

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEditor;
4 using UnityEngine;
5
6 public class ProgressWaypoints : MonoBehaviour
7 {
8     public int WPNumber;
9     public int CarTracking = 0;
10    public bool PenaltyOption = false;
11    public int PenaltyWayPoint;
12    public int Position = 0;
13
14    private int Lap1Position = 0;
15    private int Lap2Position = 0;
16    private int Lap3Position = 0;
17    private int Lap4Position = 0;
18    private int Lap5Position = 0;
19    private int Lap6Position = 0;
20    private int Lap7Position = 0;
21    private int Lap8Position = 0;
22    private int Lap9Position = 0;
23    private int Lap10Position = 0;
24    private int Lap11Position = 0;
25    private int Lap12Position = 0;
26
27    private void OnTriggerEnter(Collider other)
28    {
29        if (other.gameObject.CompareTag("Progress"))
30        {
31            CarTracking = other.GetComponent<ProgressTracker>().CurrentWP;
32            if (CarTracking < WPNumber)
33            {
34                other.GetComponent<ProgressTracker>().CurrentWP = WPNumber;
35                //Debug.Log("CurrentWP =" + other.GetComponent<ProgressTracker>().CurrentWP);
```

```
36         if(SaveScript.LapNumber == 1)
37         {
38             Lap1Position++;
39             SaveScript.PlayerPosition = Lap1Position;
40         }
41         if (SaveScript.LapNumber == 2)
42         {
43             Lap2Position++;
44             SaveScript.PlayerPosition = Lap2Position;
45         }
46         if (SaveScript.LapNumber == 3)
47         {
48             Lap3Position++;
49             SaveScript.PlayerPosition = Lap3Position;
50         }
51         if (SaveScript.LapNumber == 4)
52         {
53             Lap4Position++;
54             SaveScript.PlayerPosition = Lap4Position;
55         }
56         if (SaveScript.LapNumber == 5)
57         {
58             Lap5Position++;
59             SaveScript.PlayerPosition = Lap5Position;
60         }
61         if (SaveScript.LapNumber == 6)
62         {
63             Lap6Position++;
64             SaveScript.PlayerPosition = Lap6Position;
65         }
66         if (SaveScript.LapNumber == 7)
67         {
68             Lap7Position++;
69             SaveScript.PlayerPosition = Lap7Position;
70         }
```

```
71         if (SaveScript.LapNumber == 8)
72         {
73             Lap8Position++;
74             SaveScript.PlayerPosition = Lap8Position;
75         }
76         if (SaveScript.LapNumber == 9)
77         {
78             Lap9Position++;
79             SaveScript.PlayerPosition = Lap9Position;
80         }
81         if (SaveScript.LapNumber == 10)
82         {
83             Lap10Position++;
84             SaveScript.PlayerPosition = Lap10Position;
85         }
86         if (SaveScript.LapNumber == 11)
87         {
88             Lap11Position++;
89             SaveScript.PlayerPosition = Lap11Position;
90         }
91         if (SaveScript.LapNumber == 12)
92         {
93             Lap12Position++;
94             SaveScript.PlayerPosition = Lap12Position;
95         }
96     }
97 }
98
99 if (CarTracking > WPNumber)
100 {
101     other.GetComponent<ProgressTracker>().LastWPNumber = WPNumber;
102 }
103 if (PenaltyOption == true)
104 {
105     if (CarTracking < PenaltyWayPoint)
```

```
1106         {
1107             Debug.Log("Penalty");
1108             SaveScript.PenaltySeconds += 5f;
1109             PenaltyOption = false;
1110         }
1111     }
1112 }
1113
1114 if(other.gameObject.CompareTag("ProgressAI1"))
1115 {
1116     if(SaveScript.AICar1LapNumber == 1)
1117     {
1118         Lap1Position++;
1119     }
1120     if (SaveScript.AICar1LapNumber == 2)
1121     {
1122         Lap2Position++;
1123     }
1124     if (SaveScript.AICar1LapNumber == 3)
1125     {
1126         Lap3Position++;
1127     }
1128     if (SaveScript.AICar1LapNumber == 4)
1129     {
1130         Lap4Position++;
1131     }
1132     if (SaveScript.AICar1LapNumber == 5)
1133     {
1134         Lap5Position++;
1135     }
1136     if (SaveScript.AICar1LapNumber == 6)
1137     {
1138         Lap6Position++;
1139     }
1140     if (SaveScript.AICar1LapNumber == 7)
```

