Unity0824test

public class thrower : MonoBehaviour {

public float speed = 5.0f;

public GameObject player;

// Use this for initialization

void Start () {

//Rigidbody rb = GetComponent<Rigidbody> ();

//Vector3 direction = player.transform.forward;

//rb.AddForce (direction \* speed \* 100);

//fire towards monster?????

}

// Update is called once per frame

void Update () {

if(transform.position.y<-5){

Destroy(this.gameObject);

}

}

}

public class throwInput : MonoBehaviour {

// Use this for initialization

void Start () {

}

// Update is called once per frame

public Transform ball;

void Update () {

if (Input.GetButtonDown ("Fire1")) {

Instantiate(ball, transform.position, transform.localRotation);

}

}

}

Temoji-towerShooting

public class towerShoot : MonoBehaviour {

public float speed = 5.0f;

public GameObject player;

// Use this for initialization

void Start () {

print("Tower shooting begins");

Rigidbody rb = GetComponent<Rigidbody>();

Vector3 direction = player.transform.TransformVector(-1, 0, 0);

rb.AddForce(direction \* speed \* 100);

}

// Update is called once per frame

void Update () {

if (transform.position.y<-5) {

Destroy(this.gameObject);

}

}

}

public class towerShootInput : MonoBehaviour

{

// Use this for initialization

void Start()

{

}

public Transform bullet;

// Update is called once per frame

void Update()

{

if (Input.GetButtonDown("Fire1"))

{

Instantiate(bullet, transform.position, transform.localRotation);

}

}

}

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using UnityEngine;

using System.Collections;

public class towerShoot\_Bullet : MonoBehaviour {

public float bulletSpeed;

public GameObject tower;

// Use this for initialization

void Start () {

print("Tower shooting begins");

Rigidbody rb = GetComponent<Rigidbody>();

Vector3 direction = tower.transform.TransformVector(-1, 0, 0);

print(direction);

rb.AddForce(direction \* bulletSpeed \* 100);

}

// Update is called once per frame

void Update () {

if (transform.position.y < 0.2) {

Destroy(this.gameObject);

}

}

}

using UnityEngine;

using System.Collections;

public class towerShoot\_Tower : MonoBehaviour {

// Use this for initialization

void Start() {

}

public GameObject bullet;

public GameObject enemy;

public float towerRange;

// Update is called once per frame

void Update() {

// if (Input.GetButtonDown("Fire1"))

// {

// Instantiate(bullet, transform.position, transform.localRotation);

// }

Vector3 enemyPosition = enemy.transform.position;

Vector3 towerPosition = transform.position;

Vector3 towardsEnemy = enemyPosition - towerPosition;

float distance = Mathf.Sqrt(Mathf.Pow(enemyPosition.x - towerPosition.x, 2) + Mathf.Pow(enemyPosition.z - towerPosition.z, 2));

// print("Distance between tower and enemy is：" + distance);

if (distance < towerRange){

transform.LookAt(enemyPosition);

if (Input.GetButtonDown("Fire1"))

{

Instantiate(bullet, transform.position, transform.localRotation);

}

}

}

}

using UnityEngine;

using System.Collections;

public class towerShoot\_Enemy : MonoBehaviour {

public float enemySpeed;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (transform.position.x < -1) {

transform.Translate(transform.TransformVector(1, 0, 0) \* enemySpeed \* Time.deltaTime);

}

}

}