

# 井字遊戲之鬥智史萊姆

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# 遊戲簡介

在鬥智遊戲中，戰勝一個又一個的史萊姆吧，一共有9隻史萊姆，玩家需要打敗全部史萊姆來獲得遊戲勝利！



# 場景介紹

在歡樂史萊姆公園中，與史萊姆來場井字遊戲的對戰！





# 場景介紹2

俯視圖



# 遊戲物件



九隻史萊姆之一



桌子



圈叉牌子



投影告示牌

# 程式碼簡介—變數初始化

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class game : MonoBehaviour
6  {
7      public Renderer[] O_card = new Renderer[9];
8      public Renderer[] X_card = new Renderer[9];
9      public Material[] sign = new Material[14];
10     public GameObject Object;
11     int stage = 0;
12
13     int[] board = new int[9];
14     int[] n = new int[2] { 1, -1 };
15     int turn = 0;
16     int is_win = 0;
17
18
19     void SetSign(Material m)
20     {
21         var renderer = Object.GetComponent<MeshRenderer>();
22         Material[] materials = renderer.sharedMaterials;
23         materials[0] = m;
24         renderer.sharedMaterials = materials;
25     }
26
27     void Start()
28     {
29         for (int i = 0; i < 14; i++)
30         {
31             sign[i].shader = Shader.Find("Transparent/Diffuse");
32         }
33         SetSign(sign[1]);
34
35         for (int i=0;i<9;i++)
36         {
37             O_card[i].enabled = false;
38             X_card[i].enabled = false;
39             board[i] = 0;
40         }
41         stage = 0;
42         turn = n[Random.Range(0, 2)];
43     }
44 }
```

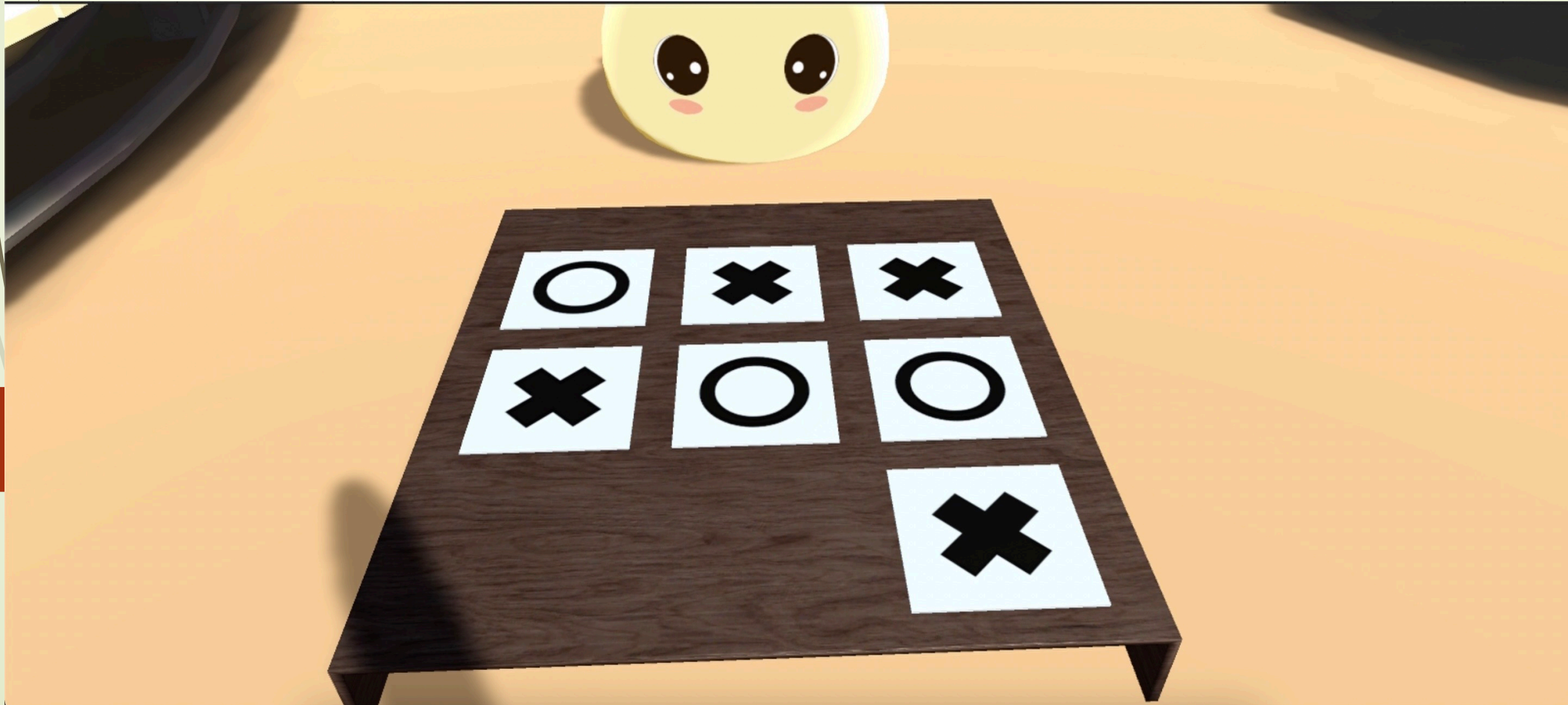


# 程式碼簡介\_井字遊戲判斷輸贏

```
49  
50     stage = 1;  
51 }  
52 else if(stage >9)  
53 {  
54     SetSign(sign[1]);  
55 }  
56 else if(stage>0&&stage<10)  
57 {  
58     SetSign(sign[stage + 4]);  
59     if (((board[0] == board[1]) && (board[1] == board[2]) && board[0] == turn) ||  
60         ((board[3] == board[4]) && (board[4] == board[5]) && board[3] == turn) ||  
61         ((board[6] == board[7]) && (board[7] == board[8]) && board[6] == turn) ||  
62         ((board[0] == board[3]) && (board[3] == board[6]) && board[0] == turn) ||  
63         ((board[1] == board[4]) && (board[4] == board[7]) && board[1] == turn) ||  
64         ((board[2] == board[5]) && (board[5] == board[8]) && board[2] == turn) ||  
65         ((board[0] == board[4]) && (board[4] == board[8]) && board[0] == turn) ||  
66         ((board[2] == board[4]) && (board[4] == board[6]) && board[2] == turn))  
67     {  
68         is_win = turn;  
69         for (int i = 0; i < 9; i++)  
70         {  
71             O_card[i].enabled = false;  
72             X_card[i].enabled = false;  
73             board[i] = 0;  
74         }  
75         turn = n[Random.Range(0, 2)];  
76     }  
77  
78     if (is_win == 1)  
79     {  
80         SetSign(sign[2]);  
81         stage++;  
82         is_win = 0;  
83     }  
84  
85     else if(is_win == -1)  
86     {  
87         SetSign(sign[3]);  
88         is_win = 0;  
89     }  
90     for (int c = 0; c < 9; c++)  
91     {  
92         if (board[c] == 0) break;  
93         if (c == 8)
```

# Demo

影片連結：<https://youtu.be/96SMtAwDs7o>





# 遊戲破關畫面



謝謝大家觀看～

