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**\* and open the template in the editor.**

**\*/**

**var shoot = true;**

**function Rana(vida, sprite )**

**{**

**this.vida = vida;**

**this.x= CANVAS\_HEIGHT/2;**

**this.sprite = sprite;**

**this.right = false;**

**//functions//**

**this.createKermit = function()**

**{**

**game.physics.arcade.enable(this.sprite);**

**this.sprite.animations.add('run', [0,1,2], 8, true);**

**this.sprite.animations.play('run');**

**this.sprite.anchor.x = 0.5;**

**this.sprite.anchor.y = 0.5;**

**};**

**this.updateRana = function() {**

if (cursors.left.isDown && this.x > 0+this.sprite.height/2 ) {

// Move to the left

if(this.right)

{

this.sprite.scale.x = 0.7;

this.right = false;

}

this.x -=6;

}

if (cursors.right.isDown && this.x<CANVAS\_HEIGHT - this.sprite.height/2) {

if(!this.right)

{

this.sprite.scale.x = -0.7;

this.right = true;

}

this.x +=6;

}

if(cursors.up.isDown && shoot)

{

if(shoot)

{

if(this.right){posx = this.x + 30;}

else{posx = this.x - 80;}

bullet = new Bullet(posx);

tiros.push(bullet);

shoot = false;

}

}

this.sprite.x= this.x;

};

