

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class ZombieScript : MonoBehaviour {
5     private Rigidbody2D Zombie;
6     private CapsuleCollider2D zombieColliderC;
7     private PolygonCollider2D zombieColliderP;
8     private BoxCollider2D zombieColliderB;
9     private ZombieScript zombieScript;
10    private ZombieAttack zombieAttack;
11    private Follow zombieFollow;
12    private Transform location;
13    public Animator zombieAnim;
14    public int health = 10;
15    public bool attacked;
16
17    public bool alive = true;
18    public float moveSpeed = 5;
19    void Start () {
20        Zombie = GetComponent<Rigidbody2D>();
21        zombieColliderC = GetComponent<CapsuleCollider2D>();
22        zombieColliderP = GetComponent<PolygonCollider2D>();
23        zombieColliderB = GetComponent<BoxCollider2D>();
24        zombieAnim = GetComponent<Animator>();
25        zombieFollow = GetComponent<Follow>();
26        zombieAttack = GetComponent<ZombieAttack>();
27    }
28
29    void Update () {
30        checkAlive();
31    }
32
33    public void damageTaken()
34    {
35        health -= 10;
36    }
37    public void checkAlive()
38    {
39        if (health <= 0)
40        {
41            zombieAnim.SetBool("dead", true); //Runs the death animation
42            transform.Translate(Vector3.down * 0.2f);
43            Zombie.gravityScale = 0; //Set the gravity on the zombie to 0 so that ↗
44                the zombie doesn't past ground
45            Zombie.constraints = RigidbodyConstraints2D.FreezePositionX;
46            Destroy(zombieColliderC);
47            Destroy(zombieColliderP);
48            Destroy(zombieColliderB); //Destroys all the colliders attached to the ↗
49                zombie
50            Destroy(zombieAttack); //Removes the attack script
51            Destroy(zombieFollow); //Removes the follow script
52            health = 10000; //Method does not run on repeat
```

```
51         alive = false;
52     }
53 }
54 }
55
```