Method Attack

มีปัญหาเวลากดตี

Collider2D[] hitEnemies = Physics2D.OverlapCircleAll(playerAttackPoint.position, playerAttackRadius, playerAttackLayerMask);

Transform closestEnemyTransform = null;

float closetEnemyDistance = 0;

for (int i = 0; i < hitEnemies.Length; i++)

{

if (closestEnemyTransform == null)

{

closestEnemyTransform = hitEnemies[i].transform;

closetEnemyDistance = Vector2.Distance(transform.position, hitEnemies[i].transform.position);

}

if (Vector2.Distance(transform.position, hitEnemies[i].transform.position) < closetEnemyDistance

&& hitEnemies.Length > 0)

{

closestEnemyTransform = hitEnemies[i].transform;

closetEnemyDistance = Vector2.Distance(transform.position, hitEnemies[i].transform.position);

}

}

//send damage to the enemy

if (closestEnemyTransform == null)

{

if (closestEnemyTransform.GetComponent<EnemyControllerStatus>() != null)

{

closestEnemyTransform.GetComponent<EnemyControllerStatus>().CheckPlayerAnswer(playerAnswerField.text.ToString(), PlayerStatus.playerAttackDamage);

PlayerClearInputField();

}

}