A switch statement is essentially just an easier, faster way to do multiple if, else statements. Common usage in video games is using switch for conversational coding. Essentially switch statements are more efficient ways of doing the same thing as else if statements. They can also be used in strings in the use of like a map or character interaction.

Public class ConversationScript : MonoBehaviour

{

Public int game = 5;

Void flirt()

{

switch (game)

{

case 5:

print (“Tie your shoes, I don’t want you falling for anyone else!”);

break;

case 4:

print(“do you have a name, or can I call you mine?”);

break;

case 3:

print(“on a scale of 1 to 10 you’re a 9 and I’m the 1 you need!”);

break;

case 2:

print(“hey are you an angel, cause i-…….. I forgot.”);

break;

case 1:

print(“……AAAAAAAAAAAAAAAAAH!!!”);

break;

default:

print (“Insufficient game.”);

break;

}

}

public int strength = 3;

void fight()

{

switch (strength)

{

case 3:

print(“I’m gonna make powdered sugar from your bones!”);

break;

case 2:

print(“I won’t stay down, no matter what!”);

break;

case 1:

print(“I think I peed a little!”);

break;

default:

print(“power level over 9000!”);

break;

}

}

public int bloodlust = 3;

void fight2()

{

switch (bloodlust)

{

case 3:

print(“Your blood will feel so warm in my stomach… ”);

break;

case 2:

print(“Cower before me you and I might spare you!”);

break;

case 1:

print(“You monster, you don’t deserve life!”);

break;

default:

print(“bloodlust 0, you will surely die.”);

break;

}

}

public int focus = 4;

void A.D.D.()

{

switch (focus)

{

case 4:

print(“As I was sa- SQUIRREL!”);

break;

case 3:

print(“Well, if I had the time… wait time is irrelevant to- did you ever notice ‘irrelevant’ and ‘elephant’ sound a lot alike?”);

break;

case 2:

print(“No, that’s not how you do this, now I’m going to teach you about it and nothing will get in the way not even- You ever notice how pretty your eyes are? Wait, hold on, what was I doing? ”);

break;

case 1:

print(“Shhh, I’m trying to read!”);

break;

default:

print(“Focus…. These are not the droids you’re looking for!”);

break;

}

}

public int patience = 2;

void chill()

{

switch (patience)

{

case 2:

print(“take your time, I could wait all day!”);

break;

case 1:

print(“…. I CAN’T TAKE IT ANYMORE!”);

break;

default:

print(“patience is a virtue.”);

break;

}

}

public int knowledge = 5;

void mental()

{

switch (knowledge)

{

case5:

print(“would you like to know about math? How about science? Oh, poetry is nice!”);

break;

case4:

print(“well, I generally know about computer science and coding… that’s about it.”);

break;

case 3:

print(“I know basic math, science… mcdonald’s… ”);

break;

case 2:

print(“….I can show you how to punch stuff hard…. Does that count?”);

break;

case 1:

print(“duh nuh-nuh nuh-nuh nuh- nuh nuh-nuh duh-nuh nuh-nuh nuh-nuh, nuh-nuh, BATMAN!”);

break;

default:

print(“knowledge…. You’re a brain stem.”);

break;

}

}

public int food = 2;

void menu()

{

switch (food)

{

case 2:

print(“we have a delicious lava cake.”);

break;

case 1:

print(“we have great pancakes or waffles too!”);

break;

default:

print(“I’ll check with the manager.”);

break;

}

}

public int pet = 2;

void petshop()

{

switch (pet)

{

case 2:

print(“do you want this puppy? ”);

break;

case 1:

print(“or do you want this kitten?”);

break;

default:

print(“lets check in the back!”);

break;

}

}

public int allergy = 2;

void medical form()

{

switch (allergy)

{

case 2:

print(“are you allergic to penicillin?”);

break;

case 1:

print(“are you allergic to sulfas?”);

break;

default:

print(“do you have any allergies?”);

break;

}

}

public int attendance = 2;

void school()

{

switch (attendance)

{

case 2:

print(“So what do you choose? Are you gonna skip class?”);

break;

case 1:

print(“or be a stiff and stay here?”);

break;

default:

print(“it’s my way or the highway man!”);

break;

}

}

}