昔の自分が書いたコードを読むと面白い
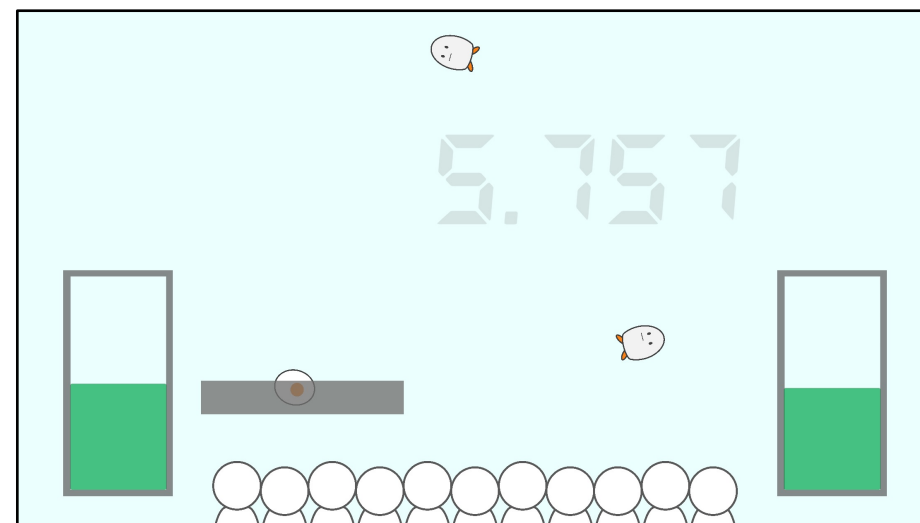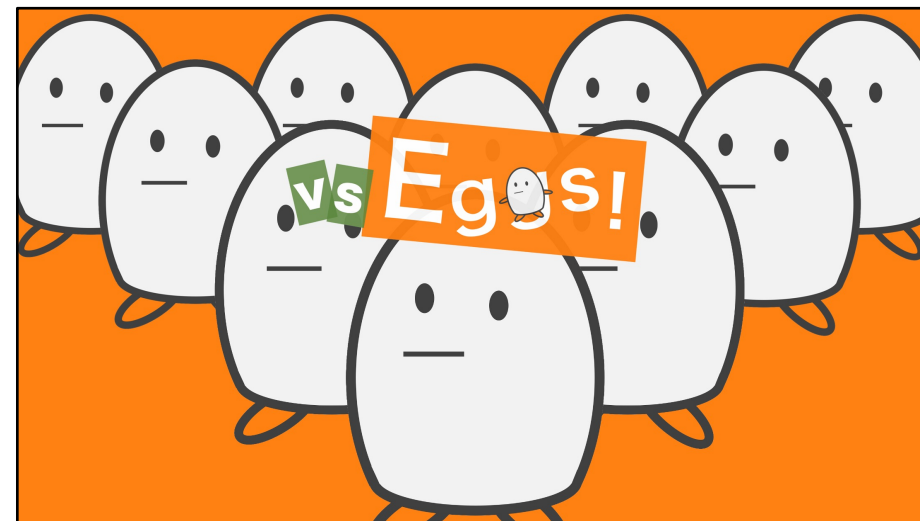

・vs Eggs!

  ・3年前くらいに作ったクソゲー

  ・今でもAndroidなら遊べるかも

  ・大学一年生のときはプログラミング
    初心者 (今でも？)

  ・オブジェクト指向？何それ？

昔の自分が書いたコードを読むと面白い

・設計がぐちゃぐちゃ

・自分ですらアップデート困難

・昔の自分が書いたコードを読むと
　成長を感じられる


```
1   using System.Col
2   using System.Col
3   using UnityEngi
4   using UnityEngi
5   using TMPro;
6   using UnityEngi
7   using UnityEngine.Networki

8
9   public class MainScript : MonoBehaviour
10  {
11      public GameObject personImage;
12      public Canvas peopleCanvas;
13      private RectTransform rectCanvas;
14      public GameObject enemyImage;
15      public Canvas enemyCanvas;
16      public TextMeshProUGUI scoreText;
17      public static bool gameover;
18      private float scoreTime;
19      private float resultScore;
20      public AudioSource gameoverSE;
21      private bool Repeat01 = false;
22      private bool Repeat02 = false;
23      private bool Repeat03 = false;
24      private bool gameoverSound = false;
25      public GameObject resultCanvas;
26      public GameObject resultObject;
27      private RectTransform resultRect;
28      public TextMeshProUGUI resultText;
29      private float result_x = 6000f;
30      private bool resultMove = false;
31      public static bool bannerShow;
32      public static bool interstitialShow;
33      public static int sceneManagement;
34      public static bool interstitialRoad;
35      public TextMeshProUGUI bestScoreText;
36      private float bestScore;
37      public GameObject bestScoreObject;
38      public GameObject bestObject;
39      public GameObject bestOnlyObject;
40      private int seInt;
41      public GameObject lineButton;
42      private int httpConnectionInt;
43      public static bool personGameoverMove    false;
44
45      // Start is called before the first frame update
46      void Start()
```

ゲームの処理をほとんど
含んだクラス

とんでもない
フィールドの数