package stealth;

import java.awt.Graphics2D;

import java.util.ArrayList;

import static stealth.Stealth.tempbullets;

public class Bullet {

public int XLOC;

public int YLOC;

public int speed;

final String bullet = "\*\*\*";

public Bullet() {

XLOC = 115;

YLOC = 912;

speed = 20;

}

public Bullet(int x, int y, int s)

{

XLOC = x;

YLOC = y;

speed = s;

}

public void render(Graphics2D g,int x,int y,boolean xt,boolean yt) throws InterruptedException{

x = XLOC-x+1000;

y = YLOC-y+500;

if(xt == true){

x = XLOC;

}

if(yt == true){

y = YLOC;

}

g.drawString(bullet, x+250, y+40);

if(x>= 2010|| x<-600){

ArrayList<Bullet> temp = Stealth.tempbullets.get("destroy");

temp.add(this);

Stealth.tempbullets.put("destroy", temp);

}

}

public boolean update(){

setXLOC(getXLOC()+speed);

return true;

}

public String getBullet() {

return bullet;

}

public int getXLOC() {

return XLOC;

}

public void setXLOC(int XLOC) {

this.XLOC = XLOC;

}

public int getYLOC() {

return YLOC;

}

public void setYLOC(int YLOC) {

this.YLOC = YLOC;

}

// public boolean collidesWith(Player p)

// {

// int [] a = p.getHITBOX();

// return (this. XLOC > a[0]) && (this. XLOC < a[1]) && (this. YLOC > a[2]) && (this. YLOC < a[3]);

// }

public boolean collidesWith(Enemy p)

{

int [] a = p.getHITBOX();

boolean hit = (this. XLOC > a[0]) && (this. XLOC < a[1]) && (this. YLOC > a[2]) && (this. YLOC < a[3]);

if(hit)

{

ArrayList<Bullet> temp = Stealth.tempbullets.get("destroy");

temp.add(this);

Stealth.tempbullets.put("destroy", temp);

p.health = p.health - 1;

}

return hit;

}

public boolean collidesWith(Player p)

{

int [] a = p.getHITBOX();

boolean hit = (this. XLOC > a[0]) && (this. XLOC < a[1]) && (this. YLOC > a[2]) && (this. YLOC < a[3]);

if(hit)

{

ArrayList<Bullet> temp = Stealth.tempbullets.get("destroy");

temp.add(this);

Stealth.tempbullets.put("destroy", temp);

p.health = p.health - 3;

}

return hit;

}

}