﻿using UnityEngine;

using System.Collections;

//This script manages each wave of enemies

public class WaveScript : MonoBehaviour

{

GameObject[] waveShips; //The ships that are in this wave

void Awake()

{

//Get a reference to each ship (for efficiency)

waveShips = new GameObject[transform.childCount];

for(int i = 0; i < transform.childCount; i++)

{

waveShips[i] = transform.GetChild(i).gameObject;

}

}

void OnEnable()

{

//When enabled, activate each child

foreach(GameObject obj in waveShips)

{

obj.SetActive(true);

}

}

public bool ShipsStillAlive()

{

//Check to see if any of the child ships are still active

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

{

//If so, return true

if(waveShips[i].activeSelf)

return true;

}

//Otherwise, return false

return false;

}

}