# **SCRIPT DESIGN – Monty Hall Probability Game**

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YELLOW TEXT IN PURPLE = INSTRUCTIONS, REMOVE ENTIRELY ONCE FOLLOWED.

BLACK TEXT IN YELLOW = STUFF TO FILL IN, REPLACE WITH ANSWERS/INFO.

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Document overview

The purpose of this document is to show the planning, design, implementation of at least two scripts in a single project. The document is broken up into phases to go through in order.

Project Script Requirements

### Description

This is an experience designed to introduce and engage middle or high school students to a probability topic in Mathematics. It could also be used by anyone with an interest in probability, particularly those that would like to experience the Monty Hall probability scenario in an interactive way.

The game will be like a game show, in First Person. A completed experience would include a host that is interacting/talking with the player and explaining the probability of the scenario.

### Feature & Mechanics List

Generate a bullet list of features and mechanics required for the project. Ensure that you at least cover your core gameplay that you need to generate yourself. Keep descriptions very brief.

* **Moving around/ Movement/Look** - <The player can move and have free look controls, using the input method appropriate for the platform.>
* **Button Select / Change colour** - < Once a player collides with a button, it will change colour to provide feedback that a selection has been made>
* **Button Select / Trigger door to open** - < Once a player has selected a door via a button, the game has one door being opened>
* **Button Select / Reset –** the remaining buttons associated with the remaining closed doors will need to remain selectable, while the button of the opened door will need to be inactive
* **Button deactivate/deactivate button** – needed so a player can’t select multiple buttons
* **Spawn prizes / instantiation of prizes** – needed to show what was behind the door.
* **Host advice / trigger audio** – needed so the host can provide timely information to the player regarding the game

### Key Scripts to Design

* **Script 1** - <Game script that creates and updates the variables needed for the game, including randomly choosing the winning door, tracking the player guess and assigning a door to reveal to the player. This will also control the timing and flow of the game, along with keeping track of round numbers using PlayerPrefs>
* **Script 2** - <Script that changes the colour of the button to green when a player collides with the button>

## Script Design

IN THIS SECTION YOU ARE SHOWING YOU CAN ACTUALLY PLAN A SCRIPT FROM NEEDS, AND PROVIDE EVIDENCE YOU ARE TRYING TO IMPROVE THESE OUTCOMES.

### Script 1 – MontyHallGame / controlling game variables

#### Required Functionality & Outcomes

The script will need to handle the main events of the game, including tracking variables for the scenario and timer implementation. These variables will need to be public so they can be called on by other scripts to create actions.

Variables:

* Winning door (random int 1-3 relating to the 3 doors)
* Player Choice (int: updated on collision with button)
* Door to open (int: chosen by not revealing the players choice, or the winning door)
* Timer (float: to provide time for the host to deliver information to the player after they have made their selection, also so the door isn’t revealed instantaneously)

#### Pseudocode

Declare Variables

Winning door: select random number between 1 and 3

Set player choice to zero.

**If player has made a choice**:

set *door to open* number between 1 and 3, but can’t equal the players choice, or winning door number.

