

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class SwapCars : MonoBehaviour
7 {
8     public GameObject FirstCar;
9     public GameObject SecondCar;
10    public GameObject ThirdCar;
11    public GameObject ColorPicker;
12    public static int CarNumber = 1;
13    public Text Credits;
14    public Text Price;
15    public Image SpeedBar;
16    public Image BrakingBar;
17    public Image HandlingBar;
18    public GameObject BuyButton;
19    public GameObject GetInButton;
20    private int CurrentPrice;
21    public AudioSource MyPlayer;
22
23
24    private void Start()
25    {
26        ColorPicker.SetActive(false);
27        Credits.text = UniversalSave.CreditAmount.ToString();
28        BuyButton.SetActive(false);
29        GetInButton.SetActive(true);
30        DisplayCars();
31    }
32
33    public void NextCar()
34    {
35        if(CarNumber < 3)
```

```
36     {
37         CarNumber++;
38     }
39     DisplayCars();
40 }
41
42 public void LastCar()
43 {
44     if (CarNumber > 1)
45     {
46         CarNumber--;
47     }
48     DisplayCars();
49 }
50
51 void DisplayCars()
52 {
53     if(CarNumber == 1)
54     {
55         FirstCar.SetActive(true);
56         SecondCar.SetActive(false);
57         ThirdCar.SetActive(false);
58         ColorPicker.SetActive(false);
59         SpeedBar.fillAmount = 1.0f;
60         BrakingBar.fillAmount = 0.9f;
61         HandlingBar.fillAmount = 0.9f;
62         BuyButton.SetActive(false);
63         GetInButton.SetActive(true);
64         Price.text = "OWNED";
65         CurrentPrice = 0;
66     }
67     if (CarNumber == 2)
68     {
69         FirstCar.SetActive(false);
70         SecondCar.SetActive(true);
```

```
71     ThirdCar.SetActive(false);
72     ColorPicker.SetActive(true);
73     SpeedBar.fillAmount = 0.6f;
74     BrakingBar.fillAmount = 0.5f;
75     HandlingBar.fillAmount = 0.7f;
76     if(UniversalSave.SportsCar1Owned == false)
77     {
78         BuyButton.SetActive(true);
79         GetInButton.SetActive(false);
80         Price.text = "125000";
81         CurrentPrice = 125000;
82     }
83     if (UniversalSave.SportsCar1Owned == true)
84     {
85         BuyButton.SetActive(false);
86         GetInButton.SetActive(true);
87         Price.text = "OWNED";
88         CurrentPrice = 0;
89     }
90 }
91 if (CarNumber == 3)
92 {
93     FirstCar.SetActive(false);
94     SecondCar.SetActive(false);
95     ThirdCar.SetActive(true);
96     ColorPicker.SetActive(true);
97     SpeedBar.fillAmount = 0.8f;
98     BrakingBar.fillAmount = 0.6f;
99     HandlingBar.fillAmount = 0.5f;
100    if (UniversalSave.SportsCar2Owned == false)
101    {
102        BuyButton.SetActive(true);
103        GetInButton.SetActive(false);
104        Price.text = "210000";
105        CurrentPrice = 210000;
```

```
106     }
107     if (UniversalSave.SportsCar2Owned == true)
108     {
109         BuyButton.SetActive(false);
110         GetInButton.SetActive(true);
111         Price.text = "OWNED";
112         CurrentPrice = 0;
113     }
114 }
115 }
116
117 public void Buy()
118 {
119     if (UniversalSave.CreditAmount > CurrentPrice)
120     {
121         MyPlayer.Play();
122         SaveScript.SportsCarID = CarNumber;
123         SaveScript.SportsCarColor = SaveScript.PreviewCarColor;
124         UniversalSave.CreditAmount -= CurrentPrice;
125         Price.text = "OWNED";
126         CurrentPrice = 0;
127         BuyButton.SetActive(false);
128         GetInButton.SetActive(true);
129         Credits.text = UniversalSave.CreditAmount.ToString();
130         if (CarNumber == 2)
131         {
132             UniversalSave.SportsCar1Owned = true;
133             UniversalSave.Saving = true;
134         }
135         if (CarNumber == 3)
136         {
137             UniversalSave.SportsCar2Owned = true;
138             UniversalSave.Saving = true;
139         }
140     }
```

141

142 }

143 }

144