

# 實現功能的程式

## 場景切換&過關

```
0 個參考
public void StartGame(){
    ...Button();
    ...Invoke("LoadScene", 0.5f);
}

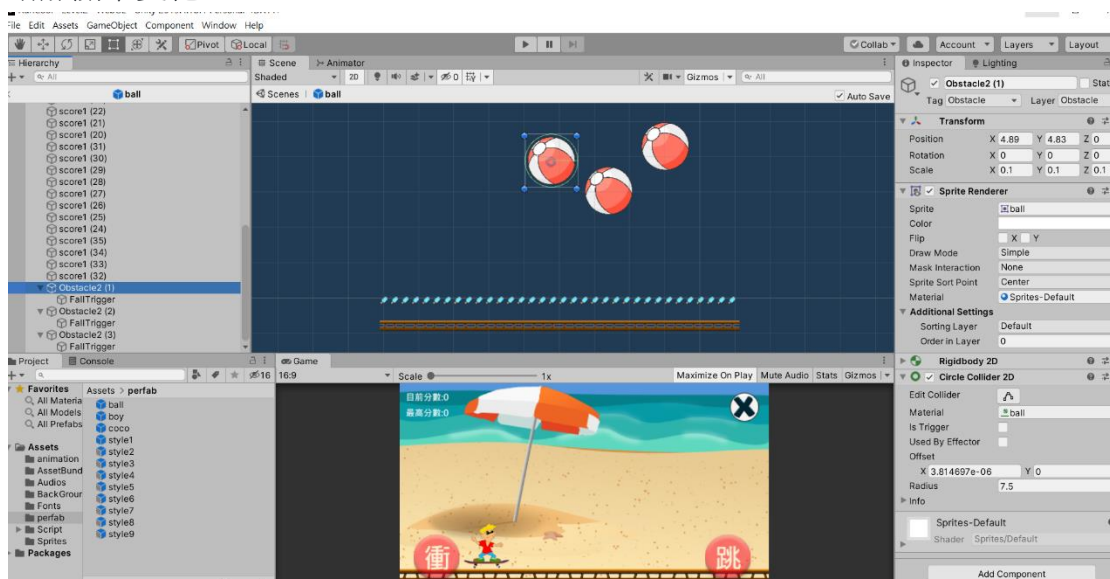
1 個參考
void Button()
{
    ...button.Play();
}

0 個參考
void LoadScene(){
    ...SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
}
```

```
void nextLevel()
{
    ...if (currentScene == "Level2") //目前場景是否為最後關卡
    ...{
    ...}
    ...else
    ...{
    ...    ...if (currScore > 15000) //進入下一關條件
    ...    ...{
    ...        ...timer += Time.deltaTime;
    ...        ...PlayerPrefs.SetInt("beforeScore", beforeScore); //進關卡前紀錄目前分數
    ...        ...if (timer > 1)
    ...        ...{
    ...            ...SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1); //延遲1秒再進入關卡
    ...        ...}
    ...    ...}
    ...}
}

0 個參考
public void endGame() {
    ...Application.Quit();
}
```

## 增加關卡變化



生成超級道具

```
int coinCount = Random.Range(0, 1+1);
Score[] scores = clone.GetComponentInChildren<Score>();//抓取小道具
for (int i = 0; i < coinCount; i++)
{
    int index = Random.Range(0, scores.Length);
    scores[index].GetComponent<SpriteRenderer>().sprite = Wave;//將小道具換成超級道具
    scores[index].name = Wave.name;
}
```

切換關卡時會紀錄並延續上個關卡分數

```
if (currentScene == "running")//在第一關時清除前一關分數
{
    PlayerPrefs.DeleteKey("beforeScore");
    beforeScore = PlayerPrefs.GetInt("beforeScore");//讀取前一關分數
    currScore = beforeScore;//記錄前一關分數給目前分數
    currScoreText.text = "目前分數" + currScore;
}
```

SuperTime 加速時間 (3 秒)

```
if (super)//超級時間
{
    up_time += Time.deltaTime;//進入時開始計時
    if (up_time > superTime){//檢查秒數是否大於SuperTime
        super = false;
        up_time = 0;
    }
    if (isSpeedup)
        speed = Mathf.Lerp(speed, 1, 0.33f);
    else speed = Mathf.Lerp(speed, 0.5f, 0.1f);
    Move(speed + 1, isJump);//超級狀態下移動速度增加
    isJump = false;
    nextLevel();//呼叫檢查過關條件
}

if (!super)//一般移動
{
    if (isSpeedup)
        speed = Mathf.Lerp(speed, 1, 0.33f);
    else speed = Mathf.Lerp(speed, 0.5f, 0.1f);
    Move(speed, isJump);
    isJump = false;
    nextLevel();
}
```

## SuperTime 的加分機制:吃道具+100 分

```
private void OnTriggerEnter2D(Collider2D collision)
{
    ...if (collision.name == "Wave")...//檢查是否吃到超級道具.....
    ...{
    ...    ...super = true;
    ...}
    ...if (super)...//進入超級狀態
    ...{
    ...    ...if (collision.tag == "score")
    ...    ...{
    ...        ...currScore += 100;
    ...        ...currScoreText.text = "目前分數" + currScore;
    ...        ...if (currScore > highestScore)
    ...        ...{
    ...            ...highestScore = currScore;
    ...            ...bestScore.text = "最高分數:" + highestScore;
    ...            ...}
    ...        ...Destroy(collision.gameObject);
    ...        ...beforeScore = currScore;//
    ...    ...}
    ...}
    ...else if (!super)
    ...{
    ...    ...if (collision.tag == "score")
    ...    ...{
    ...        ...if (collision.name == "Coin") currScore += 500;
    ...        ...else currScore += 25;
    ...        ...currScoreText.text = "目前分數" + currScore;
```