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using UnityEngine;
using UnityEngine.UI;
using System.Collections;

public class TextController : MonoBehaviour {

    public Text text;

    private enum States {
        cell, mirror, sheets_0, lock_0, cell_mirror, sheets_1, lock_1, corridor_0, stairs_0, stairs_1,
        stairs_2, courtyard, floor, corridor_1, corridor_2, corridor_3, closet_door, in_closet
    };
    private States myState;

    // Use this for initialization
    void Start () {
        myState = States.cell;
    }

    // Update is called once per frame
    void Update () {
        print (myState);
        if (myState == States.cell) {cell();}
        else if (myState == States.sheets_0) {sheets_0();}
        else if (myState == States.sheets_1) {sheets_1();}
        else if (myState == States.lock_0) {lock_0();}
        else if (myState == States.lock_1) {lock_1();}
        else if (myState == States.mirror) {mirror();}
        else if (myState == States.cell_mirror) {cell_mirror();}
        else if (myState == States.corridor_0) {corridor_0();}
        else if (myState == States.stairs_0) {stairs_0();}
        else if (myState == States.stairs_1) {stairs_1();}
        else if (myState == States.stairs_2) {stairs_2();}
        else if (myState == States.courtyard) {courtyard();}
        else if (myState == States.floor) {floor();}
        else if (myState == States.corridor_1) {corridor_1();}
        else if (myState == States.corridor_2) {corridor_2();}
        else if (myState == States.corridor_3) {corridor_3();}
        else if (myState == States.closet_door) {closet_door();}
        else if (myState == States.in_closet) {in_closet();}
    }

    void in_closet() {
        text.text = "Inside the closet you see a cleaner's uniform that looks about your size! " +
            "Seems like your day is looking-up.\n\n" +
            "Press D to Dress up, or R to Return to the corridor";
        if (Input.GetKeyDown(KeyCode.R)) {myState = States.corridor_2;}
        else if (Input.GetKeyDown(KeyCode.D)) {myState = States.corridor_3;}
    }

    void closet_door() {
        text.text = "You are looking at a closet door, unfortunately it's locked. " +
            "Maybe you could find something around to help encourage it open?\n\n" +
            "Press R to Return to the corridor";
        if (Input.GetKeyDown(KeyCode.R)) {myState = States.corridor_0;}
    }
}
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void corridor_3() {
    text.text = "You're standing back in the corridor, now convincingly dressed as a cleaner. " +
        "You strongly consider the run for freedom.\n\n" +
        "Press S to take the Stairs, or U to Undress";
    if (Input.GetKeyDown(KeyCode.S)) {myState = States.courtyard;}
    else if (Input.GetKeyDown(KeyCode.U)) {myState = States.in_closet;}
}

void corridor_2() {
    text.text = "Back in the corridor, having declined to dress-up as a cleaner.\n\n" +
        "Press C to revisit the Closet, and S to climb the stairs";
    if (Input.GetKeyDown(KeyCode.C)) {myState = States.in_closet;}
    else if (Input.GetKeyDown(KeyCode.S)) {myState = States.stairs_2;}
}

void corridor_1() {
    text.text = "Still in the corridor. Floor still dirty. Hairclip in hand. " +
        "Now what? You wonder if that lock on the closet would succumb to " +
        "to some lock-picking?\n\n" +
        "P to Pick the lock, and S to climb the stairs";
    if (Input.GetKeyDown(KeyCode.P)) {myState = States.in_closet;}
    else if (Input.GetKeyDown(KeyCode.S)) {myState = States.stairs_1;}
}

void floor () {
    text.text = "Rummaging around on the dirty floor, you find a hairclip.\n\n" +
        "Press R to Return to the standing, or H to take the Hairclip." ;
    if (Input.GetKeyDown(KeyCode.R)) {myState = States.corridor_0;}
    else if (Input.GetKeyDown(KeyCode.H)) {myState = States.corridor_1;}
}

void courtyard () {
    text.text = "You walk through the courtyard dressed as a cleaner. " +
        "The guard tips his hat at you as you waltz past, claiming " +
        "your freedom. Your heart races as you walk into the sunset.\n\n" +
        "Press P to Play again." ;
    if (Input.GetKeyDown(KeyCode.P)) {myState = States.cell;}
}