**};**

**//---------------------bullets------------------------------------------------//**

**function Bullet(x){**

**this.x=x;**

**this.y=CANVAS\_WIDTH-250;**

**var sprite = game.add.sprite(x, this.y, 'bala');**

**game.physics.enable(sprite, Phaser.Physics.ARCADE);**

**this.sprite=sprite;**

**this.updatePosBullet = function()**

**{**

**if(this.y <= 0){this.killBullet(); return;}**

**this.y -= 10;**

**this.sprite.y = this.y;**

**}**

**this.killBullet = function(i)**

**{**

**this.sprite.kill();**

**delete tiros[i];**

**tiros.splice(i,1);**

**shoot = true;**

**}**

**}**

**function updateTiros()**

**{**

**for(var i = 0; i < tiros.length; i++)**

**{**

**tiros[i].updatePosBullet();**

**}**

**}**

**//--------------------enemies-------------------------------------------------//**

**function Enemy(sprite,hp, idThread, bug)**

**{**

**this.hp=hp;**

**this.sprite=sprite;**

**this.y = 0;**

**this.id = idThread;**

**this.type = bug;**

**this.updatePosEnemies = function()**

**{**

**if(this.y > 600){this.killEnemy(); looseLives(); return;}**

**this.y +=1;**

**this.sprite.y = this.y;**

**};**

**this.killEnemy = function(i)**

**{**

**this.sprite.destroy();**

**delete enemigos[i];**

**enemigos.splice(i,1);**

**};**

**this.changeEnemyThread = function(x)**

**{**

**this.sprite.x = THREADS[x];**

**this.id = x;**

**};**

**};**

**function createEnemies()**

**{**

**var enemigo= Math.random()\*100;**

**var hp = 0;**

**var pos = selectPos();**

**var id = pos[1];**

**var bug;**

**if(enemigo >= OPTION\_FLY)**

**{**

**var sprite=game.add.sprite(pos[0],0,'fly');**

**sprite.animations.add('mov', [0,1], 4, true);**

**sprite.animations.play('mov');**

**sprite.scale.x=0.5;**

**sprite.scale.y=0.5;**

**hp = 3;**

**bug = OPTION\_FLY;**

**}**

**else if(enemigo >= OPTION\_ANT){**

**var sprite=game.add.sprite(pos[0],0,'ant');**

**sprite.animations.add('mov', [0,1], 4, true);**

**sprite.animations.play('mov');**

**sprite.scale.x=0.5;**

**sprite.scale.y=0.5;**

**hp = 2;**

**bug = OPTION\_ANT;**

**}**

**else if(enemigo > OPTION\_WORM){**

**var sprite=game.add.sprite(pos[0],0,'gusano');**

**sprite.animations.add('mov', [0,1], 4, true);**

**sprite.animations.play('mov');**

**sprite.scale.x=0.5;**

**sprite.scale.y=0.5;**

**hp = 1;**

**bug = OPTION\_WORM;**

**}**

**var enemigo=new Enemy(sprite,hp,id,bug);**

**game.physics.enable(enemigo.sprite, Phaser.Physics.ARCADE);**

**enemigos.push(enemigo);**

**}**

**function updateEnemigos()**

**{**

**for(var i = 0; i < enemigos.length; i++)**

**{**

**enemigos[i].updatePosEnemies();**

**}**

**}**

**//////////////////////////////////////////////**

**////////////////THREADS///////////////////////**

**/////////////////////////////////////////////**

**function selectPos(){**

**var pos= Math.random()\*CANVAS\_HEIGHT;**

**switch (stage){**

**case 1:**

**if (pos >= THREADS[6]){return [THREADS[6],6];}**

**else if (pos >= THREADS[3]){return [THREADS[3],3];}**

**else if (pos >= 0){return [THREADS[0], 0];}**

**case 2:**

**if (pos >= THREADS[6]){return [THREADS[6],6];}**

**else if (pos >= THREADS[4]){return [THREADS[4],4];}**

**else if (pos >= THREADS[2]){return [THREADS[2],2];}**

**else if (pos >= 0){return [THREADS[0], 0];}**

**case 3:**

**if (pos >= THREADS[6]){return [THREADS[6],6];}**

**else if (pos >= THREADS[5]){return [THREADS[5],5];}**

**else if (pos >= THREADS[4]){return [THREADS[4],4];}**

**else if (pos >= THREADS[2]){return [THREADS[2],2];}**

**else if (pos >= 0){return [THREADS[0], 0];}**

**default:**

**}**

**}**

**function changeThread ()**

**{**

**var randomPos = Math.floor(Math.random()\*(enemigos.length-1));**

**var next;**

**console.log('Posición Antes: '+ enemigos[randomPos].id);**

**if(enemigos[randomPos].id == 0)**

**{**

**switch(stage)**

**{**

**case 2:**

**next = 2;**

**break;**

**case 3:**

**next = 1;**

**break;**

**default:**

**}**

**}**

**else if(enemigos[randomPos].id == 6)**

**{**

**switch(stage)**

**{**

**case 2:**

**next = 4;**

**break;**

**case 3:**

**next = 5;**

**break;**

**default:**

**}**

**}**

**else**

**{**

**var randomCoin = Math.random();**

**switch(stage)**

**{**

**case 2:**

**if(randomCoin < 0.5){next = enemigos[randomPos].id-2;}**

**else{next = enemigos[randomPos].id+2;}**

**break;**

**case 3:**

**if(randomCoin < 0.5){next = enemigos[randomPos].id-1;}**

**else{next = enemigos[randomPos].id+1;}**

**break;**

**default:**

**}**

**}**

**console.log('Posición después: '+next);**

**enemigos[randomPos].changeEnemyThread(next);**

**}**

**//------------------timer--functions---------------------------------------------------//**

**function timeGoing()**

**{**

**segundos++;**

**createEnemies();**

**switch (stage){**

**case 3:**

**changeThread();**

**case 2:**

**changeThread();**

**default:**

**}**

**};**

**//------------------collisions--management---------------------------------------------------//**

**function crash(bullet, enemy,i,j)**

**{**

**enemy.hp -= 1;**

**if(enemy.hp == 0)**

**{**

**if(enemy.type == OPTION\_FLY){score += 20;}**

**else if(enemy.type == OPTION\_ANT){score += 10;}**

**else if(enemy.type == OPTION\_WORM){score += 5;}**

**enemy.killEnemy(j);**

**}**

**bullet.killBullet(i);**

**}**

**function checkCollisions()**

**{**

**for(var i = tiros.length -1; i >= 0; i--)**

**{**

**for(var t = enemigos.length - 1; t >= 0; t--)**

**{**

**if (game.physics.arcade.collide(tiros[i].sprite, enemigos[t].sprite))**

**{**

**crash(tiros[i], enemigos[t],i,t);**

**break;**

**}**

**}**

**}**

**}**

**//----------------Flowers------------------------------------------**

**function flor (x){**

**this.x=x;**

**this.sprite=game.add.sprite(this.x,650,'flor');**

**this.sprite.scale.x=0.6;**

**this.sprite.scale.y=0.6;**

**this.desaparecer=function()**

**{**

**this.sprite.kill();**

**delete this;**

**vidas.pop();**

**}**

**};**

**//------------Others---------------------------------**

**function setFlowers()**

**{**

**var auxiliar=915;**

**for(var i = 0; i < 6; i++){**

**vidas.push(new flor(auxiliar));**

**auxiliar+=35;**

**}**

**}**

**function endGame(life)**

**{**

**return life==0;**

**}**

**function looseLives()**

**{**

**var i = vidas.length - 1;**

**if(i>=0){vidas[i].desaparecer();}**

**}**

**function returnStart()**

**{**

**game.state.start("startMenu");**

**}**