﻿using UnityEngine;

using System.Collections;

public class HT\_GameController : MonoBehaviour {

public Camera cam;

public GameObject[] balls;

public float timeLeft;

public GUIText timerText;

public GameObject gameOverText;

public GameObject restartButton;

public GameObject splashScreen;

public GameObject startButton;

public HT\_HatController hatController;

private float maxWidth;

private bool counting;

// Use this for initialization

void Start () {

if (cam == null) {

cam = Camera.main;

}

Vector3 upperCorner = new Vector3 (Screen.width, Screen.height, 0.0f);

Vector3 targetWidth = cam.ScreenToWorldPoint (upperCorner);

float ballWidth = balls[0].GetComponent<Renderer>().bounds.extents.x;

maxWidth = targetWidth.x - ballWidth;

timerText.text = "TIME LEFT:\n" + Mathf.RoundToInt (timeLeft);

}

void FixedUpdate () {

if (counting) {

timeLeft -= Time.deltaTime;

if (timeLeft < 0) {

timeLeft = 0;

}

timerText.text = "TIME LEFT:\n" + Mathf.RoundToInt (timeLeft);

}

}

public void StartGame () {

splashScreen.SetActive (false);

startButton.SetActive (false);

hatController.ToggleControl (true);

StartCoroutine (Spawn ());

}

public IEnumerator Spawn () {

yield return new WaitForSeconds (2.0f);

counting = true;

while (timeLeft > 0) {

GameObject ball = balls [Random.Range (0, balls.Length)];

Vector3 spawnPosition = new Vector3 (

transform.position.x + Random.Range (-maxWidth, maxWidth),

transform.position.y,

0.0f

);

Quaternion spawnRotation = Quaternion.identity;

Instantiate (ball, spawnPosition, spawnRotation);

yield return new WaitForSeconds (Random.Range (1.0f, 2.0f));

}

yield return new WaitForSeconds (2.0f);

gameOverText.SetActive (true);

yield return new WaitForSeconds (2.0f);

restartButton.SetActive (true);

}

}