using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using TMPro;

using UnityEngine.SceneManagement;

using UnityEngine.SocialPlatforms.Impl;

using System.IO;

// 1. W tym skrypcie pobrać tablice z systemjson na awaku

// 2. W tym skrypcie jak gracz skończy grę to sprawdzić czy jego wynik nadaje się do zapisania w tablicy jak tak to podmienić wyniki + imiona

// 3. Gdy tablica jest uporządkowana to dopiero wtedy robię zapis całej tablicy

// 4. Najpierw tylko punkty potem imiona (też jsonem)

public class CalcualateScoreboard : MonoBehaviour

{

[SerializeField] public TMP\_Text[] nameBox;

[SerializeField] public TMP\_Text[] scoreAmountBox;

[SerializeField] private TMP\_Text[] \_posNumber;

[SerializeField] public GameObject \_menuObjects;

[SerializeField] public GameObject \_scoreboardObjects;

private int[] \_highScore = new int[10];

private int \_zeroVal = 0;

private int \_sixVal = 6;

void Start()

{

PinningUserScore();

}

private void PinningUserScore()

{

\_highScore = SystemJson.Instance.HighScore;

for (int \_zeroVal = 0; \_zeroVal < \_sixVal; \_zeroVal++)

{

if (nameBox[\_zeroVal]!= null)

{

nameBox[\_zeroVal].text = PlayerPrefs.GetString("name");

scoreAmountBox[\_zeroVal].text = \_highScore[\_zeroVal].ToString();

//scoreAmountBox[\_zeroVal].text = PlayerPrefs.GetString("userScore");

}

else

{

//nameBox[\_zeroVal].text = PlayerPrefs.GetString("name");

//scoreAmountBox[\_zeroVal].text = PlayerPrefs.GetString("userScore");

}

}

//nameBox[zeroVal].text = PlayerPrefs.GetString("name");

//scoreAmountBox[zeroVal].text = PlayerPrefs.GetString("userScore");

}

public void ResetUserScores()

{

PlayerPrefs.DeleteAll();

}

private void Awake()

{

//if (File.Exists(Application.dataPath))

if (PlayerPrefs.GetString("scene") == "NameAssigner")

{

\_menuObjects.SetActive(false);

\_scoreboardObjects.SetActive(true);

}

}

}