游戏结束：

Code：跟开始场景一致

```csharp
#region 11、游戏结束场景逻辑
1 个引用
static void GameEnd(int w, int h, ref E_SceneType nowSceneType)
{
    Console.ForegroundColor = ConsoleColor.White;
    Console.SetCursorPosition(w / 2 - 4, 8);
    Console.Write("游戏结束");
    ConsoleColor consoleColor;
    int curPos = 1;
    while (true)
    {
        Console.SetCursorPosition(w / 2 - 5, 11);
        consoleColor = curPos == 1 ? ConsoleColor.Red : ConsoleColor.White;
        Console.ForegroundColor = consoleColor;
        Console.Write("回到主菜单");
        Console.SetCursorPosition(w / 2 - 4, 13);
        consoleColor = curPos == 0 ? ConsoleColor.Red : ConsoleColor.White;
        Console.ForegroundColor = consoleColor;
        Console.Write("退出游戏");
        bool isQuit = false;
        switch (Console.ReadKey(true).Key)
        {
            case ConsoleKey.W:
            case ConsoleKey.S:
                curPos ^= 1;
                break;
            case ConsoleKey.J:
                if (curPos == 1)
                {
                    nowSceneType = E_SceneType.Begin;
                    isQuit = true;
                    break;
                }
                else
                {
                    Environment.Exit(0);
                }
                break;
        }
        if (isQuit)
        {
            break;
        }
    }
}
#endregion

5、设置墙体
```