using System.Collections;

using UnityEngine;

public class priChasingEnemy : MonoBehaviour

{

public int damage = 1;

public float moveSpeed = 3f;

public float detectionRange = 5f;

public Transform bulletpos;

public GameObject bulletPrefab;

private float timer;

private Transform player;

private Rigidbody2D rb;

// Start is called before the first frame update

void Start()

{

player = GameObject.FindGameObjectWithTag("Player").transform;

rb = GetComponent<Rigidbody2D>();

}

// Update is called once per frame

void Update()

{

timer+=Time.deltaTime;

if (player != null)

{

float distanceToPlayer = Vector2.Distance(transform.position, player.position);

// Check if the player is within the detection range

if (distanceToPlayer <= detectionRange)

{

timer += Time.deltaTime;

// Move towards the player

Vector2 direction = (player.position - transform.position).normalized;

rb.velocity = direction \* moveSpeed;

if (timer > 2) {

timer = 0;

Shoot();

}

}

else

{

// Stop moving if the player is out of range

rb.velocity = Vector2.zero;

}

}

}

public void Shoot()

{

Instantiate(bulletPrefab, bulletpos.position, Quaternion.identity);

}

void OnCollisionStay2D(Collision2D other)

{

if (other.collider.CompareTag("Player"))

{

FindObjectOfType<PlayerStats>().TakeDamage(damage);

}

}

}

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using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class ABShooting : MonoBehaviour

{

public KeyCode Return;

public Transform firepoint;

public GameObject bullet;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

if (Input.GetKeyDown(Return))

{

Shooting();

}

}

public void Shooting()

{

Instantiate(bullet, firepoint.position, firepoint.rotation);

}

}

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using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class PlayerBullet : MonoBehaviour

{

public float speed;

// Start is called before the first frame update

void Start()

{

ABShooting player;

player = FindObjectOfType<ABShooting>();

if (player.transform.localScale.x < 0)

{

speed = -speed;

transform.localScale = new Vector3(-(transform.localScale.x), transform.localScale.y, transform.localScale.z);

}

}

// Update is called once per frame

void Update()

{

GetComponent<Rigidbody2D>().velocity = new Vector2(speed, GetComponent<Rigidbody2D>().velocity.y);

}

void OnTriggerEnter2D(Collider2D other)

{

if (other.tag == "Enemy")

{

Destroy(other.gameObject);

Destroy(this.gameObject);

}

}

}

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using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class InvisibleBox : MonoBehaviour

{

public int policeKilled = 0;

// Start is called before the first frame update

void Start()

{

gameObject.SetActive(false);

}

// Update is called once per frame

void Update()

{

if (policeKilled == 0)

{

gameObject.SetActive(true);

}

}

public void PoliceManKilled()

{

policeKilled++;

Debug.LogWarning("policeKilled++");

}

}