﻿using UnityEngine;

using System.Collections;

public class GameControlScript : MonoBehaviour

{

public static GameControlScript current; //a reference to our game control so we can access it statically

public ColumnSpawnScript columnSpawner; //a reference to the column spawner

public GUIText scoreText; //a reference to text that shows the player's score

public GameObject gameOvertext; //a reference to the object that contains the text that appears when the player dies

int score = 0; //the player's score

bool isGameOver = false; //is the game over?

void Awake()

{

//if we don't currently have a game control...

if (current == null)

//...set this one to be it...

current = this;

//...otherwise...

else if(current != this)

//...destroy this one because it is a duplicate

Destroy (gameObject);

}

void Update()

{

//if the game is over and the player has pressed some input...

if (isGameOver && Input.anyKey)

{

//...start a new game.

Application.LoadLevel(Application.loadedLevel);

}

}

public void BirdScored()

{

//the bird can't score if the game is over

if (isGameOver)

return;

//increase score

score++;

//adjust the score text

scoreText.text = "Score: " + score;

}

public void BirdDied()

{

//don't spawn new columns

columnSpawner.StopSpawn ();

//show the game over text

gameOvertext.SetActive (true);

//set the game to be over

isGameOver = true;

}

}