package stealth;

import java.awt.Color;

import java.awt.Graphics2D;

public class Player {

public int health;

public int ammo = 100;

private int timer = 0;

private boolean inverted;

public boolean reloading;

private int XLOC;

private int YLOC;

final int Xlength = 124;

final int Ylength = 248;

final String[] player = {" $$$$$$$= $$$$", "$$$$$$$$$$$$$$$$$", "+$$$$$$$$$$$$$$$$$", " $$$$$~=~~~==$$$$$$", " =~~~~=~~~==~~~~~~", " ~~~~~~~~MMM=~MMM~~", " =~~~~~~~~MM~~~MM=", " ~~~~~=~~~~=~~~~~~", " ~~~~~~~~~=~~~~~", " =~=~~~~=~~~", " ??+===~??", " ?????????", " ????????ZZZZZZZZ", " ????????$~M", " ????????$", " ?????????", " ?????????", " ?????????", " ?????????"};

public Player()

{

health = 100;

XLOC = 110;

YLOC = 900;

inverted = false;

}

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

for (int i = 0; i < 19; i++) {

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

}

String healths="[";

int counter=0;

for(int i = 0;i<20;i++){

if(counter < health/5){

healths+="❤";

}else{

healths+=" ";

}

counter++;

}

healths+="]";

g.setColor(Color.red);

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

g.setColor(Color.red);

g.drawString("Ammo Left: "+ ammo, 10, 100);

}

public void update(){

if(reloading){

if(timer > 100){

reloading = false;

ammo = 100;

timer = 0;

}else{

timer++;

}

}}

public boolean isInverted() {

return inverted;

}

public void setInverted(boolean inverted) {

this.inverted = inverted;

}

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 String[] getPlayer() {

return player;

}

public int[] getHITBOX() {

int[] a = {XLOC-300, XLOC + Xlength-300, YLOC-50, YLOC + Ylength-50};

return a;

}

}