﻿using UnityEngine;

//This is the manager for the game

public class Manager : MonoBehaviour

{

public static Manager current; //A public static reference to itself (make's it visible to other objects without a reference)

public GameObject player; //The player ship

public GameObject titleObject; //The game object containing the title text

public GUIText scoreGUIText; //The score text

public GUIText highScoreGUIText; //The high score text

int score; //The player's score

int highScore; //The high score

string highScoreKey = "highScore"; //Name of the high score

void Awake()

{

//Ensure that there is only one manager

if(current == null)

current = this;

else

Destroy (gameObject);

}

void Start ()

{

Initialize ();

}

void Update ()

{

//Start the game if it isn't already going and the player presses the x key

if (IsPlaying () == false && Input.GetKeyDown (KeyCode.X)) {

GameStart ();

}

//if the player beats the high score, the high score is set to their score

if (highScore < score) {

highScore = score;

}

//Set the GUI to relfect the current score and high score

scoreGUIText.text = score.ToString ();

highScoreGUIText.text = "HighScore : " + highScore.ToString ();

}

void GameStart ()

{

//Deactivate the title and activate the player

titleObject.SetActive (false);

player.SetActive (true);

}

public void GameOver ()

{

//Call the save method

Save();

//Activate the title

titleObject.SetActive (true);

}

public bool IsPlaying ()

{

//if the title is active, then the player isn't playing

return titleObject.activeSelf == false;

}

private void Initialize ()

{

//Reset the score and get the high score from the playerprefs

score = 0;

highScore = PlayerPrefs.GetInt (highScoreKey, 0);

}

public void AddPoint (int point)

{

//Add points to the player's score

score += point;

}

public void Save ()

{

//Save the highscore to the player prefs

PlayerPrefs.SetInt (highScoreKey, highScore);

PlayerPrefs.Save ();

//Re initialize the score

Initialize ();

}

}