Protect1.cs

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

public class Protect1 : MonoBehaviour
{
    private int hp;
    private int mp;
    private int attack;
    private int defence;
    private int keyword;

    public void ButtonWrite()
    {
        //データを設定
        hp = 100;
        mp = 10;
        attack = 20;
        defence = 15;
        keyword = 123456789;

        //書き込み
        PlayerPrefs.SetInt("HP",hp);
        PlayerPrefs.SetInt("MP",mp);
        PlayerPrefs.SetInt("ATTACK",attack);
        PlayerPrefs.SetInt("DEFENCE",defence);
        PlayerPrefs.SetInt("KEYWORD",keyword);

        Debug.Log("書き込み完了");
    }

    public void ButtonDebug()
    {
```

```csharp
34        //キーワードだけ、正常値ではない値にする
35        keyword = 0;
36        PlayerPrefs.SetInt("KEYWORD",keyword);
37
38        Debug.Log("デバッグ完了");
39    }
40
41    public void ButtonRead()
42    {
43        //キーワードだけ読み出し
44        int keywordValue = PlayerPrefs.GetInt("KEYWORD", 0);
45
46        //キーワードが設定されているか確認
47        if (keywordValue == 123456789)
48        {
49            //データを読み込む
50            hp = PlayerPrefs.GetInt("HP", 1);
51            mp = PlayerPrefs.GetInt("MP", 1);
52            attack = PlayerPrefs.GetInt("ATTACK", 1);
53            defence = PlayerPrefs.GetInt("DEFENCE", 1);
54        }
55        else
56        {
57            //初期値設定
58            hp = 1;
59            mp = 1;
60            attack = 1;
61            defence = 1;
62            keyword = 123456789;
63
64            //書き込み
65            PlayerPrefs.SetInt("HP",hp);
66            PlayerPrefs.SetInt("MP",mp);
67            PlayerPrefs.SetInt("ATTACK",attack);
68            PlayerPrefs.SetInt("DEFENCE",defence);
```

```
69          PlayerPrefs.SetInt("KEYWORD",keyword);
70      }
71
72      Debug.Log("HP:" + hp);
73      Debug.Log("MP:" + mp);
74      Debug.Log("ATTACK:" + attack);
75      Debug.Log("DEFENCE:" + defence);
76      Debug.Log("KEYWORD:" + keyword);
77  }
78 }
79
```

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

public class Protect2 : MonoBehaviour
{
    private int hp;
    private int mp;
    private int attack;
     private int defence;

    public void ButtonWrite()
    {
        //データを設定
        hp = 100;
        mp = 10;
        attack = 20;
        defence = 15;

        //書き込み
        PlayerPrefs.SetInt("HP_A",hp);
        PlayerPrefs.SetInt("MP_A",mp);
        PlayerPrefs.SetInt("ATTACK_A",attack);
        PlayerPrefs.SetInt("DEFENCE_A",defence);
        PlayerPrefs.SetInt("HP_B",hp);
        PlayerPrefs.SetInt("MP_B",mp);
        PlayerPrefs.SetInt("ATTACK_B",attack);
        PlayerPrefs.SetInt("DEFENCE_B",defence);
    }

    public void ButtonDebug()
    {
        //データを設定
```

```csharp
        hp = 1;
        mp = 1;
        attack = 1;
        defence = 1;

        //書き込み(片方のみ)
        PlayerPrefs.SetInt("HP_A",hp);
        PlayerPrefs.SetInt("MP_A",mp);
        PlayerPrefs.SetInt("ATTACK_A",attack);
        PlayerPrefs.SetInt("DEFENCE_A",defence);

        Debug.Log("デバッグ完了");
    }

    public void ButtonRead()
    {
        int tempA;
        int tempB;

        //読み出し
        tempA = PlayerPrefs.GetInt("HP_A", 1);
        tempB = PlayerPrefs.GetInt("HP_B", 0);
        //比較
        if (tempA == tempB)
        {
            hp = tempA;
        }
        else
        {
            hp = 1;
        }

        //読み出し
        tempA = PlayerPrefs.GetInt("MP_A", 1);
        tempB = PlayerPrefs.GetInt("MP_B", 0);
```

```csharp
        //比較
        if (tempA == tempB)
        {
            mp = tempA;
        }
        else
        {
            mp = 1;
        }

        //読み出し
        tempA = PlayerPrefs.GetInt("ATTACK_A", 1);
        tempB = PlayerPrefs.GetInt("ATTACK_B", 0);
        //比較
        if (tempA == tempB)
        {
            attack = tempA;
        }
        else
        {
            attack = 1;
        }

        //読み出し
        tempA = PlayerPrefs.GetInt("DEFENCE_A", 1);
        tempB = PlayerPrefs.GetInt("DEFENCE_B", 0);
        //比較
        if (tempA == tempB)
        {
            defence = tempA;
        }
        else
        {
            defence = 1;
        }
```

```
104
105        Debug.Log("HP:" + hp);
106        Debug.Log("MP:" + mp);
107        Debug.Log("ATTACK:" + attack);
108        Debug.Log("DEFENCE:" + defence);
109    }
110 }
111
```

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

public class Protect3 : MonoBehaviour
{
    private int hp;
    private int mp;
    private int attack;
    private int defence;
    private int checksum;

    public void ButtonWrite()
    {
        //データを設定
        hp = 100;
        mp = 10;
        attack = 20;
        defence = 15;

        //書き込み(ここも作成お願いします)
        //checksumの変数を使って、同じタイミングで書き込んでみてください
        checksum = hp + mp + attack + defence;

        //書き込み
        PlayerPrefs.SetInt("HP",hp);
        PlayerPrefs.SetInt("MP",mp);
        PlayerPrefs.SetInt("ATTACK",attack);
        PlayerPrefs.SetInt("DEFENCE",defence);
        PlayerPrefs.SetInt("SUM",checksum);
    }

    public void ButtonDebug()
```

```csharp
34      {
35          //チェックサムだけ、正常値ではない値にする
36          checksum = 0;
37          PlayerPrefs.SetInt("SUM",checksum);
38
39          Debug.Log("デバッグ完了");
40      }
41
42      public void ButtonRead()
43      {
44          //キーワードだけ読み出し
45          int readSum = PlayerPrefs.GetInt("SUM", 0);
46          int tempHp = PlayerPrefs.GetInt("HP", 1);
47          int tempMp = PlayerPrefs.GetInt("MP", 1);
48          int tempAttack = PlayerPrefs.GetInt("ATTACK", 1);
49          int tempDefence = PlayerPrefs.GetInt("DEFENCE", 1);
50          int calcSum = tempHp + tempMp + tempAttack + tempDefence;
51
52          //キーワードが設定されているか確認
53          if (readSum == calcSum)
54          {
55              //データを読み込む
56              hp = tempHp;
57              mp = tempMp;
58              attack = tempAttack;
59              defence = tempDefence;
60          }
61          else
62          {
63              //初期値設定
64              hp = 1;
65              mp = 1;
66              attack = 1;
67              defence = 1;
68              checksum = hp + mp + attack + defence;
```

```
          //書き込み
          PlayerPrefs.SetInt("HP",hp);
          PlayerPrefs.SetInt("MP",mp);
          PlayerPrefs.SetInt("ATTACK",attack);
          PlayerPrefs.SetInt("DEFENCE",defence);
          PlayerPrefs.SetInt("SUM",checksum);
      }

      Debug.Log("HP:" + hp);
      Debug.Log("MP:" + mp);
      Debug.Log("ATTACK:" + attack);
      Debug.Log("DEFENCE:" + defence);
   }
}
```