using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public enum BattleState { START, PLAYERTURN, ENEMYTURN, WON, LOST }

public class BattleSystem : MonoBehaviour

{

public GameObject playerPrefab;

public GameObject enemyPrefab;

public Transform playerBattleStation;

public Transform enemyBattleStation;

Unit playerUnit;

Unit enemyUnit;

public Text dialogueText;

public BattleHud playerHUD;

public BattleHud enemyHUD;

public BattleState state;

void Start()

{

state = BattleState.START;

StartCoroutine(SetupBattle());

}

IEnumerator SetupBattle()

{

GameObject playerGO = Instantiate(playerPrefab, playerBattleStation);

playerUnit = playerGO.GetComponent<Unit>();

GameObject enemyGO = Instantiate(enemyPrefab, enemyBattleStation);

enemyUnit = enemyGO.GetComponent<Unit>();

dialogueText.text = " The scourge of the east: " + enemyUnit.unitName + " engage... ";

playerHUD.SetHUD(playerUnit);

enemyHUD.SetHUD(enemyUnit);

yield return new WaitForSeconds(3f);

state = BattleState.PLAYERTURN;

PlayerTurn();

}

IEnumerator PlayerAttack()

{

bool isDead = enemyUnit.TakeDamage(playerUnit.damage);

yield return new WaitForSeconds(1f);

enemyHUD.SetHP(enemyUnit.currentHP);

dialogueText.text = "Attack damaged the enemy!";

yield return new WaitForSeconds(3f);

if(isDead)

{

state = BattleState.WON;

EndBattle();

}

else

{

state = BattleState.ENEMYTURN;

StartCoroutine(EnemyTurn());

}

}

IEnumerator EnemyTurn()

{

dialogueText.text = enemyUnit.unitName + "Attack!";

yield return new WaitForSeconds(2f);

bool isDead = playerUnit.TakeDamage(enemyUnit.damage);

yield return new WaitForSeconds(1f);

playerHUD.SetHP(playerUnit.currentHP);

dialogueText.text = "You got hurt...";

yield return new WaitForSeconds(3f);

if(isDead)

{

state = BattleState.LOST;

EndBattle();

}

else

{

state = BattleState.PLAYERTURN;

PlayerTurn();

}

}

void EndBattle()

{

if(state == BattleState.WON)

{

dialogueText.text = "You win!";

}

else if (state == BattleState.LOST)

{

dialogueText.text = "You lose!";

}

}

void PlayerTurn()

{

dialogueText.text = "Your turn to choose:";

}

IEnumerator PlayerHeal()

{

playerUnit.Heal(10);

yield return new WaitForSeconds(1f);

playerHUD.SetHP(playerUnit.currentHP);

dialogueText.text = "Health restored!";

yield return new WaitForSeconds(2f);

state = BattleState.ENEMYTURN;

StartCoroutine(EnemyTurn());

}

public void OnAttackButton()

{

if (state != BattleState.PLAYERTURN)

return;

StartCoroutine(PlayerAttack());

}

public void OnHealButton()

{

if (state != BattleState.PLAYERTURN)

return;

StartCoroutine(PlayerHeal());

}

}