using UnityEngine;

using System.Collections;

using System;

using System.IO;

public class Change\_Colour : MonoBehaviour {

protected FileInfo SourceFile = null;

protected StreamReader read = null;

protected string text = " ";

public float timer = 0f;

// Use this for initialization

void Start () {

SourceFile = new FileInfo ("data.txt");

read = SourceFile.OpenText();

timer = 0f;

}

// Update is called once per frame

void Update () {

if (true) {

timer += Time.deltaTime;

}

if (timer == 900) {

Application.LoadLevel(Application.loadedLevel);

}

if (Input.GetKeyDown (KeyCode.R)) {

Application.LoadLevel(Application.loadedLevel);

}

if (Input.GetKey (KeyCode.Escape)) {

Application.Quit();

}

if (text != null){

text = read.ReadLine ();

print (text);

if (text == "good") {

gameObject.GetComponent<Renderer> ().material.color = Color.blue;

}

if (text == "okay") {

gameObject.GetComponent<Renderer> ().material.color = Color.green;

}

if (text == "bad") {

gameObject.GetComponent<Renderer> ().material.color = Color.red;

}

if (text == "death") {

gameObject.GetComponent<Renderer> ().material.color = Color.gray;

}

if (text == "dead") {

gameObject.GetComponent<Renderer> ().material.color = Color.black;

}

}

/\*

if(Input.GetKeyDown(KeyCode.R))

{

gameObject.GetComponent<Renderer>().material.color = Color.red;

}

if(Input.GetKeyDown(KeyCode.G))

{

gameObject.GetComponent<Renderer>().material.color = Color.green;

}

if(Input.GetKeyDown(KeyCode.B))

{

gameObject.GetComponent<Renderer>().material.color = Color.blue;

}\*/

}

}

using UnityEngine;

using System.Collections;

public class Rotate : MonoBehaviour {

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

transform.Rotate(new Vector3 (5, 5, 0) \* Time.deltaTime);

if (Input.GetKeyDown (KeyCode.A)) {

GetComponent<Change\_Colour> ().enabled = true;

}

if (Input.GetKeyDown (KeyCode.D)) {

GetComponent<Change\_Colour> ().enabled = false;

}

if (Input.GetKeyDown (KeyCode.R)) {

Application.LoadLevel(Application.loadedLevel);

}

if (Input.GetKey (KeyCode.Escape)) {

Application.Quit();

}

}

}