**Android水管工游戏的简单脚本**

Posted on 2013年07月04日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 72 次

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|  |  |
| --- | --- |
| 001 | **using** UnityEngine; |
| 002 | **using** System.Collections; |
| 003 |  |
| 004 | **public** **class** TestGoto : MonoBehaviour { |
| 005 | **public** GUISkin skin; |
| 006 | **float** width; |
| 007 | **float** height; |
| 008 | **public** Texture up; |
| 009 | **public** Texture down; |
| 010 | **public** Texture right; |
| 011 | **public** Texture left; |
| 012 | **public** Texture up\_down; |
| 013 | **public** Texture right\_left; |
| 014 | **int**[] images; |
| 015 | Vector4[] dires; |
| 016 | **int** flag; |
| 017 | **int** step; |
| 018 | **int** coml; |
| 019 | **int** row; |
| 020 | **int** m; |
| 021 | **int** n; |
| 022 | **bool** isend; |
| 023 | **bool** iswin; |
| 024 | **int**[] TF; |
| 025 | **void** Start () { |
| 026 | *//width=80\*(Screen.width/480);* |
| 027 | width=Screen.width\*0.12F; |
| 028 | height=width; |
| 029 | flag=0; |
| 030 | step=0; |
| 031 | row=4; |
| 032 | coml=8; |
| 033 | m=0; |
| 034 | n=0; |
| 035 | iswin=**false**; |
| 036 | images=new **int**[32]; |
| 037 | dires=new Vector4[32]; |
| 038 | TF=new **int**[32]; |
| 039 | **for**(**int** k=0;k<=31;k++){ |
| 040 | flag=Random.Range(1,7); |
| 041 | images[k]=flag; |
| 042 | } |
| 043 |  |
| 044 | *//level 01* |
| 045 | } |
| 046 |  |
| 047 | **void** OnGUI(){ |
| 048 |  |
| 049 | GUI.skin=skin; |
| 050 | GUI.Window(1,new Rect(0,0,Screen.width,Screen.height),ShowWindow,""); |
| 051 |  |
| 052 | **if**(isend){ |
| 053 | WinOrLose(); |
| 054 | } |
| 055 |  |
| 056 | } |
| 057 | **void** ShowWindow(**int** windowID){ |
| 058 | **if**(GUI.Button(new Rect(width\*0.2F,0,width,height),"open")){ |
| 059 | isend=**true**; |
| 060 | } |
| 061 | **for**(**int** j=0;j<row;j++){ |
| 062 | **for**(**int** i=0;i<coml;i++){ |
| 063 | **if**(GUI.Button(new Rect(i\*width+width\*0.2F,(j+1)\*height,width,height),**select**(images[j\*coml+i]))){ |
| 064 | step+=1; |
| 065 | **if**(images[j\*coml+i]<5){ |
| 066 | images[j\*coml+i]+=1; |
| 067 | **if**(images[j\*coml+i]==5){ |
| 068 | images[j\*coml+i]=1; |
| 069 | } |
| 070 | }**else**{ |
| 071 | images[j\*coml+i]+=1; |
| 072 | **if**(images[j\*coml+i]==7){ |
| 073 | images[j\*coml+i]=5; |
| 074 | } |
| 075 | } |
| 076 | } |
| 077 |  |
| 078 | Vector4 dir; |
| 079 | **if**(**select**(images[j\*coml+i])==up){ |
| 080 | dir=new Vector4(1,1,0,0); |
| 081 | }**else** **if**(**select**(images[j\*coml+i])==right){ |
| 082 | dir=new Vector4(0,1,1,0); |
| 083 | }**else** **if**(**select**(images[j\*coml+i])==down){ |
| 084 | dir=new Vector4(0,0,1,1); |
| 085 | }**else** **if**(**select**(images[j\*coml+i])==left){ |
| 086 | dir=new Vector4(1,0,0,1); |
| 087 | }**else** **if**(**select**(images[j\*coml+i])==up\_down){ |
| 088 | dir=new Vector4(1,0,1,0); |
| 089 | }**else**{ |
| 090 | dir=new Vector4(0,1,0,1); |
| 091 | } |
| 092 | dires[j\*coml+i]=dir; |
| 093 | *//print(j\*coml+i+":"+dires[j\*coml+i]);* |
| 094 | } |
| 095 | } |
| 096 | } |
| 097 | Texture **select**(**int** n){ |
| 098 | Texture image=new Texture(); |
| 099 | **switch**(n){ |
| 100 | **case** 1: |
| 101 | image=up; |
| 102 | **break**; |
| 103 | **case** 2: |
| 104 | image=right; |
| 105 | **break**; |
| 106 | **case** 3: |
| 107 | image=down; |
| 108 | **break**; |
| 109 | **case** 4: |
| 110 | image=left; |
| 111 | **break**; |
| 112 | **case** 5: |
| 113 | image=up\_down; |
| 114 | **break**; |
| 115 | **case** 6: |
| 116 | image=right\_left; |
| 117 | **break**; |
| 118 | } |
