

MissileScript ▶ Update ()

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class MissileScript : MonoBehaviour
5 {
6     public float speed;
7     public float turnSpeed;
8     public float lifespan;
9     public float chaseDelay;
10
11     public GameObject _target;
12
13     private Vector3 _scatterPoint;
14
15     private Quaternion _tarRot;
16
17     void Update ()
18     {
19         DelayChase ();
20         CountdownLife ();
21         SeekTarget ();
22
23         transform.Translate(Vector3.forward * speed * Time.deltaTime);
24     }
25
26     void SeekTarget ()
27     {
28         if(chaseDelay > 0)
29         {
30             StartCoroutine("ScatterTarget");
31
32             _tarRot = Quaternion.LookRotation(_scatterPoint - transform.position);
33             transform.rotation = Quaternion.RotateTowards(transform.rotation, _tarRot, turnSpeed * Time.deltaTime);
34         }
35         if(_target && chaseDelay <= 0)
36         {
37             StopCoroutine("ScatterTarget");
38
39             _tarRot = Quaternion.LookRotation(_target.transform.position - transform.position);
40             transform.rotation = Quaternion.RotateTowards(transform.rotation, _tarRot, turnSpeed * Time.deltaTime);
41         }
42     }
43
44     void CountdownLife ()
45     {
46         lifespan -= Time.deltaTime;
47
48         if(lifespan <= 0)
49         {
50             Destroy(gameObject);
51         }
52     }
53
54     void DelayChase ()
55     {
56         if(chaseDelay > 0)
57         {
58             chaseDelay -= Time.deltaTime;
59         }
60     }
61
62     void OnCollisionEnter(Collision hit)
63     {
64         Destroy(gameObject);
65     }
66
67     public void GetTarget(GameObject target)
68     {
69         _target = target;
70     }
71
72     IEnumerator ScatterTarget ()
73     {
74         _scatterPoint = new Vector3(0, 5, 0) + Random.insideUnitSphere * 5;
75
76         yield return new WaitForSeconds(0.1f);
77     }
78 }
```