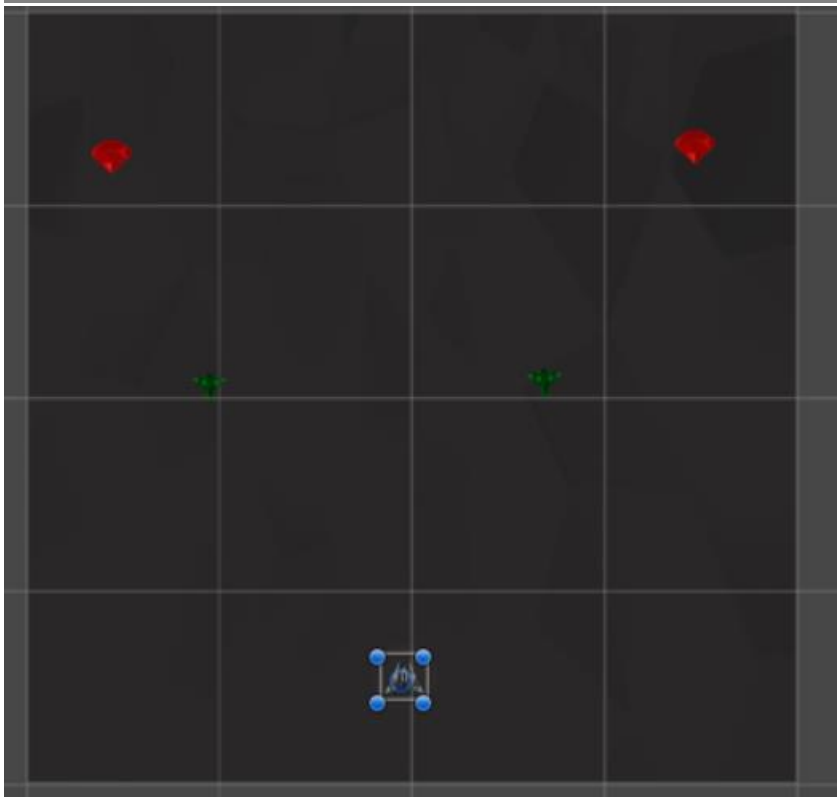


SNAPSHOTS:



```
1 using UnityEngine;
2 using System.Collections;
3
4 public class code_en2 : MonoBehaviour {
5
6     public GameObject joshi;
7     public GameObject en2_bullet;
8     public float ShotInterval=1f;
9     private float shotInterval;
10    public Rigidbody2D rb;
11
12    public float minforce=400f;
13    public float maxforce=500f;
14    public float DCI=1f;
15    private float dCI;
16
17
18    void Start()
19    {
20        shotInterval = ShotInterval;
21        dCI = DCI;
22        push ();
23        rb = GetComponent<Rigidbody2D>();
24    }
25
26    void FixedUpdate()
27    {
28        shotInterval -= Time.deltaTime;
29        if (shotInterval < 0) {
30            Shoot ();
31            shotInterval = ShotInterval;
32        }
33
34
35
36        dCI -= Time.deltaTime;
37        if (dCI < 0) {
38            push ();
```