Deactivate all buttons

Start timer

**When timer == 0**

Open door animation plays

Spawn goat at open door

Change player choice button to yellow

Activate remaining door buttons

Record player choice in Swap or Stay variable

**When swap or Stay Variable != 0**

Open winning door

Reveal Sports Car at winning door

If swapOrStay equals playerChoice

If swapOrStay equals winningDoor

Play “you won and stuck to your guns” audio

Else play “You lost but stuck to your choice” audio

If swapOrStay does not equal playerChoice

If swapOrStay equals winningDoor

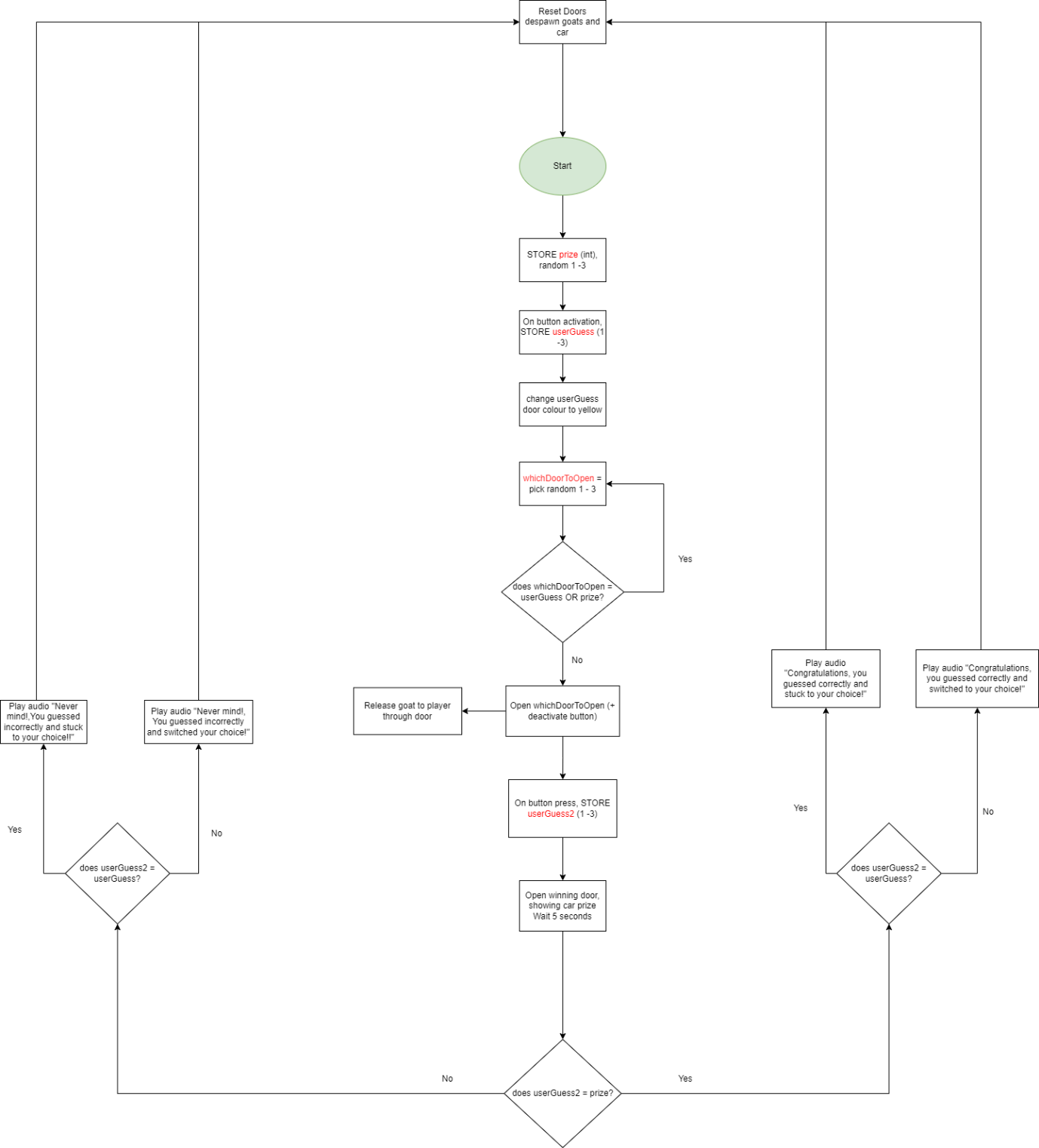
Play “You won by switching your choice!” audio

Else play “You lost by switching your choice!” audio.

Game resets

#### Flowchart

GENERATE AND PASTE THE IMAGE OF THE FLOWCHART HERE.



### 

### Script 1 Plan feedback

#### Pseudocode feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

#### Flowchart feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

### Script 1 Revised Plans

#### Final pseudocode

SHOW THE FINAL PSEUDOCDE HERE.

#### Final flowchart

SHOW THE FINAL PSEUDOCDE HERE.

### Script 2 - <Button1/change colour of button/disable buttons>

\*\*Please note scripting for this is split over the 3 button Scripts (Button1, Button2 and Button3) and MontyHallGame Script (for timing of buttons for colours).

#### Required Functionality & Outcomes

The script will be required to change the colour of a button that has been collided with by the player. There will need to be 2 colours, one representing the players initial choice, and another their final choice.

<State what you need to achieve via scripting. Focus on the goal(s) involved – Your required functionality and outcomes your scripts will need to deliver. Start with a sentence of basic description, then use bullet points to make this as itemised as possible:

* Will need an on-collision method to check if the button has collided with the player
* Will need to change the material colour to the first colour (yellow)
* Check if a certain amount of time has expired
* Check for another collision to turn the button choice to the final colour (green)
* Once final choice made, disable the other button/s