```
141     {
142         Lap7Position++;
143     }
144     if (SaveScript.AICar1LapNumber == 8)
145     {
146         Lap8Position++;
147     }
148     if (SaveScript.AICar1LapNumber == 9)
149     {
150         Lap9Position++;
151     }
152     if (SaveScript.AICar1LapNumber == 10)
153     {
154         Lap10Position++;
155     }
156     if (SaveScript.AICar1LapNumber == 11)
157     {
158         Lap11Position++;
159     }
160     if (SaveScript.AICar1LapNumber == 12)
161     {
162         Lap12Position++;
163     }
164 }
165
166
167 if (other.gameObject.CompareTag("ProgressAI2"))
168 {
169     if (SaveScript.AICar2LapNumber == 1)
170     {
171         Lap1Position++;
172     }
173     if (SaveScript.AICar2LapNumber == 2)
174     {
175         Lap2Position++;
176     }
177 }
```

```
176     }
177     if (SaveScript.AICar2LapNumber == 3)
178     {
179         Lap3Position++;
180     }
181     if (SaveScript.AICar2LapNumber == 4)
182     {
183         Lap4Position++;
184     }
185     if (SaveScript.AICar2LapNumber == 5)
186     {
187         Lap5Position++;
188     }
189     if (SaveScript.AICar2LapNumber == 6)
190     {
191         Lap6Position++;
192     }
193     if (SaveScript.AICar2LapNumber == 7)
194     {
195         Lap7Position++;
196     }
197     if (SaveScript.AICar2LapNumber == 8)
198     {
199         Lap8Position++;
200     }
201     if (SaveScript.AICar2LapNumber == 9)
202     {
203         Lap9Position++;
204     }
205     if (SaveScript.AICar2LapNumber == 10)
206     {
207         Lap10Position++;
208     }
209     if (SaveScript.AICar2LapNumber == 11)
210     {
```

```
211         Lap11Position++;
212     }
213     if (SaveScript.AICar2LapNumber == 12)
214     {
215         Lap12Position++;
216     }
217 }
218
219
220 if (other.gameObject.CompareTag("ProgressAI3"))
221 {
222     if (SaveScript.AICar3LapNumber == 1)
223     {
224         Lap1Position++;
225     }
226     if (SaveScript.AICar3LapNumber == 2)
227     {
228         Lap2Position++;
229     }
230     if (SaveScript.AICar3LapNumber == 3)
231     {
232         Lap3Position++;
233     }
234     if (SaveScript.AICar3LapNumber == 4)
235     {
236         Lap4Position++;
237     }
238     if (SaveScript.AICar3LapNumber == 5)
239     {
240         Lap5Position++;
241     }
242     if (SaveScript.AICar3LapNumber == 6)
243     {
244         Lap6Position++;
245     }
```

```
246         if (SaveScript.AICar3LapNumber == 7)
247         {
248             Lap7Position++;
249         }
250         if (SaveScript.AICar3LapNumber == 8)
251         {
252             Lap8Position++;
253         }
254         if (SaveScript.AICar3LapNumber == 9)
255         {
256             Lap9Position++;
257         }
258         if (SaveScript.AICar3LapNumber == 10)
259         {
260             Lap10Position++;
261         }
262         if (SaveScript.AICar3LapNumber == 11)
263         {
264             Lap11Position++;
265         }
266         if (SaveScript.AICar3LapNumber == 12)
267         {
268             Lap12Position++;
269         }
270     }
271
272
273     if (other.gameObject.CompareTag("ProgressAI4"))
274     {
275         if (SaveScript.AICar4LapNumber == 1)
276         {
277             Lap1Position++;
278         }
279         if (SaveScript.AICar4LapNumber == 2)
280         {
```



```
281         Lap2Position++;
282     }
283     if (SaveScript.AICar4LapNumber == 3)
284     {
285         Lap3Position++;
286     }
287     if (SaveScript.AICar4LapNumber == 4)
288     {
289         Lap4Position++;
290     }
291     if (SaveScript.AICar4LapNumber == 5)
292     {
293         Lap5Position++;
294     }
295     if (SaveScript.AICar4LapNumber == 6)
296     {
297         Lap6Position++;
298     }
299     if (SaveScript.AICar4LapNumber == 7)
300     {
301         Lap7Position++;
302     }
303     if (SaveScript.AICar4LapNumber == 8)
304     {
305         Lap8Position++;
306     }
307     if (SaveScript.AICar4LapNumber == 9)
308     {
309         Lap9Position++;
310     }
311     if (SaveScript.AICar4LapNumber == 10)
312     {
313         Lap10Position++;
314     }
315     if (SaveScript.AICar4LapNumber == 11)
```

