```
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4
 5  public class BossController : MonoBehaviour {
 6      private GameObject zombie;
 7      public Animator bossAnim;
 8      private Collider2D bossCollider;
 9      private BossController bossScript;
10      private Rigidbody2D boss;
11      public float health = 300f;
12      public bool facingRight;
13      public bool alive = true;
14      void Start()
15      {
16          zombie = GameObject.Find("ZombieC");
17          bossAnim = GetComponent<Animator>();
18          bossAnim.SetBool("alive", true);
19          boss = GetComponent<Rigidbody2D>();
20          bossCollider = GetComponent<PolygonCollider2D>();
21          bossScript = GetComponent<BossController>();
22          facingRight = true;
23          summonZombies(); //Starts the summon zombie loop
24          alive = true;
25      }
26
27
28      void Update()
29      {
30          if (bossAnim.GetBool("alive"))
31          {
32              bossWalk();
33          }
34          checkAlive();
35
36      }
37      public void checkAlive()
38      {
39          if (health <= 0)
40          {
41              bossAnim.SetBool("alive", false);
42              alive = false;
43              Destroy(boss); //Removes the gravity and mass
44              Destroy(bossCollider); //Allows player to pass through boss
45              Destroy(bossScript); //Script is destroyed
46              foreach (Transform child in gameObject.transform)
47              {
48                  GameObject.Destroy(child.gameObject);
49              }
50              transform.Translate(Vector3.down * 2f); //This is to match up the
                  animation with the ground
51              health = 9999; //This is so the program doesn't run more than once
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52          }
53      }
54      public void bossWalk()
55      {
56          if(facingRight) //Moves right if facing right
57          {
58              Vector3 direction = transform.localScale;
59              direction.x = 3; //A positive x scale makes the sprite face right
60              transform.localScale = direction;
61              boss.velocity = new Vector3(3, 0, 0);
62          }
63          if (!facingRight) //Moves right if facing right
64          {
65              Vector3 direction = transform.localScale;
66              direction.x = -3;//A negative x scale makes the sprite face left
67              transform.localScale = direction;
68              boss.velocity = new Vector3(-3, 0, 0);
69          }
70      }
71      public void attackPlayer()
72      {
73          bossAnim.SetBool("attack", true);
74          StartCoroutine(Delay());
75
76      }
77      IEnumerator Delay()
78      {
79          yield return new WaitForSeconds(0.8f);
80          bossAnim.SetBool("attack", false);
81
82      }
83      public void damageTaken()
84      {
85          health -= 10f;
86          StartCoroutine(DamageDelay());
87      }
88      IEnumerator DamageDelay()
89      {
90          yield return new WaitForSecondsRealtime(0.8f);
91      }
92      public void summonZombies() //Summons zombie minions at a certain health
93      {
94          if (health <= 120 && health > 0)
95          {
96              Vector3 randomPos = new Vector3(Random.Range(495, 570), Random.Range
                  (35, 40), -1);
97              Instantiate(zombie, randomPos, Quaternion.identity);
98          }
99          Invoke("Spawn", 2.5f); //Runs the Spawn method in 2.5 seconds
100     }
101     public void Spawn()
102     {
```

```
103         if (health <= 120 && health > 0)
104         {
105             Vector3 randomPos = new Vector3(Random.Range(495, 570), Random.Range
                  (35, 40), -1);
106             Instantiate(zombie, randomPos, Quaternion.identity);
107         }
108         Invoke("summonZombies", 2.5f); //Runs the summonZombies method, creating
              a loop
109     }
110 }
111
```