using UnityEngine;

public class GroundTile : MonoBehaviour

{

GroundSpawner groundSpawner;

public GameObject tallObstaclePrefab;

public float tallObstacleChance = 0;

// Start is called before the first frame update

void Start()

{

groundSpawner = GameObject.FindObjectOfType<GroundSpawner>();

}

public void OnTriggerExit(Collider other)

{

groundSpawner.SpawnTile(true);

Destroy(gameObject, 2);

}

// Update is called once per frame

void Update()

{

}

public GameObject obstaclePrefab;

public void SpawnObstacle()

{

//choose obs to spawn

GameObject obstacleToSpawn = obstaclePrefab;

float random = Random.Range(0f, 1f);

if(random < tallObstacleChance)

{

obstacleToSpawn = tallObstaclePrefab;

}

//choose a random point to spawn the obstacle

int obstacleSpawnIndex = Random.Range(2, 5);

Transform spawnPoint = transform.GetChild(obstacleSpawnIndex).transform;

//spawn the obstacle

Instantiate(obstacleToSpawn, spawnPoint.position, Quaternion.identity, transform);

}

public GameObject coinPrefab;

public void SpawnCoins()

{

int coinsToSpawn = 10;

for(int i = 0; i<coinsToSpawn; i++)

{

GameObject temp = Instantiate(coinPrefab, transform);

temp.transform.position = GetRandomPointInCollider(GetComponent<Collider>());

}

}

Vector3 GetRandomPointInCollider (Collider collider)

{

Vector3 point = new Vector3(

Random.Range(collider.bounds.min.x, collider.bounds.max.x),

Random.Range(collider.bounds.min.y, collider.bounds.max.y),

Random.Range(collider.bounds.min.z, collider.bounds.max.z)

);

if (point != collider.ClosestPoint(point))

{

point = GetRandomPointInCollider(collider);

}

point.y = 1;

return point;

}

}