extends Node

#signal begin

export (PackedScene) var Rain

var score

var beep = 0

var negate = 0

var random

func \_ready():

randomize()

random = randi() % 4

print(random)

func \_process(delta):

#if (beep == 2):

# $Beep.stop()

# $Beep\_timer.stop()

#Easy

#emit\_signal("begin")

# $Rain\_timer.wait\_time = 0.8

if (score == 20):

#Normal

$Rain\_timer.wait\_time = 0.6

if (score == 50):

#Difficult

$Rain\_timer.wait\_time = 0.5

if (score == 80):

$Rain\_timer.wait\_time = 0.4

if (score == 120):

#Insane/Crazy

$Rain\_timer.wait\_time = 0.3

func \_on\_Score\_timer\_timeout():

#update score over time

score += 1

$HUD.update\_score(score)

func \_on\_Start\_timer\_timeout():

$Rain\_timer.start()

$Score\_timer.start()

func \_on\_Rain\_timer\_timeout():

var Easy = [-5,5] # [10,20]

var Normal = [-15,15] #[20,30]

var Hard = [-25,25] #[30,40]

var Insane = [-25,25] #[40,50]

var Crazy = [-30,30] #[50,60]

var Dog\_blood = [-35,35] #[60,IFN]

$Rain\_path/Dropspawn.set\_offset(randi())

# Create random appearing position of Godot

var rain\_drop = Rain.instance()

add\_child(rain\_drop)

# add the instance just created as the child of main

#var direction = $RainPath/RainLocation.

rain\_drop.position = $Rain\_path/Dropspawn.position

if ((score > 10) && (score <= 20)):

#print ("Improve speed")

rain\_drop.set\_linear\_velocity(Vector2(5,10))

# x is horizontal velocity

# y is vertical velocity

if ((score > 20) && (score <=30)):

rain\_drop.set\_linear\_velocity(Vector2(Easy[randi() % 2],15))

if ((score > 30) && (score <=40)):

rain\_drop.set\_linear\_velocity(Vector2(Normal[randi() % 2],30))

if ((score > 40) && (score <= 50)):

rain\_drop.set\_linear\_velocity(Vector2(Hard[randi() % 2], 40))

if ((score > 50) && (score <=60)):

rain\_drop.set\_linear\_velocity(Vector2(Hard[randi() % 2],50))

if ((score > 60) && (score <= 70)):

rain\_drop.set\_linear\_velocity(Vector2(Hard[randi() % 2],60))

if ((score > 70) && (score <= 80)):

rain\_drop.set\_linear\_velocity(Vector2(Hard[randi() % 2], 80))

if ((score > 80) && (score <= 90)):

rain\_drop.set\_linear\_velocity(Vector2(Hard[randi() % 2], 100))

if ((score > 90) && (score <= 100)):

rain\_drop.set\_linear\_velocity(Vector2(Hard[randi() % 2], 130))

if ((score > 100) && (score <= 110)):

rain\_drop.set\_linear\_velocity(Vector2(Hard[randi() % 2], 160))

func game\_over():

negate = 1

$Score\_timer.stop()

$Rain\_timer.stop()

$Thuong.stop()

$Etude.stop()

$Romance.stop()

$EmDaoNay.stop()

#$Beep\_timer.start()

#$Beep.play(0)

print ("Game Over")

$HUD.game\_over()

#$HUD/Message.hide()

func \_on\_Beep\_timer\_timeout():

beep += 1

print("Beep")

func \_on\_HUD\_start\_game():

score = 0

$Player.start($Player\_start\_position.position)

# Error: Player Confused to PLayer

$Start\_timer.start()

$HUD.show\_message("Get ready")

if (random == 0):

$Thuong.play(0)

if (random == 1):

$Etude.play(0)

if (random == 2):

$Romance.play(0)

if (random == 3):

$EmDaoNay.play(0)

$HUD.update\_score(score)

func \_on\_turn\_right\_pressed():

if (negate == 0):

$Player.x = 1

func \_on\_turn\_left\_pressed():

if (negate == 0):

$Player.x = -1