

```
1  using UnityEngine;
2  using System.Collections;
3
4  public class TurretBody : MonoBehaviour
5  {
6      public int damage;
7
8      public float attackSpeed;
9      public float aimSpeed;
10     public float lifeSpan;
11
12     public GameObject target;
13
14     private float s_lifeSpan;
15
16     // Use this for initialization
17     void Start()
18     {
19         s_lifeSpan = lifeSpan;
20     }
21
22     // Update is called once per frame
23     void Update()
24     {
25         CheckTargetStatus();
26         CountdownToDeath();
27     }
28
29     void OnTriggerStay(Collider enemy)
30     {
31         if(!target)
32         {
33             if(enemy.collider.gameObject.tag == "Enemy")
34             {
35                 target = enemy.gameObject;
36             }
37         }
38     }
39
40     void OnTriggerExit(Collider enemy)
41     {
42         if(target == enemy.gameObject)
43         {
44             OnTargetLoss();
45         }
46     }
47
48     void CheckTargetStatus()
49     {
50         if(target)
51         {
52             if(!target.activeSelf)
53             {
54                 OnTargetLoss();
55             }
56         }
57     }
58
59     void CountdownToDeath()
60     {
61         lifeSpan -= Time.deltaTime;
62
63         if(lifeSpan <= 0)
64         {
65             Destroy(this.gameObject);
66         }
67     }
68
69     void OnTargetLoss()
70     {
71         target = null;
72     }
73 }
```