using System;

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class NewBehaviourScript : MonoBehaviour

{

// Elevator: Up / Down

[SerializeField] private float elevatorUpWard = -18f;

// Throttle (Speed): Up / Down

[SerializeField] float throttle = 30f;

// TODO Ailerons: Left / Right

// TODOO Rudder

// takeOffSpeed

[SerializeField] float takeOffSpeed = 9f;

// takeOffAccelerate

[SerializeField] private float takeOffAccelerate = 1.0072f;

[SerializeField] private bool isTakeOff = true;

[SerializeField] private float takeOffElevator = -3.6f;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

if (isTakeOff)

{

if (takeOffSpeed < throttle)

{

takeOffSpeed = takeOffSpeed \* takeOffAccelerate;

transform.Translate(0, 0, takeOffSpeed \* Time.deltaTime);

}

else

{

transform.Rotate(takeOffElevator, 0, 0);

isTakeOff = false;

}

}

else

{

ProcessInput();

transform.Translate(0f, 0f, throttle \* Time.deltaTime);

}

}

void ProcessInput()

{

if (Input.GetKey(KeyCode.UpArrow))

{

transform.Rotate(elevatorUpWard \* Time.deltaTime, 0, 0);

transform.Translate(0f, -(elevatorUpWard \* Time.deltaTime), 0);

Debug.Log("Up");

}

if (Input.GetKey(KeyCode.DownArrow))

{

transform.Rotate(-(elevatorUpWard \* Time.deltaTime), 0, 0);

transform.Translate(0f, -(elevatorUpWard \* Time.deltaTime), 0);

Debug.Log("Down");

}

if (Input.GetKey(KeyCode.LeftArrow))

{

transform.Rotate(0, 0, -(elevatorUpWard \* Time.deltaTime));

transform.Translate(-(elevatorUpWard \* Time.deltaTime), 0f, 0);

Debug.Log("Right");

}

if (Input.GetKey(KeyCode.RightArrow))

{

transform.Rotate(0, 0, (elevatorUpWard \* Time.deltaTime));

transform.Translate((elevatorUpWard \* Time.deltaTime), 0f, 0);

Debug.Log("Right");

}

}

}