

[class Element: Prototype: 21.02.17]

[Initial Plan]

1. switch sprites by player's input (elementID)

[Problems & Solutions]

1. maybe simplify methods to switch sprites
2. How to switch – using bool enabled of sprite objs already placed rather than calling sprite files each time
3. OnMouseDown – Trigger collider! – why i forgot this basic.. TT

[class Element: for the symbols to tap]

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

public class Element : MonoBehaviour {
    public int elementID;

    public static int firstEle;
    public static int secondEle;
    public static int thirdEle;
    public static int eleCount;

    void Start () {
        firstEle = 7;
        secondEle = 7;
        thirdEle = 7;
        eleCount = 0;
    }

    void Update () {

    }

    void OnMouseDown(){
        if (eleCount == 0) {
            firstEle = this.elementID;
            GameObject.Find("Ele1").GetComponent<Symbol>().spriteID = firstEle;
            eleCount = eleCount + 1;
        } else if (eleCount == 1 && this.elementID !=
firstEle) {
            secondEle = this.elementID;
            GameObject.Find("Ele2").GetComponent<Symbol>().spriteID = secondEle;
            eleCount = eleCount + 1;
        } else if (eleCount == 2 && this.elementID !=
firstEle && this.elementID != secondEle) {
            thirdEle = this.elementID;
            GameObject.Find("Ele3").GetComponent<Symbol>().spriteID = thirdEle;
```

```

        eleCount = eleCount + 1;
    }
}

```

[class Symbol: for the places to show input]

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Symbol : MonoBehaviour {

    public int id;
    public int spriteID;

    private int si;
    private string sn;

    private GameObject[] go;

    void Start () {
        spriteID = 7;
    }

    void Update () {
        if (this.spriteID <= 6) {
            si = (this.id * 10) + this.spriteID;
            sn = si.ToString ();
            GameObject.Find
(sn).GetComponent<SpriteRenderer>().enabled = true;
            this.spriteID = 8; // only to avoid
calling Update
        } else if (this.spriteID == 7) {
            sn = "sym" + this.id.ToString ();
            go =
GameObject.FindGameObjectsWithTag(sn);

            foreach (GameObject g in go) {

g.GetComponent<SpriteRenderer>().enabled = false;
            }

            this.spriteID = 8;
        }
    }
}

```

[next to do]

1. casting func
2. battle object