```
316         {
317             Lap11Position++;
318         }
319         if (SaveScript.AICar4LapNumber == 12)
320         {
321             Lap12Position++;
322         }
323     }
324
325
326     if (other.gameObject.CompareTag("ProgressAI5"))
327     {
328         if (SaveScript.AICar5LapNumber == 1)
329         {
330             Lap1Position++;
331         }
332         if (SaveScript.AICar5LapNumber == 2)
333         {
334             Lap2Position++;
335         }
336         if (SaveScript.AICar5LapNumber == 3)
337         {
338             Lap3Position++;
339         }
340         if (SaveScript.AICar5LapNumber == 4)
341         {
342             Lap4Position++;
343         }
344         if (SaveScript.AICar5LapNumber == 5)
345         {
346             Lap5Position++;
347         }
348         if (SaveScript.AICar5LapNumber == 6)
349         {
350             Lap6Position++;
```

```
351     }
352     if (SaveScript.AICar5LapNumber == 7)
353     {
354         Lap7Position++;
355     }
356     if (SaveScript.AICar5LapNumber == 8)
357     {
358         Lap8Position++;
359     }
360     if (SaveScript.AICar5LapNumber == 9)
361     {
362         Lap9Position++;
363     }
364     if (SaveScript.AICar5LapNumber == 10)
365     {
366         Lap10Position++;
367     }
368     if (SaveScript.AICar5LapNumber == 11)
369     {
370         Lap11Position++;
371     }
372     if (SaveScript.AICar5LapNumber == 12)
373     {
374         Lap12Position++;
375     }
376 }
377
378
379 if (other.gameObject.CompareTag("ProgressAI6"))
380 {
381     if (SaveScript.AICar6LapNumber == 1)
382     {
383         Lap1Position++;
384     }
385     if (SaveScript.AICar6LapNumber == 2)
```

```
386     {
387         Lap2Position++;
388     }
389     if (SaveScript.AICar6LapNumber == 3)
390     {
391         Lap3Position++;
392     }
393     if (SaveScript.AICar6LapNumber == 4)
394     {
395         Lap4Position++;
396     }
397     if (SaveScript.AICar6LapNumber == 5)
398     {
399         Lap5Position++;
400     }
401     if (SaveScript.AICar6LapNumber == 6)
402     {
403         Lap6Position++;
404     }
405     if (SaveScript.AICar6LapNumber == 7)
406     {
407         Lap7Position++;
408     }
409     if (SaveScript.AICar6LapNumber == 8)
410     {
411         Lap8Position++;
412     }
413     if (SaveScript.AICar6LapNumber == 9)
414     {
415         Lap9Position++;
416     }
417     if (SaveScript.AICar6LapNumber == 10)
418     {
419         Lap10Position++;
420     }
```

```
421         if (SaveScript.AICar6LapNumber == 11)
422         {
423             Lap11Position++;
424         }
425         if (SaveScript.AICar6LapNumber == 12)
426         {
427             Lap12Position++;
428         }
429     }
430
431
432     if (other.gameObject.CompareTag("ProgressAI7"))
433     {
434         if (SaveScript.AICar7LapNumber == 1)
435         {
436             Lap1Position++;
437         }
438         if (SaveScript.AICar7LapNumber == 2)
439         {
440             Lap2Position++;
441         }
442         if (SaveScript.AICar7LapNumber == 3)
443         {
444             Lap3Position++;
445         }
446         if (SaveScript.AICar7LapNumber == 4)
447         {
448             Lap4Position++;
449         }
450         if (SaveScript.AICar7LapNumber == 5)
451         {
452             Lap5Position++;
453         }
454         if (SaveScript.AICar7LapNumber == 6)
455         {
```

```
456         Lap6Position++;
457     }
458     if (SaveScript.AICar7LapNumber == 7)
459     {
460         Lap7Position++;
461     }
462     if (SaveScript.AICar7LapNumber == 8)
463     {
464         Lap8Position++;
465     }
466     if (SaveScript.AICar7LapNumber == 9)
467     {
468         Lap9Position++;
469     }
470     if (SaveScript.AICar7LapNumber == 10)
471     {
472         Lap10Position++;
473     }
474     if (SaveScript.AICar7LapNumber == 11)
475     {
476         Lap11Position++;
477     }
478     if (SaveScript.AICar7LapNumber == 12)
479     {
480         Lap12Position++;
481     }
482 }
483 }
484
485 }
486
```