能力值腳本

力量(物攻、血量、體型、重量)

耐性(回復、防禦、感受、精神)

敏捷(精準、速度)

智力(魔攻、魔力

幸運(爆擊、突發狀態、意外收穫)

血量100

物理攻擊100

\*體型10倍

\*重量1000kg

回復100%(\*魔力回復)

防禦1000

攻擊速度10/s

移動速度10m(跳躍高度)

精準100%

\*魔力1000

冷卻時間減免100

魔法攻擊100

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class kewBehaviourScript : MonoBehaviour

{

//腳色能力值

public int str;//(strength)力量(物攻、血量、重量)

public int vit;// (vitality)耐性(體質、體型、回復、防禦、感受、精神MEN(mentality))CON(Constitution)：體質

public int dex;// (dexterity)敏捷(感知、精準、速度)AGI(Agility)：靈巧／靈敏度，常指迴避率

public int INT;// (Intelligence)智力(魔攻、魔力

public int luk;// (luck)幸運(爆擊、突發狀態、意外收穫)

public int pst;// (prestige)聲望(各項權限、交易金額)

public int HP;// (Health Point)血量 = str \* 10

public int ATK;//(Attack)物理攻擊 = str \* 1

public int kg;//\* 重量 = str \* 3

public float vol;//volume\*體型 = str \* 3%

public float rec;//回復recover = vit \* 1%

public float recHP;//回復血量 = rec \* HP

public int DEF;//(Defense)防禦 = vit \* 10

public float Dmgrdc;//reduction傷害減免 = 1 - 100 / ( 100 + DEF )

public float aspd;//攻擊速度 = dex \* 10% \* s

public float mSPD;//(Speed)移動速度 = dex \* 10% \* s

public float prc;//精準precise = dex \* 1%

public int MP;//(Magic point) ／Mana\* 魔力 = INT \* 10

public float recMP;//回復魔力 = ( rec \* 0.5 + INT \* 0.5 ) \* MP

public float CD;//CD(cool down)冷卻時間減免 = INT \* 1%

public int MAG;//MATK魔法攻擊 = INT \* 1

void Start()

{

HP = str \* 10;

ATK = str \* 1;//(Attack)物理攻擊 = str \* 1

kg = str \* 3;//\* 重量 = str \* 3

vol = str \* 0.03f ;//volume\*體型 = str \* 3%

rec = vit \* 0.01f;//回復recover = vit \* 1%

recHP = rec \* HP;//回復血量 = rec \* HP

DEF = vit \* 1;//(Defense)防禦 = vit \* 1

Dmgrdc = 1 - 100 / (100 + DEF);//reduction傷害減免 = 1 - 100 / ( 100 + DEF )

aspd = dex \* 0.1f;//攻擊速度 = dex \* 10% \* s

mSPD = dex \* 0.1f;//(Speed)移動速度 = dex \* 10% \* s

prc = dex \* 0.01f;//精準precise = dex \* 1%

MP = INT \* 10;//(Magic point) ／Mana\* 魔力 = INT \* 10

recMP = (rec \* 0.5f + INT \* 0.5f) \* MP;//回復魔力 = ( rec \* 0.5 + INT \* 0.5 ) \* MP

CD = INT \* 0.01f;//CD(cool down)冷卻時間減免 = INT \* 1%

MAG = INT \* 1;//MATK魔法攻擊 = INT \* 1

}

// Update is called once per frame

void Update()

{

if (str == 100)

{

str = 100;

}

if (HP < 0)

{

HP = 0;

}

Debug.Log(HP);

}

}

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class player1 : kewBehaviourScript

{

//法師戰士刺客弓箭手坦克輔助騎士商人

public int pstr;

public int pvit;

public int pdex;

public int pINT;

public int pluk;

public int career;

void Start()

{

career = Random.Range(1, 5);

if (career == 1)//法師mage

{

pstr = 10;

pvit = 10;

pdex = 10;

pINT = 60;

pluk = 10;

}

if (career == 2)//戰士warrior

{

pstr = 50;

pvit = 20;

pdex = 10;

pINT = 10;

pluk = 10;

}

if (career == 3)//刺客assassin

{

pstr = 20;

pvit = 10;

pdex = 50;

pINT = 10;

pluk = 10;

}

if (career == 4)//弓箭手Archer

{

pstr = 35;

pvit = 10;

pdex = 35;

pINT = 10;

pluk = 10;

}

if (career == 5)//坦克Knight騎士

{

pstr = 35;

pvit = 35;

pdex = 10;

pINT = 10;

pluk = 10;

}

str = pstr;

vit = pvit;

dex = pdex;

INT = pINT;

luk = pluk;

HP = str \* 10;

ATK = str \* 1;

kg = str \* 3;

vol = str \* 0.03f;

rec = vit \* 0.01f;

recHP = rec \* HP;

DEF = vit \* 1;

Dmgrdc = 1 - 100 / (100 + DEF);

aspd = dex \* 0.1f;

mSPD = dex \* 0.1f;

prc = dex \* 0.01f;

MP = INT \* 10;

recMP = (rec \* 0.5f + INT \* 0.5f) \* MP;

CD = INT \* 0.01f;

MAG = INT \* 1;

}

void Update()

{

Debug.Log(HP);

}

}