#Player is child of main so can call other children

#node of main

extends Area2D

signal hit

export(int) var SPEED

var velocity = Vector2()

var screensize

var score

var x = 0

func \_ready():

#hide()

screensize = get\_viewport\_rect().size

#print (screensize)

#position.y = screensize.y

func \_process(delta):

if Input.is\_action\_pressed("ui\_right"):

x = 1

elif Input.is\_action\_pressed("ui\_left"):

x = -1

velocity.x = x \* delta

# Play the animation

if velocity.length() > 0:

$AnimatedSprite.play()

velocity = velocity.normalized() \* SPEED

else:

$AnimatedSprite.stop()

#Check for position of walker

position += velocity

# Flip the Walker

if velocity.x != 0:

$AnimatedSprite.flip\_h = velocity.x < 0

func start(pos):

position = pos

show()

monitoring = true

#Cheking Walker being hitted or not

func \_on\_VisibilityNotifier2D\_screen\_exited():

if position.x > (screensize.x):

position.x -= (screensize.x) #+70

#print (screensize.x)

#print ("left")

#print (position.x)

elif position.x < (screensize.x):

# Touching the left screen

position.x += screensize.x + 80

#print (screensize.x)

#print ("right")

#print (position.x)

# Walker will disappear when it hits the screen

func \_on\_Player\_body\_entered( body ):

# When the Godot rain touches the Walker, this

#func will be runned

queue\_free()

emit\_signal("hit")

#print("stop")

#print( body )

#call\_deferred("set\_monitering",false)

#print ("stop")

# double hit won't happen