﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class DragAndDropPC : MonoBehaviour

{

bool canMove;

bool dragging;

Collider2D collider;

void Start()

{

collider = GetComponent<Collider2D>();

canMove = false;

dragging = false;

}

void Update()

{

Vector2 mousePos = Camera.main.ScreenToWorldPoint(Input.mousePosition);

if (Input.GetMouseButtonDown(0))

{

if (collider == Physics2D.OverlapPoint(mousePos))

{

canMove = true;

}

else

{

canMove = false;

}

if (canMove)

{

dragging = true;

}

}

if (dragging)

{

this.transform.position = mousePos;

}

if (Input.GetMouseButtonUp(0))

{

canMove = false;

dragging = false;

}

}

}