﻿using UnityEngine;

using System.Collections;

//This script ensures that the enemy ships return to the proper positions each wave

public class ShipResetScript : MonoBehaviour

{

Vector3 originalPosition; //Original position of the ship

Quaternion originalRotation; //Original rotation of the ship

void OnEnable()

{

//Record the position and rotation

originalPosition = transform.position;

originalRotation = transform.rotation;

}

void OnDisable()

{

//Return to original position and rotation

transform.position = originalPosition;

transform.rotation = originalRotation;

}

}