

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
}
```



温馨提醒 10s

牛小七发现你卡顿好久了...可以试着点击下方按钮直接查看答案哦～

查看答案