| 119 | **return** image; |
| 120 | } |
| 121 | *//判断输赢* |
| 122 | **void** WinOrLose(){ |
| 123 | **switch**(images[n\*coml+m]){ |
| 124 | *//第一种类型的图片,向上+向右* |
| 125 | *// if(dires[n\*coml+m].x==1&&dires[n\*coml+m].y==1){* |
| 126 | **case** 1: |
| 127 | **if**(n==0){ |
| 128 | **if**(m==0){ |
| 129 | TF[n\*coml+m]=1; |
| 130 | m++; |
| 131 | } |
| 132 | } *//Unity3D教程手册：www.unitymanual.com* |
| 133 | **else**{ |
| 134 | **if**(m<(coml-1)){ |
| 135 | **if**(dires[(n-1)\*coml+m].z==1&&dires[n\*coml+(m+1)].w==1){ |
| 136 | TF[n\*coml+m]=1; |
| 137 | **if**(TF[(n-1)\*coml+m]==1){ |
| 138 | m++; |
| 139 | } |
| 140 | **if**(TF[n\*coml+(m+1)]==1){ |
| 141 | n--; |
| 142 | } |
| 143 | } |
| 144 | } |
| 145 | } |
| 146 |  |
| 147 | **break**; |
| 148 | *//第二种类型的图片 向上+向下* |
| 149 | *// if(dires[n\*coml+m].x==1&&dires[n\*coml+m].z==1){* |
| 150 | **case** 5: |
| 151 | **if**(n==0){ |
| 152 | **if**(m==0){ |
| 153 | TF[n\*coml+m]=1; |
| 154 | n++; |
| 155 | } |
| 156 | } |
| 157 | **else** **if**(n>0&&n<(row-1)){ |
| 158 | **if**(dires[(n-1)\*coml+m].z==1&&dires[(n+1)\*coml+m].x==1){ |
| 159 | TF[n\*coml+m]=1; |
| 160 | **if**(TF[(n-1)\*coml+m]==1){ |
| 161 | n++; |
| 162 | } |
| 163 | **if**(TF[(n+1)\*coml+m]==1){ |
| 164 | n--; |
| 165 | } |
| 166 | } |
| 167 | } |
| 168 | **else**{ |
| 169 | **if**(m==(coml-1)){ |
| 170 | print("1:win!!!"); |
| 171 | iswin=**true**; |
| 172 | } |
| 173 | } *//Unity3D教程手册：www.unitymanual.com* |
| 174 | **break**; |
| 175 | *//第三种类型的图片 向上+向左* |
| 176 | *// if(dires[n\*coml+m].x==1&&dires[n\*coml+m].w==1){* |
| 177 | **case** 4: |
| 178 | **if**(n>0&&m>0){ |
| 179 | **if**(dires[(n-1)\*coml+m].z==1&&dires[n\*coml+(m-1)].w==1){ |
| 180 | TF[n\*coml+m]=1; |
| 181 | **if**(TF[(n-1)\*coml+m]==1){ |
| 182 | m--; |
| 183 | } |
| 184 | **if**(TF[n\*coml+(m-1)]==1){ |
| 185 | n--; |
| 186 | } |
| 187 | } |
| 188 | } |
| 189 | **break**; |
| 190 | *//第四种类型的图片 向右+向下* |
| 191 | *// if(dires[n\*coml+m].y==1&&dires[n\*coml+m].z==1){* |
| 192 | **case** 2: |
| 193 | **if**(n<(row-1)&&m<(coml-1)){ |
| 194 | **if**(dires[(n+1)\*coml+m].x==1&&dires[n\*coml+(m+1)].w==1){ |
| 195 | TF[n\*coml+m]=1; |
| 196 | **if**(TF[(n+1)\*coml+m]==1){ |
| 197 | m++; |
| 198 | } |
| 199 | **if**(TF[n\*coml+(m+1)]==1){ |
| 200 | n++; |
| 201 | } |
| 202 | } |
| 203 | } |
| 204 |  |
| 205 | **break**; |
| 206 | *//第五种类型的图片 向右+向左* |
| 207 | *// if(dires[n\*coml+m].y==1&&dires[n\*coml+m].w==1){* |
| 208 | **case** 6: |
| 209 | **if**(m>0&&m<(coml-1)){ |
| 210 | **if**(dires[n\*coml+(m-1)].y==1&&dires[n\*coml+(m+1)].w==1){ |
| 211 | TF[n\*coml+m]=1; |
| 212 | **if**(TF[n\*coml+(m-1)]==1){ |
| 213 | m++; |
| 214 | } |
| 215 | **if**(TF[n\*coml+(m+1)]==1){ |
| 216 | m--; |
| 217 | } |
| 218 | } |
| 219 | } |
| 220 | *//Unity3D教程手册：www.unitymanual.com* |
| 221 | **break**; |
| 222 | *//第六种类型的图片 向下+向左* |
| 223 | *//if(dires[n\*coml+m].z==1&&dires[n\*coml+m].w==1){* |
| 224 | **case** 3: |
| 225 | **if**(n==(row-1)&&m==(coml-1)){ |
| 226 | print("2:win!!!"); |
| 227 | iswin=**true**; |
| 228 | } |
| 229 | **if**(m>0&&n<(row-1)){ |
| 230 | **if**(dires[n\*coml+(m-1)].y==1&&dires[(n+1)\*coml+m].x==1){ |
| 231 | TF[n\*coml+m]=1; |
| 232 | **if**(TF[n\*coml+(m-1)]==1){ |
| 233 | n++; |
| 234 | } |
| 235 | **if**(TF[(n+1)\*coml+m]==1){ |
| 236 | m--; |
| 237 | } |
| 238 | } |
| 239 | } |
| 240 |  |
| 241 | **break**; |
| 242 | } |
| 243 |  |
| 244 | **if**(iswin){ |
| 245 | print("i win dlnuchunge"); |
| 246 | } |
| 247 | print("n:"+n+"--m:"+m); |
| 248 |  |
| 249 | **for**(**int** a=0;a<32;a++){ |
| 250 | print(a+":"+TF[a]); |
| 251 | } |
| 252 | } |
| 253 |  |
| 254 | } |
| 255 |  |