

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class PlayerAttack : MonoBehaviour
5 {
6
7     private PlayerMovement Player;
8     private ZombieScript Zombie;
9
10    void OnTriggerEnter2D(Collider2D other)
11    {
12        GameObject Player = GameObject.Find("Player");
13        PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
14        GameObject objectCollided = other.gameObject;
15        if (objectCollided.CompareTag("Enemy") && playerScript.attack)
16        {
17            objectCollided.GetComponent<ZombieScript>().damageTaken(); //Zombie
18                                takes damage
19            playerScript.addKillStat(); //Add 1 to the kill statistic
20        }
21        if (objectCollided.CompareTag("Boss") && playerScript.attack)
22        {
23            objectCollided.GetComponent<BossController>().damageTaken(); //Boss
24                                takes damage
25            objectCollided.GetComponent<BossController>().facingRight = !
26                                objectCollided.GetComponent<BossController>().facingRight; //Boss
27                                changes direction when hit to make him more difficult to kill
28            playerScript.attack = false; //This is so the method doesn't
29                                repeatedly for the 0.8 seconds that playerscript.attack is true
30        }
31    }
32    void OnTriggerStay2D(Collider2D other)
33    //Same code as OnTriggerEnter2D, but runs constantly if the object the
34    //collided with this one doesn't exit
35    {
36        GameObject Player = GameObject.Find("Player");
37        PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
38        GameObject objectCollided = other.gameObject;
39        if (objectCollided.CompareTag("Enemy") && playerScript.attack)
40        {
41            objectCollided.GetComponent<ZombieScript>().damageTaken();
42            playerScript.addKillStat();
43        }
44        if (objectCollided.CompareTag("Boss") && playerScript.attack)
45        {
46            objectCollided.GetComponent<BossController>().damageTaken();
47            objectCollided.GetComponent<BossController>().facingRight = !
48                                objectCollided.GetComponent<BossController>().facingRight;
49            playerScript.attack = false;
50        }
51    }
52 }
```

```
46     IEnumerator Delay()  
47     {  
48         yield return new WaitForSeconds(2); //A 2 second delay begins before  
         running the next line of code  
49     }  
50 }  
51
```