using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class EnemyPool : MonoBehaviour {

public static EnemyPool instance;

public int enemyPoolSize = 10;

public GameObject enemyPrefab;

public float timeVariable;

public float startingSpawnRate1 = 1f;

public float startingSpawnRate2 = 1f;

public float spawnRate1 = 4f;

public float spawnRate2 = 2f;

public float spawnDoubleRate = 1f;

public float spawnTripleRate = 1f;

public float enemyMin = -1f;

public float enemyMax = 3.5f;

public bool slowDown;

private GameObject[] enemies;

private Vector2 objectPoolPosition = new Vector2 (-15, -25);

private float timeSinceLastSpawned1;

private float timeSinceLastSpawned2;

//private float spawnYPosition = 10f;

private int currentEnemy = 0;

private int enemySpacing = 0;

void Awake()

{

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

if (instance == null)

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

instance = this;

//...otherwise...

else if(instance != this)

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

Destroy (gameObject);

}

void Start ()

{

slowDown = false;

timeVariable = Time.timeScale;

enemyPoolSize = 10;

enemies = new GameObject[enemyPoolSize];

for (int i = 0; i < enemyPoolSize; i++)

{

enemies [i] = (GameObject)Instantiate (enemyPrefab, objectPoolPosition, Quaternion.identity);

enemies [i].GetComponent<Enemy> ().number = i;

}

//Spawn the first left-side enemy immediately

startingSpawnRate1 = Random.Range(1f, 4f) / timeVariable;

if (GameControl.instance.gameOver == false)

{

enemies [currentEnemy].transform.position = new Vector2 (-2.05f, 14f);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = false;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

}

//Spawn the first right-side enemy immediately

startingSpawnRate2 = Random.Range(1f, 4f) / timeVariable;

if (GameControl.instance.gameOver == false)

{

enemies [currentEnemy].transform.position = new Vector2 (2.05f, 14f);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = true;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

}

}

void Update ()

{

timeSinceLastSpawned1 += Time.deltaTime;

timeSinceLastSpawned2 += Time.deltaTime;

spawnRate1 = Random.Range (8f, 15f) / timeVariable;

spawnRate2 = Random.Range (8f, 15f) / timeVariable;

if (GameControl.instance.gameOver == false && timeSinceLastSpawned1 >= spawnRate1)

{

timeSinceLastSpawned1 = 0;

spawnDoubleRate = Random.Range(1f, 3f);

spawnTripleRate = Random.Range (1f, 3f);

enemies [currentEnemy].transform.position = new Vector2 (-2.05f, 14f);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = false;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

if (spawnDoubleRate >= 2f)

{

enemySpacing = Random.Range (22, 25);

enemies [currentEnemy].transform.position = new Vector2 (-2.05f, enemySpacing);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = false;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

}

if (spawnTripleRate == 1f)

{

enemySpacing = Random.Range (30, 33);

enemies [currentEnemy].transform.position = new Vector2 (-2.05f, enemySpacing);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = false;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

}

}

if (GameControl.instance.gameOver == false && timeSinceLastSpawned2 >= spawnRate2)

{

timeSinceLastSpawned2 = 0;

spawnDoubleRate = Random.Range(1f, 3f);

spawnTripleRate = Random.Range (1f, 3f);

enemies [currentEnemy].transform.position = new Vector2 (2.05f, 14f);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = true;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

if (spawnDoubleRate >= 2f)

{

enemySpacing = Random.Range (22, 25);

enemies [currentEnemy].transform.position = new Vector2 (2.05f, enemySpacing);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = true;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

}

if (spawnTripleRate == 1f)

{

enemySpacing = Random.Range (30, 33);

enemies [currentEnemy].transform.position = new Vector2 (2.05f, enemySpacing);

enemies [currentEnemy].GetComponent<Enemy>().canFlip = true;

enemies [currentEnemy].GetComponent<Enemy> ().attacking = false;

enemies [currentEnemy].GetComponent<Enemy> ().idle = true;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().flipCount = 0;

enemies [currentEnemy].GetComponentInChildren<DetectPlayer> ().animCount = 0;

enemies [currentEnemy].GetComponentInChildren<Attack> ().HFlipCount = 0;

currentEnemy++;

if (currentEnemy >= enemyPoolSize)

{

currentEnemy = 0;

}

}

}

}

}