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// GameScene.swift

// HelloWorld

//

// Created by Vntlab on 7/11/16.

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import SpriteKit

class GameScene: SKScene {

var score: Int = 0

let xPosition = 400

let yPosition = 300.50

var hp = 100.10

var gameOver = false

var scoreText: String = "Score :"

let weapon = ("shuriken", 100)

let enemy: Enemy = Enemy()

let enemy2: Enemy = Enemy(healthPoints: 400)

override func didMoveToView(view: SKView) {

let intHP = Int(hp)

print("Position x \(xPosition)")

print("Position y \(yPosition)")

print("HP \(hp)")

print("weapon description \(weapon.0) weapon damage \(weapon.1)")

print("HP intger \(intHP)")

print("Enemy Health \(enemy.healthPoints)")

print("Enemy Health \(enemy2.healthPoints)")

print("Enemy State \(enemy.enemyState)")

enemy.doAttack()

enemy.receivePlayerAttack(100, weapon: "sword")

enemy.damage = 200

print("Enemy damage \(enemy.damage)")

let playerDamage = enemy.doPowerStrike(10,PlayerY: 10)

print("player damage \(playerDamage)")

}

}