "pencere")

{

StartCoroutine(kagit1());

}

if (this.name == "sandalye")

{

StartCoroutine(kagit3());

}

if (this.name == "ayna")

{

StartCoroutine(kagit1());

}

if (this.name == "ayna1")

{

StartCoroutine(kagit1());

}

if (this.name == "ayna2")

{

StartCoroutine(kagit1());

}

if (this.name == "j")

{

StartCoroutine(kagit2());

}

if (this.name == "orumcek")

{

StartCoroutine(kagit3());

}

if (this.name == "Geyik1")

{

StartCoroutine(kagit1());

}

if (this.name == "Geyik")

{

StartCoroutine(kagit1());

}

if (this.name == "sandik")

{

kgt2.SetActive(true);

kgt3.SetActive(true);

}

if (this.name == "parsomenK")

{

SceneManager.LoadScene("Duvar2Bulmaca");

}

if (this.name == "parsomenA")

{

SceneManager.LoadScene("Duvar2\_1Bulmaca");

}

if (this.name == "parsomenI")

{

SceneManager.LoadScene("Duvar3Bulmaca");

}

if (this.name == "parsomenL")

{

SceneManager.LoadScene("Duvar3\_1Bulmaca");

}

if (this.name == "parsomenR")

{

SceneManager.LoadScene("Duvar4Bulmaca");

}

if (this.name == "parsomenN")

{

SceneManager.LoadScene("Duvar4\_1Bulmaca");

}

if (this.name == "kitappp")

{

SceneManager.LoadScene("Duvar4\_2Bulmaca");

}

if (this.name == "kagitt1")

{

SceneManager.LoadScene("Duvar1Bulmaca");

}

}

IEnumerator kagit2()

{

kgt2.SetActive(true);

yield return new WaitForSeconds(3f);

kgt2.SetActive(false);

}

IEnumerator kagit1()

{

kgt1.SetActive(true);

yield return new WaitForSeconds(3f);

kgt1.SetActive(false);

}

IEnumerator kagit3()

{

kgt3.SetActive(true);

yield return new WaitForSeconds(3f);

kgt3.SetActive(false);

}

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class BulmacaTik2 : MonoBehaviour

{

public GameObject kgt1;

void Start()

{

kgt1.SetActive(false);

}

private void OnMouseDown()

{

if (this.name == "parsomenK")

{

StartCoroutine(kagit1());

}

if (this.name == "parsomenA")

{

StartCoroutine(kagit1());

}

if (this.name == "parsomenI")

{

StartCoroutine(kagit1());

}

if (this.name == "parsomenL")

{

StartCoroutine(kagit1());

}

if (this.name == "parsomenR")

{

StartCoroutine(kagit1());

}

if (this.name == "parsomenN")

{

StartCoroutine(kagit1());

}

IEnumerator kagit1()

{

kgt1.SetActive(true);

yield return new WaitForSeconds(3f);

kgt1.SetActive(false);

}

}

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class SayfaDegistir : MonoBehaviour

{

public void EkranDegistir()

{

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);

}

public void Duvar4()

{

SceneManager.LoadScene("Duvar1");

}

public void EkranDegistirGeri()

{

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex - 1);

}

public void Duvar1()

{

SceneManager.LoadScene("Duvar4");

}

public void Duvar1\_() // alt kısma gidiyor

{

SceneManager.LoadScene("Duvar1");

}

public void Duvar2\_() // alt kısma gidiyor

{

SceneManager.LoadScene("Duvar2");

}

public void Duvar3\_() // alt kısma gidiyor

{

SceneManager.LoadScene("Duvar3");

}

public void Duvar4\_() // alt kısma gidiyor

{

SceneManager.LoadScene("Duvar4");

}

}