Go+ Builder

代码

图鉴

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

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

    attacking = true
    if checkAttack(heading(), xpos(), Sar
        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
}
```

检测结果

太棒了！通过！

下一步