

代码



```
onStart => {
  glide  __, __, __
}

func attack() {
  if attacking || shielding {
    return
  }

  attacking = true
  if checkAttack(heading(), xpos(), Samurai.xpos()) {
    broadcast "attack Samurai"
  }
  for _, shinobi := range shinobis {
    if checkAttack(heading(), xpos(), shinobi.xpos()) {
      broadcast "attack", shinobi, false
    }
  }
  r := rand(0, 3)
  if r < 1 {
    animate "attack"
  } else if r < 2 {
    animate "attack2"
  } else {
    animate "attack3"
  }
  attacking = false
}
```

