

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class ZombieAttack : MonoBehaviour {
5     [SerializeField]
6     public string zombieName;
7
8     private Rigidbody2D Zombie;
9     private PolygonCollider2D zombieCollider;
10    private ZombieScript zombieScript;
11    private Transform location;
12    public Animator zombieAnim;
13
14
15    void OnTriggerEnter2D(Collider2D other)
16    {
17        Zombie = GetComponent<Rigidbody2D>();
18        zombieCollider = GetComponent<PolygonCollider2D>();
19        zombieAnim = GetComponent<Animator>();
20        if (other.CompareTag("Player"))
21        {
22            attackPlayer(); //Runs the attackPlayer method
23            GameObject Player = GameObject.Find("Player");
24            PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
25            playerScript.attackByZombie(); //Runs the attackByZombie method
26            located in the PlayerMovement script
27        }
28    }
29    public void attackPlayer()
30    {
31        zombieAnim.SetBool("attack", true); //Runs the attack animation
32        StartCoroutine(Delay());
33    }
34    IEnumerator Delay()
35    {
36        yield return new WaitForSeconds(0.8f); //Wait 0.8 seconds
37        zombieAnim.SetBool("attack", false); //Stops the attack animation
38    }
39 }
```