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package stealth;

import java.awt.Color;

import java.awt.Graphics2D;

import java.util.ArrayList;

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\* @author Arnold

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public class Enemy {

public int XLOC;

public int YLOC;

public int mode;

public int health = 25;

public Enemy(int XLOC, int YLOC) {

this.XLOC = XLOC;

this.YLOC = YLOC;

mode = Math.round((float) Math.random() \* 1 + 1);

}

private int Xlength = 124;

private int Ylength = 248;

final String[] playeri = {

" $$$$ =$$$$$$$ ",

" $$$$$$$$$$@$$$$$$",

" $$$$$$$$$$$$$$$$$+",

" $$$$$$@=~~~=~$$$$$",

" ~~~~~~==~~~=~~~~=",

" ~~MMM~=MMM~~~~~~~~",

" =MM~~~MM~~~~~@~~=",

" ~~~WW~=@~~~=~~~~~",

" ~~~~~=~~~~~~~~~",

" ~~~=~~~~=~=",

" ??~===+??",

" ??@??????",

"ZZZZZZZZ???????",

" M~$??@?????",

" $????????",

" ????@????",

" ??????@??",

" ?????????",

" ??????@??"};

final String[] player2 = {

" \_\_",

" '\_')",

" )(---.",

" (( )\_\_\_\\",

" //-\\\\ \\\\"

};

public Enemy() {

XLOC = 1610;

YLOC = 700;

}

public void update() {

//this.XLOC= this.XLOC-1;

if (health < 0) {

ArrayList<Enemy> temp = Stealth.tempenemies.get("destroy");

temp.add(this);

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

Stealth.score++;

}

if (Math.random() < 0.05) {

if (mode == 1) {

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

temp.add(new Bullet(this.XLOC - 250, this.YLOC + 120, -10));

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

} else {

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

temp.add(new Bullet(this.XLOC-250, this.YLOC, -10));

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

}

}

}

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

x = XLOC - x + 1000;

y = YLOC - y + 500;

if (xt == true) {

x = XLOC;

}

if (yt == true) {

y = YLOC;

}

String[] temp;

if (mode == 1) {

temp = playeri;

} else {

temp = player2;

}

for (int i = 0; i < temp.length; i++) {

if (mode > 2) {

g.drawString(temp[i], x, i \* 13 + y);

} else {

g.drawString(temp[i], x, i \* 13 + y);

}

}

String healths = "[";

int counter = 0;

for (int i = 0; i < 10; i++) {

if (counter < health / 5) {

healths += "❤";

} else {

healths += " ";

}

counter++;

}

healths += "]";

g.setColor(Color.red);

g.drawString(healths, x + 40, y - 40);

g.setColor(Color.BLACK);

}

public int[] getHITBOX() {

int[] a = new int[4];

if (mode == 1) {

a[0] = XLOC - 200;

a[1] = XLOC + Xlength - 200;

a[2] = YLOC - 50;

a[3] = YLOC + Ylength - 50;

} else {

Ylength = 65;

a[0] = XLOC - 250;

a[1] = XLOC + Xlength - 250;

a[2] = YLOC - 30;

a[3] = YLOC + Ylength - 30;

}

return a;

}

}