

```
1 using System;
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5 using UnityEngine.UI;
6
7 public class AdventureGame : MonoBehaviour
8 {
9
10     [SerializeField] Text textComponent;
11     [SerializeField] State startingState;
12
13     State state;
14
15
16     // Start is called before the first frame update
17     void Start()
18     {
19         state = startingState;
20         textComponent.text = state.GetStateStory();
21     }
22
23     // Update is called once per frame
24     void Update()
25     {
26         ManageState();
27     }
28
29     private void ManageState()
30     {
31         var nextStates = state.GetNextStates();
32         for (int index = 0; index < nextStates.Length; index++)
33         {
34             if (Input.GetKeyDown(KeyCode.Alpha1 + index))
35             {
36                 state = nextStates[index];
37             }
38             textComponent.text = state.GetStateStory();
39         }
40     }
41 }
42
```