

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5 using UnityEngine.SceneManagement;
6
7 public class OptionsMenuScript : MonoBehaviour
8 {
9     public Text Mode;
10    public Text LapCount;
11    public Text OpponentCount;
12    private bool TimeTrial = true;
13    private int CurrentLapCount = 1;
14    private int CurrentOpponentCount = 1;
15    public int TimeTrialSceneNumber;
16    public int RaceTrackSceneNumber;
17    public GameObject LoadScreen;
18    public GameObject OpponentsOn;
19    public GameObject LapsOn;
20
21    public void ModeNext()
22    {
23        if(TimeTrial == true)
24        {
25            Mode.text = "RACE";
26            TimeTrial = false;
27            OpponentsOn.SetActive(true);
28            LapsOn.SetActive(true);
29        }
30    }
31
32    public void ModeBack()
33    {
34        if (TimeTrial == false)
35        {
```

```
36         Mode.text = "TIME TRIAL";
37         TimeTrial = true;
38         OpponentsOn.SetActive(false);
39         LapsOn.SetActive(false);
40     }
41 }
42
43 public void LapCountNext()
44 {
45     if(CurrentLapCount < 12)
46     {
47         CurrentLapCount++;
48         LapCount.text = CurrentLapCount + " LAPS";
49         UniversalSave.LapCounts = CurrentLapCount;
50     }
51 }
52
53 public void LapCountBack()
54 {
55     if (CurrentLapCount > 2)
56     {
57         CurrentLapCount--;
58         LapCount.text = CurrentLapCount + " LAPS";
59         UniversalSave.LapCounts = CurrentLapCount;
60     }
61     else if (CurrentLapCount == 2)
62     {
63         CurrentLapCount--;
64         LapCount.text = CurrentLapCount + " LAP";
65         UniversalSave.LapCounts = CurrentLapCount;
66     }
67 }
68
69 public void OpponentsNext()
70 {
```

```
71     if (CurrentOpponentCount < 7)
72     {
73         CurrentOpponentCount++;
74         OpponentCount.text = CurrentOpponentCount + " OPPONENTS";
75         UniversalSave.OpponentsCount = CurrentOpponentCount;
76     }
77 }
78
79 public void OpponentsBack()
80 {
81     if (CurrentOpponentCount > 2)
82     {
83         CurrentOpponentCount--;
84         OpponentCount.text = CurrentOpponentCount + " OPPONENTS";
85         UniversalSave.OpponentsCount = CurrentOpponentCount;
86     }
87     else if (CurrentOpponentCount == 2)
88     {
89         CurrentOpponentCount--;
90         OpponentCount.text = CurrentOpponentCount + " OPPONENT";
91         UniversalSave.OpponentsCount = CurrentOpponentCount;
92     }
93 }
94
95 public void BeginRace()
96 {
97     if(TimeTrial == true)
98     {
99         StartCoroutine(WaitToLoad());
100     }
101     if (TimeTrial == false)
102     {
103         StartCoroutine(WaitToLoad2());
104     }
105 }
```

```
106
107     void ResetValues()
108     {
109         Time.timeScale = 1.0f;
110         SaveScript.LapNumber = 0;
111         SaveScript.LapChange = false;
112         SaveScript.LapTimeMinutes = 0.0f;
113         SaveScript.LapTimeSeconds = 0.0f;
114         SaveScript.RaceTimeMinutes = 0.0f;
115         SaveScript.RaceTimeSeconds = 0.0f;
116         SaveScript.LastLapM = 0.0f;
117         SaveScript.LastLapS = 0.0f;
118         SaveScript.GameTime = 0.0f;
119         SaveScript.LastCheckPoint1 = 0.0f;
120         SaveScript.LastCheckPoint2 = 0.0f;
121         SaveScript.ThisCheckPoint1 = 0.0f;
122         SaveScript.ThisCheckPoint2 = 0.0f;
123         SaveScript.CheckPointPass1 = false;
124         SaveScript.CheckPointPass2 = false;
125         SaveScript.HalfWayActivated = true;
126         SaveScript.RaceStart = false;
127         SaveScript.RaceOver = false;
128         SaveScript.PlayerPosition = 0;
129         SaveScript.Gold = false;
130         SaveScript.Silver = false;
131         SaveScript.Bronze = false;
132         SaveScript.Fail = false;
133         SaveScript.PenaltySeconds = 0;
134         SaveScript.AICar1LapNumber = 0;
135         SaveScript.AICar2LapNumber = 0;
136         SaveScript.AICar3LapNumber = 0;
137         SaveScript.AICar4LapNumber = 0;
138         SaveScript.AICar5LapNumber = 0;
139         SaveScript.AICar6LapNumber = 0;
140         SaveScript.AICar7LapNumber = 0;
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141     SaveScript.FinishPositionID = 0;
142
143 }
144
145 IEnumerator WaitToLoad()
146 {
147     ResetValues();
148     yield return new WaitForSeconds(0.3f);
149     LoadScreen.SetActive(true);
150     UniversalSave.LapCounts = 1;
151     UniversalSave.OpponentsCount = 0;
152     SceneManager.LoadScene(TimeTrialSceneNumber);
153 }
154
155 IEnumerator WaitToLoad2()
156 {
157     ResetValues();
158     yield return new WaitForSeconds(0.3f);
159     LoadScreen.SetActive(true);
160     UniversalSave.LapCounts = CurrentLapCount;
161     UniversalSave.OpponentsCount = CurrentOpponentCount;
162     SceneManager.LoadScene(RaceTrackSceneNumber);
163 }
164 }
165
```