

```
using UnityEngine;
using System.Collections;

public enum direccion{ otro, mismo};
public class AttackAnimations : MonoBehaviour {

    private static Battle b;

    public static void SetProjectile(direccion dir, string imagen, Monstruo src){
        b = GameObject.Find("Battle").GetComponent<Battle>();
        b.Shoot(dir,imagen,src);
    }
}
```