﻿using UnityEngine;

//This script will handle the bullet adding itself back to the pool

public class Bullet : MonoBehaviour

{

public int speed = 10; //How fast the bullet moves

public float lifeTime = 1; //How long the bullet lives in seconds

public int power = 1; //Power of the bullet

void OnEnable ()

{

//Send the bullet "forward"

GetComponent<Rigidbody2D>().velocity = transform.up.normalized \* speed;

//Invoke the Die method

Invoke ("Die", lifeTime);

}

void OnDisable()

{

//Stop the Die method (in case something else put this bullet back in the pool)

CancelInvoke ("Die");

}

void Die()

{

//Add the bullet back to the pool

ObjectPool.current.PoolObject (gameObject);

}

}