#### Pseudocode

Check if the button has collided with the player

If collided, change the material colour to yellow/orange

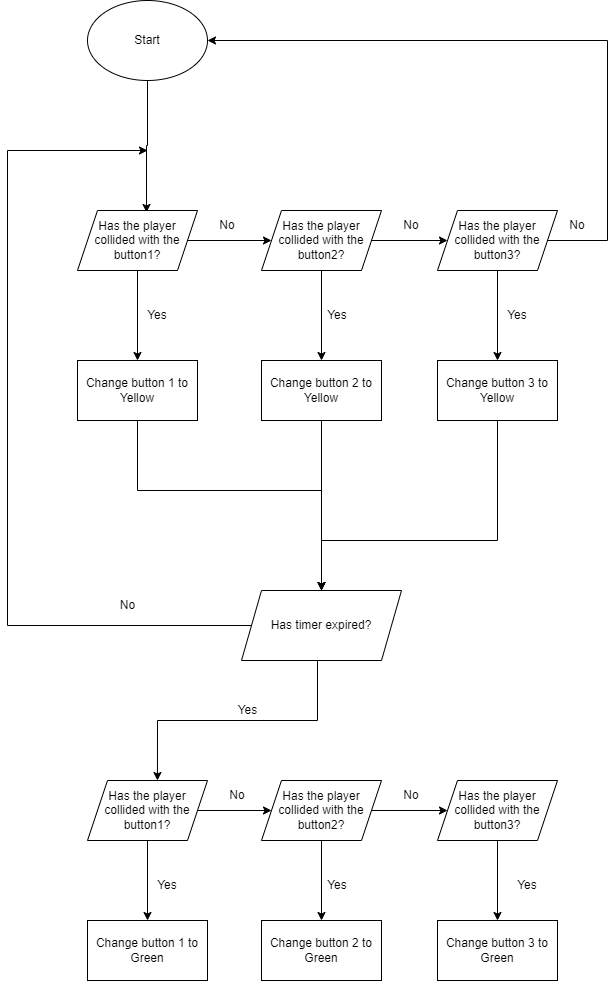
Check to see if timer is <= zero

If collided, change the material colour to Green

Disable other buttons

#### Flowchart

GENERATE AND PASTE THE IMAGE OF THE FLOWCHART HERE.



### Script 2 Plan feedback

#### Pseudocode feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

#### Flowchart feedback notes

* <First note>
* <Second note>
* <Third note>
* <etc>

### Script 2 Revised Plans

#### Final pseudocode

SHOW THE FINAL PSEUDOCDE HERE.

#### Final flowchart

SHOW THE FINAL PSEUDOCDE HERE.

## Script Implementation & Iteration

IN THIS SECTION YOU ARE SHOWING THE OUTCOME OF YOUR ATTEMPTS TO CODE THESE THINGS. SHOW YOUR FIRST WORKING OUTCOME THE

### Script 1 - <Monty Hall Game script/function>

#### Script(s) generated

SHOW THE CODE THAT WAS GENERATED HERE (PASTE ENTIRE CODE OF SCRIPT)– IT NEEDS TO HAVE AT LEAST MOSTLY ACHIEVED THE GOAL. IF THIS IS OVER MULTIPLE SCRIPT FILES IN IMPLEMENTATION, SHOW BOTH AND MAKE SOME BULLET NOTES ON HOW THE SCRIPTS INTERACT.

public class MontyHallGame : MonoBehaviour

{

public int winningDoor;

public int playerChoice;

public int swapOrStay;

public int doorToOpen;

public int expiredTimer = 1;

public int carSpawn = 0;

public int roundNumber = 0;

//public Button Button1;

//public Button Button2;

//public Button Button3;

public DestroyDoor openDoor, spawnCar, doorAnimate;

public GameObject NewCar;

private bool gameRestarting;

private bool carSpawned = false;

public float sceneEndTimer = 5;

public float timer = 400;

public float round2Timer = 2;

public float round3Timer = 5;

// Start is called before the first frame update

void Start()

{

//pick a winning door

winningDoor =

Random.Range(1, 4);

roundNumber = PlayerPrefs.GetInt("Round") + 1;

//Reset game after round 5

if (roundNumber > 4)

{

PlayerPrefs.SetInt("Round", roundNumber = 1);

}

}

//save and load round numbers using PlayerPrefs

public void SaveRound()

{

PlayerPrefs.SetInt("Round", roundNumber = roundNumber++);

}

public void LoadRound()

{

roundNumber = PlayerPrefs.GetInt("Round");

}

// Update is called once per frame

void Update()

{

//pick a door to open, that is not the player choice or the winning door

while(doorToOpen == winningDoor ||doorToOpen == playerChoice)

{

doorToOpen = Random.Range(1, 4);

}

//Once the player has made a choice, start the first timer

if (playerChoice != 0)

{

timer -= Time.deltaTime;

if (timer < 0)

{

timer = 0;

expiredTimer= 0;

Debug.Log("You chose door " + playerChoice);

}

}

if(expiredTimer == 0)

