

No selection

```
1 using UnityEngine;
2 using System.Collections;
3 using System.Collections.Generic;
4
5 public class LauncherScript : MonoBehaviour
6 {
7     List<GameObject> Enemies = new List<GameObject>();
8
9     public GameObject missilePrefab;
10    public GameObject[] missiles;
11    public GameObject[] launchPoints;
12
13    public int missileCount;
14    public int volleys;
15
16    public float cooldown;
17
18    private GameObject _target;
19
20    private float _cooldown;
21
22    private bool _onCooldown = false;
23
24    void Awake()
25    {
26        missiles = new GameObject[missileCount * volleys];
27    }
28
29    void Start ()
30    {
31        _cooldown = cooldown;
32    }
33
34    void Update ()
35    {
36        Cooldown();
37    }
38
39    void OnTriggerEnter(Collider Enemy)
40    {
41        if(Enemy.gameObject.tag == "Enemy")
42        {
43            Enemies.Add(Enemy.gameObject);
44        }
45    }
46
47    void OnTriggerExit(Collider Enemy)
48    {
49        if(_target == Enemy.gameObject)
50        {
51            _target = null;
52        }
53    }
54
55    public void FireMissiles()
56    {
57        if(!_onCooldown)
58        {
59            StartCoroutine("Fire");
60            _onCooldown = true;
61        }
62    }
63
64    IEnumerator Fire()
65    {
66        for(int n = 0; n < volleys; n++)
67        {
68            for(int i = 0; i < missileCount; i++)
69            {
70                GameObject SpawnedMissile = Instantiate(missilePrefab, launchPoints[i].transform.position, launchPoints[i].transform.rotation);
71                missiles[i] = SpawnedMissile;
72                missiles[i].name = "Missile";
73                if(Enemies.Count > 0)
74                {
75                    _target = Enemies[Random.Range(0, Enemies.Count)];
76                }
77
78                missiles[i].GetComponent<MissileScript>().GetTarget(_target);
79
80                yield return new WaitForSeconds(0.15f);
81            }
82        }
83    }
84
85    void Cooldown()
86    {
87        if(_onCooldown)
88        {
89            cooldown -= Time.deltaTime;
90
91            if(cooldown <= 0)
92            {
93                _onCooldown = false;
94                cooldown = _cooldown;
95                //StopCoroutine("Fire");
96            }
97        }
98    }
99
100    public void IncreaseVolleys()
101    {
102        volleys++;
103        //missiles = new GameObject[missileCount * volleys];
104    }
105 }
```