

[Tutorial Scene Prototype: 11.04.17]

[Things to do]

1. Narrative03 -> Puzzle Scenes -> Narrative04
2. Create Puzzle scene with refined Puzzle class based on Battle class

[Problems]

nothing :)

[Next to do]

1. Finish all the puzzles and complete the tutorial scene

[Code: Puzzle class]

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

public class Puzzle : MonoBehaviour {
    public int key01;
    public int key02;
    public int key03;
    public string whatToDo;
    public string helper;
    public string correct;
    public string incorrect;

    public string nextScene;

    private GameObject book;
    private GameObject pui;
    private Text pt;

    private int phase;

    private int a;
    private int b;
    private int c;
    private int amberInput;

    void Start () {
        phase = 0;
        book = GameObject.Find ("Book");
        pui = GameObject.Find ("PuzzleUI");
        pt = GameObject.Find ("PT").GetComponent<Text>();
    }

    void Text (string txt) {
        book.SetActive (false);
        pui.SetActive (true);
        pt.text = txt;
    }
}
```

```

    }

    void Update () {
        if (phase == 0) {
            Text (whatToDo);
            phase = 1;
        } else if (phase == 2 && GameControl.casting ==
true){

            a = GameControl.circle [0];
            b = GameControl.circle [1];
            c = GameControl.circle [2];
            Debug.Log (a.ToString() + b.ToString() +
c.ToString());

            amberInput = a * 100 + b * 10 + c;

            GameControl.circle = new int[] { 7, 7,
7 };

            GameControl.casting = false;

            if (amberInput == key01 || amberInput ==
key02 || amberInput == key03) {
                //effects?
                Text ("" + helper + ":\n" +
correct);

                phase = 3;
            } else {
                //effects?
                Text ("" + helper + ":\n" +
incorrect);

                phase = 4;
            }
        }
    }

    void OnMouseDown (){
        if (phase == 1) {
            book.SetActive (true);
            pui.SetActive (false);
            phase = 2;
        } else if (phase == 3) {
            SceneManager.LoadScene (nextScene,
LoadSceneMode.Single);
        } else if (phase == 4) {
            phase = 0;
        }
    }
}

```