

## Protect1.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Protect1 : MonoBehaviour
6 {
7     private int hp;
8     private int mp;
9     private int attack;
10    private int defence;
11    private int keyword;
12
13    public void ButtonWrite()
14    {
15        //データを設定
16        hp = 100;
17        mp = 10;
18        attack = 20;
19        defence = 15;
20        keyword = 123456789;
21
22        //書き込み
23        PlayerPrefs.SetInt("HP",hp);
24        PlayerPrefs.SetInt("MP",mp);
25        PlayerPrefs.SetInt("ATTACK",attack);
26        PlayerPrefs.SetInt("DEFENCE",defence);
27        PlayerPrefs.SetInt("KEYWORD",keyword);
28
29        Debug.Log("書き込み完了");
30    }
31
32    public void ButtonDebug()
33    {
```

```
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
```

## Protect2.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Protect2 : MonoBehaviour
6 {
7     private int hp;
8     private int mp;
9     private int attack;
10    private int defence;
11
12    public void ButtonWrite()
13    {
14        //データを設定
15        hp = 100;
16        mp = 10;
17        attack = 20;
18        defence = 15;
19
20        //書き込み
21        PlayerPrefs.SetInt("HP_A",hp);
22        PlayerPrefs.SetInt("MP_A",mp);
23        PlayerPrefs.SetInt("ATTACK_A",attack);
24        PlayerPrefs.SetInt("DEFENCE_A",defence);
25        PlayerPrefs.SetInt("HP_B",hp);
26        PlayerPrefs.SetInt("MP_B",mp);
27        PlayerPrefs.SetInt("ATTACK_B",attack);
28        PlayerPrefs.SetInt("DEFENCE_B",defence);
29    }
30
31    public void ButtonDebug()
32    {
33        //データを設定
```

```
34     hp = 1;
35     mp = 1;
36     attack = 1;
37     defence = 1;
38
39     //書き込み(片方のみ)
40     PlayerPrefs.SetInt("HP_A",hp);
41     PlayerPrefs.SetInt("MP_A",mp);
42     PlayerPrefs.SetInt("ATTACK_A",attack);
43     PlayerPrefs.SetInt("DEFENCE_A",defence);
44
45     Debug.Log("デバッグ完了");
46 }
47
48 public void ButtonRead()
49 {
50     int tempA;
51     int tempB;
52
53     //読み出し
54     tempA = PlayerPrefs.GetInt("HP_A", 1);
55     tempB = PlayerPrefs.GetInt("HP_B", 0);
56     //比較
57     if (tempA == tempB)
58     {
59         hp = tempA;
60     }
61     else
62     {
63         hp = 1;
64     }
65
66     //読み出し
67     tempA = PlayerPrefs.GetInt("MP_A", 1);
68     tempB = PlayerPrefs.GetInt("MP_B", 0);
```

```
69 //比較
70 if (tempA == tempB)
71 {
72     mp = tempA;
73 }
74 else
75 {
76     mp = 1;
77 }
78
79 //読み出し
80 tempA = PlayerPrefs.GetInt("ATTACK_A", 1);
81 tempB = PlayerPrefs.GetInt("ATTACK_B", 0);
82 //比較
83 if (tempA == tempB)
84 {
85     attack = tempA;
86 }
87 else
88 {
89     attack = 1;
90 }
91
92 //読み出し
93 tempA = PlayerPrefs.GetInt("DEFENCE_A", 1);
94 tempB = PlayerPrefs.GetInt("DEFENCE_B", 0);
95 //比較
96 if (tempA == tempB)
97 {
98     defence = tempA;
99 }
100 else
101 {
102     defence = 1;
103 }
```

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

## Protect3.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Protect3 : MonoBehaviour
6 {
7     private int hp;
8     private int mp;
9     private int attack;
10    private int defence;
11    private int checksum;
12
13    public void ButtonWrite()
14    {
15        //データを設定
16        hp = 100;
17        mp = 10;
18        attack = 20;
19        defence = 15;
20
21        //書き込み(ここも作成お願いします)
22        //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
23        checksum = hp + mp + attack + defence;
24
25        //書き込み
26        PlayerPrefs.SetInt("HP",hp);
27        PlayerPrefs.SetInt("MP",mp);
28        PlayerPrefs.SetInt("ATTACK",attack);
29        PlayerPrefs.SetInt("DEFENCE",defence);
30        PlayerPrefs.SetInt("SUM",checksum);
31    }
32
33    public void ButtonDebug()
```

```
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;
```

```
69
70     //書き込み
71     PlayerPrefs.SetInt("HP",hp);
72     PlayerPrefs.SetInt("MP",mp);
73     PlayerPrefs.SetInt("ATTACK",attack);
74     PlayerPrefs.SetInt("DEFENCE",defence);
75     PlayerPrefs.SetInt("SUM",checksum);
76 }
77
78     Debug.Log("HP:" + hp);
79     Debug.Log("MP:" + mp);
80     Debug.Log("ATTACK:" + attack);
81     Debug.Log("DEFENCE:" + defence);
82 }
83 }
84
```