

BRICK BREAKER

WELCOME

POULET

Next Stage
to play

3

Total Score

610



Coins

180

PLAY



STAGE 3

 0000  0000  3



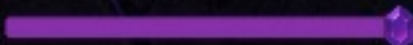
 **START** 





PARAMETERS

SFX Volume



MUSIC Volume



LOGOUT





> RANKING <

#1 TOTO 5075

#2 ELIOTT 4145

#3 POULET 510

#4 FLOWINK 390

#5 ROBIN 175

#6 POULE 160

#7 MURIEL 50



SHOP



180



Chicken Ball



60



Crystal Ball



100



Extra Life



200



Magic Ball



200



Croissant
Paddle



300



Panther
Paddle



500



INVENTORY



Base Ball



Base Paddle



**Emerald
Crystal Paddle**



**Gold Crystal
Paddle**



**Ruby Crystal
Paddle**

EXPLOREUR

ÉDITEURS OUVERTS

MenuManager.cs

ChatGPTLevelGenerator.cs

GameManager.cs

StagesMa

LevelLoader.cs

chatgpt_level_prompt.txt

ChatStep.cs

MY PROJECT

Assets

Scripts

LevelsGenerator

Managers

GameManager.cs

InventoryManager.cs

LeaderboardManager....

LoginManager.cs

MenuManager.cs

STRUCTURE

CHRONOLOGIE

Assets > Scripts > Managers > GameManager.cs > GameManager

9 public class GameManager : MonoBehaviour

40

0 références

41 private void Awake(){

42 PlayerPrefs.DeleteAll();

43 PlayerPrefs.Save();

44 if(Instance == null){

45 Instance = this;

46 bonusStates = new Dictionary<BonusType, bool>(){

47 {BonusType.ExpandPaddle, false},

48 {BonusType.ShrinkPaddle, false},

49 {BonusType.BallSpeedUp, false },

50 {BonusType.ExtraLife, false}

51 };

52 }

53 else Destroy(gameObject);

54 }

55

0 références

56 private void Start(){

57 ShowStartButton();

58 if (GameContext.Instance.CurrentMode == GameMode.Adventure)

59 currentLevel = UserManager.Instance.Profile.highestLevel;

60 else if (GameContext.Instance.CurrentMode == GameMode.Retry)

61 {

62 currentLevel = GameContext.Instance.LevelToLoad;

63 lastScoreReplay.text = GameContext.Instance.LastScoreLevelToLoad;

64 }

65 else if (GameContext.Instance.CurrentMode == GameMode.Generator)

66 {

67 currentLevel = GameContext.Instance.LevelToLoad;

68 }

69 Sprite loadedBall = Resources.Load<Sprite>("Sprites/DarkTheme/Items/

70 Sprite loadedPaddle = Resources.Load<Sprite>("Sprites/DarkTheme/Item

71 ball.GetComponent<SpriteRenderer>().sprite = loadedBall;

72 paddle.GetComponent<SpriteRenderer>().sprite = loadedPaddle;

Assets > Scripts > Enums > ChatStep.cs > ...

3 public enum ChatStep

15 }

16

0 références

17 public static class ChatStepPrompts

18 {

0 références

19 public static Dictionary<ChatStep, string> Prompts = new()

20 {

21 { ChatStep.Introduction, "Welcome, traveler. Ready to craft your cus

22 { ChatStep.AskBrickCount, "How many bricks do you want? (max 25)" },

23 { ChatStep.AskColors, "Which colors should I use? (e.g. 5 red, 5 blu

24 { ChatStep.AskShape, "Do you want a specific shape? (cross, wave, he

25 { ChatStep.AskDifficulty, "What difficulty level? (easy, medium, har

26 { ChatStep.AskPowerups, "Would you like any power-ups or penalties?"

27 { ChatStep.Confirmation, "Here is your challenge. Shall I begin the

28 { ChatStep.Generating, "Summoning the bricks... One moment." },

29 { ChatStep.Done, "Your custom level is ready. Good luck!" }

30 };

31 }

32

PROBLÈMES

SORTIE

TERMINAL

CONSOLE DE DÉBOGAGE

PORTS

Filtrer

Tâches

Li 56, Col 1 (1 sélectionné)

Espaces : 4

UTF-8

LF

{ } C#

Prettier