void stairs_0 () {
    text.text = "You start walking up the stairs towards the outside light. " +
        "You realise it's not break time, and you'll be caught immediately. " +
        "You slither back down the stairs and reconsider.\n\n" +
        "Press R to Return to the corridor." ;
    if (Input.GetKeyDown(KeyCode.R)) {myState = States.corridor_0;}
}

void stairs_1 () {
    text.text = "Unfortunately weilding a puny hairclip hasn't given you the " +
        "confidence to walk out into a courtyard surrounded by armed guards!\n\n" +
        "Press R to Retreat down the stairs" ;
    if (Input.GetKeyDown(KeyCode.R)) {myState = States.corridor_1;}
}

void stairs_2() {
    text.text = "You feel smug for picking the closet door open, and are still armed with " +
        "a hairclip (now badly bent). Even these achievements together don't give " +
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        "you the courage to climb up the staris to your death!\n\n" +
        "Press R to Return to the corridor";
    if (Input.GetKeyDown(KeyCode.R))        {myState = States.corridor_2;}
}

void cell () {
    text.text = "You are in a prison cell, and you want to escape. There are " +
        "some dirty sheets on the bed, a mirror on the wall, and the door " +
        "is locked from the outside.\n\n" +
        "Press S to view Sheets, M to view Mirror and L to view Lock" ;
    if      (Input.GetKeyDown(KeyCode.S)) {myState = States.sheets_0;}
    else if (Input.GetKeyDown(KeyCode.M)) {myState = States.mirror;}
    else if (Input.GetKeyDown(KeyCode.L)) {myState = States.lock_0;}
}

void mirror() {
    text.text = "The dirty old mirror on the wall seems loose.\n\n" +
        "Press T to Take the mirror, or R to Return to cell" ;
    if      (Input.GetKeyDown(KeyCode.T)) {myState = States.cell_mirror;}
    else if (Input.GetKeyDown(KeyCode.R)) {myState = States.cell;}
}

void cell_mirror() {
    text.text = "You are still in your cell, and you STILL want to escape! There are " +
        "some dirty sheets on the bed, a mark where the mirror was, " +
        "and that pesky door is still there, and firmly locked!\n\n" +
        "Press S to view Sheets, or L to view Lock" ;
    if      (Input.GetKeyDown(KeyCode.S)) {myState = States.sheets_1;}
    else if (Input.GetKeyDown(KeyCode.L)) {myState = States.lock_1;}
}

void sheets_0 () {
    text.text = "You can't believe you sleep in these things. Surely it's " +
        "time somebody changed them. The pleasures of prison life " +
        "I guess!\n\n" +
        "Press R to Return to roaming your cell" ;
    if (Input.GetKeyDown(KeyCode.R))        {myState = States.cell;}
}

void sheets_1() {
    text.text = "Holding a mirror in your hand doesn't make the sheets look " +
        "any better.\n\n" +
        "Press R to Return to roaming your cell" ;
    if (Input.GetKeyDown(KeyCode.R))        {myState = States.cell_mirror;}
}

void lock_0() {
    text.text = "This is one of those button locks. You have no idea what the " +
        "combination is. You wish you could somehow see where the dirty " +
        "fingerprints were, maybe that would help.\n\n" +
        "Press R to Return to roaming your cell" ;
    if (Input.GetKeyDown(KeyCode.R))        {myState = States.cell;}
}

void lock_1() {
    text.text = "You carefully put the mirror through the bars, and turn it round " +
        "so you can see the lock. You can just make out fingerprints around " +
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        "the buttons. You press the dirty buttons, and hear a click.\n\n" +
        "Press 0 to Open, or R to Return to your cell" ;
    if      (Input.GetKeyDown(KeyCode.O)) {myState = States.corridor_0;}
    else if (Input.GetKeyDown(KeyCode.R)) {myState = States.cell_mirror;}
}

void corridor_0() {
    text.text = "You're out of your cell, but not out of trouble." +
        "You are in the corridor, there's a closet and some stairs leading to " +
        "the courtyard. There's also various detritus on the floor.\n\n" +
        "C to view the Closet, F to inspect the Floor, and S to climb the stairs";
    if      (Input.GetKeyDown(KeyCode.S)) {myState = States.stairs_0;}
    else if (Input.GetKeyDown(KeyCode.F)) {myState = States.floor;}
    else if (Input.GetKeyDown(KeyCode.C)) {myState = States.closet_door;}
}
}
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