﻿using UnityEngine;

using System.Collections;

//This script controls the enemy ships

public class Enemy : Spaceship

{

public int hp = 1; //Ship's hit points

public int point = 100; //Ship's point worth

int currentHP; //Ship's current hit points

//Override parent's OnEnable method

protected override void OnEnable ()

{

//Call parent's OnEnable method

base.OnEnable ();

//Initialize the ship's hit points and speed

currentHP = hp;

GetComponent<Rigidbody2D>().velocity = (transform.up \* -1) \* speed;

}

void OnTriggerEnter2D (Collider2D c)

{

//Get item's layer name

string layerName = LayerMask.LayerToName (c.gameObject.layer);

//If the ship did not collide with a player's bullet, ignore it

if (layerName != "Bullet (Player)")

return;

//Get the bullet's Bullet script

Bullet obj = c.GetComponent<Bullet>();

//Subtract bullet's damage from hit points

currentHP -= obj.power;

//Return bullet to the pool

ObjectPool.current.PoolObject(c.gameObject);

//If the ship is out of hit points...

if(currentHP <= 0 )

{

//...add to the player's score...

Manager.current.AddPoint(point);

//...call the parent Explode method...

Explode ();

//...and deactivate this ship.

gameObject.SetActive(false);

}else{

//Otherwise, play the damaged animation

animator.SetTrigger("Damage");

}

}

}