using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class DialogueManager : MonoBehaviour

{

public Text nameText;

public Text dialogueText;

private Queue<string> sentences;

public void ResetDialog()

{

dialogueText.text = "";

}

public void StartDialogue (Dialogue dialogue)

{

sentences = new Queue<string>();

nameText.text = dialogue.name;

dialogueText.text = "";

sentences.Clear();

foreach (string sentence in dialogue.sentences)

{

sentences.Enqueue(sentence);

}

DisplayNextSentence();

}

public void DisplayNextSentence ()

{

if (sentences.Count == 0)

{

EndDialogue();

return;

}

string sentence = sentences.Dequeue();

StopAllCoroutines();

StartCoroutine(TypeSentence(sentence));

}

IEnumerator TypeSentence (string sentence)

{

dialogueText.text = "";

foreach (char letter in sentence.ToCharArray())

{

dialogueText.text += letter;

yield return null;

}

}

void EndDialogue()

{

SceneManager.LoadScene("Battle scene");

}

}