{

//round 2 timer is added to provide instructions and a delay before remaining buttons are reactivated

if (round2Timer > 0)

{

round2Timer -= Time.deltaTime;

if (round2Timer < 0)

{

round2Timer = 0;

}

}

if (round2Timer == 0)

{

if (doorToOpen == 1)

{

//addB2Collider.AddComponent<SphereCollider>();

}

}

}

//add a restart to the scene once timer reaches zero or below and add one to the round number

if (sceneEndTimer > 0 && round3Timer == 0)

{

sceneEndTimer -= Time.deltaTime;

if (sceneEndTimer <= 0)

{

//SceneManager.LoadScene("Playground");

SaveRound();

Application.LoadLevel("Playground");

LoadRound();

Debug.Log("Round number is " + roundNumber);

//roundNumber = PlayerPrefs.GetInt("Round", roundNumber++);

}

}

//Once the player has made their second choice, start a timer to reveal the winning door and prize

if (swapOrStay != 0)

{

round3Timer -= Time.deltaTime;

Debug.Log("Your final choice is door " + swapOrStay);

if (round3Timer < 0)

{

round3Timer = 0;

while (winningDoor == 1 && carSpawned == false)

{

//spawn in the car and open the door

Instantiate(NewCar, spawnCar.spawnPoint1.transform);

doorAnimate.doorDestroy1.GetComponent<Animation>().Play();

carSpawned = true;

}

while (winningDoor == 2 && carSpawned == false)

{

Instantiate(NewCar, spawnCar.spawnPoint2.transform);

doorAnimate.doorDestroy2.GetComponent<Animation>().Play();

carSpawned = true;

}

while (winningDoor == 3 && carSpawned == false)

{

Instantiate(NewCar, spawnCar.spawnPoint3.transform);

doorAnimate.doorDestroy3.GetComponent<Animation>().Play();

carSpawned = true;

}

//Check winning conditions for the probability game and play relevent audio (here as a debug log)

if(swapOrStay == winningDoor)

{

if (playerChoice == swapOrStay)

{

Debug.Log("You chose correctly and stuck to your choice!");

}

else

{

Debug.Log("You chose correctly by changing your mind!");

}

}

else

{

if (playerChoice == swapOrStay)

{

Debug.Log("You didn't win this time and you stuck with your decision");

}

else

{

Debug.Log("You didn't win this time and you changed your choice!");

}

}

}

}

}

}

#### Functionality review

Script functions as desired

#### Implementation feedback notes

AFTER SHOWING THE OUTCOME TO OTHERS, COLLECT FEEDBACK NOTES AND LIST THEM HERE

* <First note>
* <Second note>
* <Third note>
* <etc>

#### Response to feedback notes

START BY LISTING YOUR RESPONSES AND THE REASONING BEHIND THEM. THEN PASTE THE FINAL SCRIPT(S) BELOW.

* <First response (“Did X to achieve Y”)>
* <Second response>
* <etc>

FINAL SCRIPT(S) PASTESD HERE .

### Script 2 - <Button1>

#### Script(s) generated

SHOW THE CODE THAT WAS GENERATED HERE (PASTE ENTIRE CODE OF SCRIPT)– IT NEEDS TO HAVE AT LEAST MOSTLY ACHIEVED THE GOAL. IF THIS IS OVER MULTIPLE SCRIPT FILES IN IMPLEMENTATION, SHOW BOTH AND MAKE SOME BULLET NOTES ON HOW THE SCRIPTS INTERACT.

This script also interacts with the “MontyHallGame” script as

using JetBrains.Annotations;

using System.Collections;

using System.Collections.Generic;

using System.Diagnostics.Contracts;

using UnityEngine;

public class Button1 : MonoBehaviour

{

public MontyHallGame plyrCh, timerCheck,secondChoice,openedDoor;

public Button2 disableButton2;

public Button3 disableButton3;

void OnCollisionEnter(Collision collision)

{

Debug.Log(collision.gameObject.name);

if (collision.gameObject.name == "PlayerCapsule")

{

Debug.Log("Yellow");

if (timerCheck.round2Timer > 0)

{

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

plyrCh.playerChoice = 1;

}

else

{

secondChoice.swapOrStay = 1;

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

//stop the player from selecting another button once final choice is made

disableButton2.GetComponent<SphereCollider>().enabled = false;

disableButton3.GetComponent<SphereCollider>().enabled = false;

}

}

#### Functionality review

The script generally functions as desired.

A shortcoming is that players on their initial choice can change their mind. If they change their mind to another button, the original button remains Yellow, which may be confusing to the player, particularly if they accidentally ran into a different button and changed their choice.

#### Implementation feedback notes

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* <Third note>
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