#5-01ソースコード

MainCtrl.cs

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class MainCtrl : MonoBehaviour {

  enum GAMEMODE {
    TITLE,
    PLAY,
    END
  };

  GAMEMODE nowmode;

  // Use this for initialization
  void Start () {
    nowmode = GAMEMODE.TITLE;
  }

  // Update is called once per frame
  void Update () {
    switch (nowmode) {
      case GAMEMODE.TITLE:
        break;

      case GAMEMODE.PLAY:
        break;

      case GAMEMODE.END:
        break;
    }
  }
}
```