using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Enemy\_AI : MonoBehaviour

{

public bool melee = false;

public float speed = 1f;

public float distance = 10f;

[Header("Body Setting")]

public Rigidbody2D Body;

public Rigidbody2D Hand;

public Rigidbody2D Leg1;

public Rigidbody2D Leg2;

[Header("Eye Setting")]

public Sprite DeadEye;

public SpriteRenderer Eye1Rendered;

public SpriteRenderer Eye2Rendered;

public GameObject Attention;

Animator animator;

public bool Rdirection = true;

public bool canmove = true;

Transform detector;

bool playerinview = false;

bool hide = false;

bool rotation = false;

Transform player;

public bool dead = false;

void Start()

{

animator = gameObject.GetComponentInChildren(typeof(Animator)) as Animator;

detector = transform.Find("detector")?.transform;

animator.SetFloat("ASpeed", Random.Range(0.7f, 1.3f));

speed = animator.GetFloat("ASpeed");

Body.bodyType = RigidbodyType2D.Kinematic;

Hand.bodyType = RigidbodyType2D.Kinematic;

Leg1.bodyType = RigidbodyType2D.Kinematic;

Leg2.bodyType = RigidbodyType2D.Kinematic;

}

public void Dead()

{

if (!enabled) return;

dead = true;

WorldManager WorldManager= GameObject.Find("WorldManager").GetComponent<WorldManager>();

Text text = GameObject.Find("KillsText").GetComponent<Text>();

WorldManager.kills ++;

text.text = "x "+(WorldManager.kills).ToString();

PlayerPrefs.SetInt("Kills", PlayerPrefs.GetInt("Kills")+1);

Hand.freezeRotation = false;

Leg1.freezeRotation = false;

Leg2.freezeRotation = false;

Body.bodyType = RigidbodyType2D.Dynamic;

Hand.bodyType = RigidbodyType2D.Dynamic;

Leg1.bodyType = RigidbodyType2D.Dynamic;

Leg2.bodyType = RigidbodyType2D.Dynamic;

Body.gameObject.layer = 12;

Hand.gameObject.layer = 13;

Leg1.gameObject.layer = 13;

Leg2.gameObject.layer = 13;

Hand.gameObject.GetComponent<BoxCollider2D>().enabled = true;

Leg1.gameObject.GetComponent<BoxCollider2D>().enabled = true;

Leg2.gameObject.GetComponent<BoxCollider2D>().enabled = true;

//Leg1.gameObject.layer = 12;

//Leg2.gameObject.layer = 12;

PlayerPrefs.SetInt("Kills", PlayerPrefs.GetInt("Kills") + 1);

Eye1Rendered.sprite = DeadEye;

Eye2Rendered.sprite = DeadEye;

Eye2Rendered.color = Color.white;

animator.enabled = false;

enabled = false;

Body.AddForce(new Vector3(Random.Range(-0.3f, 0.3f), 1) \* 1000f);

}

void FixedUpdate()

{

if (!playerinview && detector != null)

{

RaycastHit2D detection = Physics2D.Raycast

(detector.position,

(-(new Vector3(transform.position.x, detector.position.y)) + detector.position).normalized,

distance);

Debug.DrawRay(detector.position, (-(new Vector3(transform.position.x, detector.position.y)) + detector.position).normalized, Color.green);

if (detection.collider == true && detection.collider.tag == "Player")

{

Attention.SetActive(true);

playerinview = true;

player = detection.transform;

}

}

if (playerinview)

{

if (player.position.x > transform.position.x && Rdirection == false && !rotation)

{

rotation = true;

StartCoroutine("Rotation");

}

if (player.position.x < transform.position.x && Rdirection == true && !rotation)

{

rotation = true;

StartCoroutine("Rotation");

}

if (!rotation)

{

if (melee)

{

if (Vector2.Distance(transform.position, player.position) > 4)

{

if (canmove)

{

transform.Translate(Vector2.right \* speed \* 2 \* Time.fixedDeltaTime);

animator.SetBool("Walk", true);

}

}

else if (canmove) StartCoroutine("Melee");

}

else

{

animator.SetBool("Walk", false);

if (!hide)

{

RaycastHit2D detection = Physics2D.Raycast

(detector.position,

(-(new Vector3(transform.position.x, detector.position.y)) + detector.position).normalized,

distance);

if (detection.collider == true && detection.collider.tag == "Player")

{

StartCoroutine("Attack");

}

}

}

}

}

if (!playerinview && canmove)

{

transform.Translate(Vector2.right \* speed \* 2 \* Time.fixedDeltaTime);

animator.SetBool("Walk", true);

RaycastHit2D detection = Physics2D.Raycast

(detector.position,

//(transform.position- detector.position).normalized,

Vector2.down,

1.5f);

if (detection.collider == true)

{

StartCoroutine("Rotation");

}

}

if (!playerinview && !canmove)

{

animator.SetBool("Walk", false);

}

}

IEnumerator Melee()

{

canmove = false;

animator.SetBool("Walk", false);

animator.SetTrigger("Attack");

yield return new WaitForSeconds(1);

canmove = true;

}

IEnumerator Attack()

{

hide = true;

animator.SetTrigger("Attack");

yield return new WaitForSeconds(1);

animator.SetBool("Hide", true);

yield return new WaitForSeconds(Random.Range(0.7f, 1.3f));

animator.SetBool("Hide", false);

hide = false;

}

IEnumerator Rotation()

{

rotation = true;

canmove = false;

Body.gameObject.transform.localPosition = new Vector2(0.043701f, 1.7634f);

yield return new WaitForSeconds(Random.Range(0.1f, 1.3f));

//if (!playerinview)

{

animator.SetTrigger("Rotation");

if (Rdirection)

{

detector.localPosition = new Vector2(-2.3f, 2);

Rdirection = false;

}

else

{

detector.localPosition = new Vector2(2.3f, 2);

Rdirection = true;

}

speed = -speed;

}

canmove = true;

rotation = false;

}

}