﻿using UnityEngine;

using System.Collections;

public class BirdScript : MonoBehaviour

{

public float upForce; //upward force of the "flap"

public float forwardSpeed; //forward movement speed

public bool isDead = false; //has the player collided with a wall?

Animator anim; //reference to the animator component

bool flap = false; //has the player triggered a "flap"?

void Start()

{

//get reference to the animator component

anim = GetComponent<Animator> ();

//set the bird moving forward

GetComponent<Rigidbody2D>().velocity = new Vector2 (forwardSpeed, 0);

}

void Update()

{

//don't allow control if the bird has died

if (isDead)

return;

//look for input to trigger a "flap"

if (Input.anyKeyDown)

flap = true;

}

void FixedUpdate()

{

//if a "flap" is triggered...

if (flap)

{

flap = false;

//...tell the animator about it and then...

anim.SetTrigger("Flap");

//...zero out the birds current y velocity before...

GetComponent<Rigidbody2D>().velocity = new Vector2(GetComponent<Rigidbody2D>().velocity.x, 0);

//..giving the bird some upward force

GetComponent<Rigidbody2D>().AddForce(new Vector2(0, upForce));

}

}

void OnCollisionEnter2D(Collision2D other)

{

//if the bird collides with something set it to dead...

isDead = true;

//...tell the animator about it...

anim.SetTrigger ("Die");

//...and tell the game control about it

GameControlScript.current.BirdDied ();

}

}