


```

void Start()
{
    int playerA = 0; // 0
    int playerB = 2; // 2
    int result = CheckJanken(playerA, playerB); // 2 0 0 0 B 0 0 0 0
    Debug.Log(result);
}

```

0000000000

```

void Start()
{
    int playerA = 2; // 2
    int playerB = 2; // 2
    int result = CheckJanken(playerA, playerB); // 0 0 0 0 0 0 0 0
    Debug.Log(result);
}

```

0000000000

```

void Start()
{
    int playerA = 4; // ???
    int playerB = 2; // 2
    int result = CheckJanken(playerA, playerB); // -1 0 0 0 0 0 0 0
    Debug.Log(result);
}

```

00

```

// 0000000000000000
// playerA: 00000A000000:0, 1:000, 2:00)
// playerB: 00000B000000:0, 1:000, 2:00)
// 0000
// -1000000000000)
// 00000
// 10000000A000
// 20000000A000
int CheckJanken (int playerA, int playerB)
{

```

```

// playerA out of bounds
if (playerA < 0 || playerA > 2)
{
    return -1;
}
// playerB out of bounds
if (playerB < 0 || playerB > 2)
{
    return -1;
}

// equal
if (playerA == playerB)
{
    return 0;
}

// playerA wins
if ((playerA == 0 && playerB == 1) || (playerA == 1 && playerB == 2) || (playerA == 2
&& playerB == 0))
{
    return 1;
}

// playerB wins
return 2;
}

```

Revision #3

Created 2026-04-07 02:42:42 UTC by Menendez Francisco

Updated 2026-04-28 01:43:49 UTC by Menendez Francisco