using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Enemy : MonoBehaviour

{

private Transform player;

private Animator animator;

public float speed = 100f;

public delegate void ExplodingDelegate(int score);

public static ExplodingDelegate ExplodingEvent;

[SerializeField]

private int score;

public int rangeMin;

public int rangeMax;

public int GetScore( )

{

return score;

}

// Start is called before the first frame update

void Start()

{

player = GameObject.FindGameObjectWithTag("Player").transform;

animator = GetComponent<Animator>();

Vector3 target = player.position - transform.position;

target.Normalize();

GetComponent<Rigidbody2D>().AddForce(target \* speed);

}

// Update is called once per frame

void Update()

{

}

private void OnTriggerEnter2D(Collider2D collision)

{

if(collision.tag == "Bullet")

{

PlayEffects();

if (ExplodingEvent != null)

{

ExplodingEvent(GetScore());

}

}

}

public void PlayEffects( )

{

animator.SetTrigger("explosion");

}

public void ResetEnemy( )

{

Destroy(gameObject);

}

public Vector3 SpwanPosition( )

{

float xRange = Random.Range(rangeMin, rangeMax + 1);

Vector3 spwanPosition = new Vector3(xRange, 5.5f);

return spwanPosition;

}

}