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);

}

}

}