

## ScenesManager.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class ScenesManager : MonoBehaviour
7 {
8     public void ToGameScene()
9     {
10         SceneManager.LoadScene("Game");
11     }
12
13     public void ToTitleScene()
14     {
15         SceneManager.LoadScene("Title");
16     }
17
18     public void EndGame()
19     {
20 #if UNITY_EDITOR
21     UnityEditor.EditorApplication.isPlaying = false;
22 #else
23     Application.Quit();
24 #endif
25     }
26 }
27
```

## Typing.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using TMPro;
5
6 public class Typing : MonoBehaviour
7 {
8     [SerializeField] private TextMeshProUGUI TypingText;
9     [SerializeField] private TextMeshProUGUI PointText;
10    [SerializeField] private TextMeshProUGUI TimeText;
11    [SerializeField] private GameObject btnBack;
12    [SerializeField] private float gameTime;
13    private Dictionary<int, string> dic;
14    private int randomWord;
15    private int point;
16    private PlayfabData playfabData;
17    private float Countdown;
18
19    private enum State
20    {
21        Countdown,
22        Ready,
23        Start,
24        TimeUp
25    };
26    State PlayState;
27
28    // Start is called before the first frame update
29    void Start()
30    {
31        int k = 0;
32
33        //カウントダウン設定
34        Countdown = 2.0f;
35        PlayState = State.CountDown;
36
37        //Playfab取得
38        playfabData = GetComponent<PlayfabData>();
39
40        //ディクショナリー登録
41        dic = new Dictionary<int, string>();
42        for (char i = 'a'; i <= 'z'; i++)
43        {
44            dic.Add(k, i.ToString());
45            k++;
46        }
47
48        //ポイントと時間
49        PointText.text = "Point : " + point.ToString();
50        TimeText.text = gameTime.ToString("F0");
51
```

```

52 //タイトルボタンは消す
53 btnBack.SetActive(false);
54 }
55
56 // Update is called once per frame
57 void Update()
58 {
59     float canvasTimer;
60
61     switch(PlayState)
62     {
63     case State.CountDown:
64         //カウントダウン
65         if(CountDown > 0f)
66         {
67             CountDown -= Time.deltaTime;
68             canvasTimer = CountDown + 1.0f;
69
70             TypingText.text = canvasTimer.ToString("F0");
71         }
72     else
73     {
74         PlayState = State.Ready;
75     }
76     break;
77
78     case State.Ready:
79         CreateQuestion();
80         PlayState = State.Start;
81         break;
82
83     case State.Start:
84         //タイムアップ判定
85         if(GameTime > 0)
86         {
87             //時間更新
88             GameTime -= Time.deltaTime;
89             TimeText.text = GameTime.ToString("F0");
90
91             //正解のキーが押されたら問題更新
92             if (Input.GetKeyDown(dic[randomWord]))
93             {
94                 CreateQuestion();
95                 point++;
96                 PointText.text = "Point : " + point.ToString();
97             }
98         }
99     else
100     {
101         //リーダーボード更新処理
102         playfabData.UpdateLeaderBoard("MaxPoint", point);
103         //ステータス更新処理
104         playfabData.UpdatePlayfabData("Point", point);
105
106         PlayState = State.TimeUp;

```

```
107         }
108         break;
109
110         case State.TimeUp:
111             TypingText.text = "";
112             TimeText.text = "0";
113             btnBack.SetActive(true);
114             break;
115     }
116 }
117
118 private void CreateQuestion()
119 {
120     //問題を交える
121     randomWord = Random.Range(0, 26);
122     TypingText.text = dic[randomWord].ToUpper();
123 }
124 }
125
```

## Ranking.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using PlayFab;
5 using PlayFab.ClientModels;
6 using TMPro;
7
8 public class Ranking : MonoBehaviour
9 {
10     [SerializeField] private TextMeshProUGUI rankText;
11     private int pushZKey;
12     private PlayfabData playfabData;
13
14     // Start is called before the first frame update
15     void Start()
16     {
17         pushZKey = 0;
18         playfabData = FindObjectOfType<PlayfabData>();
19         playfabData.ReadLeaderboard("MaxPoint", 0, 100);
20     }
21
22     // Update is called once per frame
23     void Update()
24     {
25         if(Input.GetKeyDown(KeyCode.Z))
26         {
27             pushZKey++;
28
29             if(pushZKey == 3)
30             {
31                 ReadRanking();
32             }
33         }
34     }
35
36     private void ReadRanking()
37     {
38         rankText.text = "Name:" + PlayerPrefs.GetString("customID") + "\n";
39         rankText.text += "-----\n\n";
40         for(int i = 0; i < playfabData.readLeaderboardData.Leaders.Count; i++)
41         {
42             rankText.text += playfabData.readLeaderboardData.Leaders[i].DisplayName;
43             rankText.text += ":" + playfabData.readLeaderboardData.Leaders[i].StatValue;
44             rankText.text += "\n";
45         }
46     }
47 }
48
```