﻿using UnityEngine;

using System.Collections;

//This script controls the waves of enemies

public class Emitter : MonoBehaviour

{

public GameObject[] waves; //Prefabs of the waves of enemies

int currentWave; //Which wave we are currently on

WaveScript[] waveScripts; //A collection of WaveScripts on the Wave prefabs (this is done for efficiency)

void Awake()

{

//Create our array

waveScripts = new WaveScript[waves.Length];

//Iterate through the wave prefabs

for (int i = 0; i < waves.Length; i++)

{

//Instantiate them

waves[i] = (GameObject)Instantiate (waves [i], transform.position, Quaternion.identity);

//Set their parent

waves[i].transform.parent = transform;

//Deactivate them

waves[i].SetActive(false);

//Save their WaveScript for future use

waveScripts[i] = waves[i].GetComponent<WaveScript>();

}

}

//This is set up as a coroutine

IEnumerator Start ()

{

//If we have no wave prefabs then exit

if (waves.Length == 0)

yield break;

//Loop indefinitely

while (true)

{

//If the player is currently not playing then wait

while(!Manager.current.IsPlaying()) {

yield return new WaitForEndOfFrame ();

}

//Activate our current wave

waves[currentWave].SetActive(true);

//While the wave has active ships wait

while (waveScripts[currentWave].ShipsStillAlive()) {

yield return new WaitForEndOfFrame ();

}

//All enemy ships are inactive so deactivate the wave

waves[currentWave].SetActive(false);

//Advance or wrap around the current wave

if (waves.Length <= ++currentWave)

currentWave = 0;

}

}

}