

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 /* Handles player selection and outlining the player.
5  *
6  * NOTE: Will have to adapt code to handle multiple "players/characters" in
7  * future.
8  */
9 public class SelectedCharacter : MonoBehaviour
10 {
11     [SerializeField] GameObject player;           // Store player here
12     Material material;                             // Store outline
13     [HideInInspector] static public Touch touch;   // We make touch
14     global var so we dont store multiple          // touches(finish
15                                                     implementing scripts to use this).
16     [HideInInspector] static public bool isSelected = false; // Allows use of
17     boolean to inform other scripts if player is selected.
18     static public LayerMask playerMask;           // Create Bitmask used
19     to filter our layers for raycast.
20     [SerializeField] float highlight = 6f;        // Affects outline
21     size.
22     void Start()
23     {
24         material = player.GetComponent<SpriteRenderer>().material; // Grab outline
25         shader here.
26         playerMask = LayerMask.GetMask("Player"); // Create mask.
27     }
28     void Update()
29     {
30         if (Input.touchCount > 0)
31         {
32             touch = Input.GetTouch(0);           // Grab touch
33             and convert to vector2.
34             Vector3 touchPos = Camera.main.ScreenToWorldPoint(touch.position);
35             Vector2 touchPos2D = new Vector2(touchPos.x, touchPos.y);
36             if (touch.phase == TouchPhase.Began && Physics2D.Raycast(touchPos2D,
37             Vector2.zero, Mathf.Infinity, playerMask))
38                 isSelected = !isSelected; // Changes
39                 isSelected to its opposite boolean if we hit a player.
40         }
41         if (isSelected == true)
42             material.SetFloat("_CircleThickness", highlight); // If we have
43             a player selected we outline the player.
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```
40         else if (isSelected == false)
41             material.SetFloat("_CircleThickness", 0);
42     }
43 }
44
```