using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Spawner\_Modular : MonoBehaviour

{

 public Pathfinding ref\_PathFinding;

 public Grid ref\_Grid;

 public GameManagerBehavior ref\_GameManager;

 public Node spawnNode;

 private GameObject spawnObject;

 private GameObject spawnWeapon;

 public GameObject spawnParticle;

 private float SpawnRate, rowInterval, SpawnCount, SpawnType;

 private int spawnRowCount, temp\_spawnRowCount;

 public bool startSpawning;

 private bool coroutineRunning, BstartCoroutine, IsValueSet;

 private int currentWave = 0;

 public GameObject normalEmu;

 public GameObject mechEmu;

 public GameObject tankEmu;

 public GameObject sniperRifle;

 public GameObject shotgun;

 public GameObject spammer;

 public GameObject runner;

 public float[,] spawnValueArray;

 // Use this for initialization

 void Start()

 {

 temp\_spawnRowCount = 0;

 spawnRowCount = 0;

 coroutineRunning = false;

 BstartCoroutine = false;

 startSpawning = false;

 IsValueSet = false;

 }

 // Update is called once per frame

 void Update()

 {

 if (startSpawning)

 {

 spawnTimer();

 }

 }

 public void spawnSetup()

 {

 currentWave = ref\_GameManager.Wave + 1;

 for (int i1 = spawnValueArray.GetLength(0) - 1; i1 >= 0; i1--)

 {

 if (spawnValueArray[i1, 0] == currentWave)

 {

 temp\_spawnRowCount = i1; //let the row count starts at the correct wave row

 spawnRowCount += 1;

 ref\_GameManager.enemySpawnCount += Mathf.RoundToInt(spawnValueArray[i1, 2]);

 }

 }

 IsValueSet = false;

 spawnRowCount += temp\_spawnRowCount; //so that the "temp\_spawnRowCount < spawnRowCount" will work correctly

 }

 void spawnTimer()

 {

 if (coroutineRunning == false && temp\_spawnRowCount < spawnRowCount) //while there are spawn row left

 {

 if (!IsValueSet) //so that rowInterval will only be set once

 {

 SpawnRate = spawnValueArray[temp\_spawnRowCount, 1];

 SpawnCount = spawnValueArray[temp\_spawnRowCount, 2];

 SpawnType = spawnValueArray[temp\_spawnRowCount, 3];

 rowInterval = spawnValueArray[temp\_spawnRowCount, 4];

 switch (Mathf.RoundToInt(SpawnType))

 {

 case 1:

 //spawnObject = sniperEmu;

 spawnObject = normalEmu;

 spawnWeapon = sniperRifle;

 break;

 case 2:

 //spawnObject = spamEmu;

 spawnObject = normalEmu;

 spawnWeapon = spammer;

 break;

 case 3:

 //spawnObject = bombEmu;

 spawnObject = normalEmu;

 break;

 case 4:

 //spawnObject = fastEmu;

 spawnObject = normalEmu;

 spawnWeapon = runner;

 break;

 case 5:

 //spawnObject = sniperMech;

 spawnObject = mechEmu;

 spawnWeapon = sniperRifle;

 break;

 case 6:

 //spawnObject = spamMech;

 spawnObject = mechEmu;

 spawnWeapon = spammer;

 break;

 case 7:

 //spawnObject = fastMech;

 spawnObject = mechEmu;

 spawnWeapon = runner;

 break;

 case 8:

 //spawnObject = sniperTank;

 spawnObject = tankEmu;

 spawnWeapon = sniperRifle;

 break;

 case 9:

 //spawnObject = spamTank;

 spawnObject = tankEmu;

 spawnWeapon = spammer;

 break;

 case 10:

 //spawnObject = spamTank;

 spawnObject = normalEmu;

 spawnWeapon = shotgun;

 break;

 case 11:

 //spawnObject = spamTank;

 spawnObject = mechEmu;

 spawnWeapon = shotgun;

 break;

 case 12:

 //spawnObject = spamTank;

 spawnObject = tankEmu;

 spawnWeapon = shotgun;

 break;

 default:

 break;

 }

 IsValueSet = true;

 }

 rowInterval -= Time.deltaTime; //wait until row spawn timer is done

 if(rowInterval < 0)

 {

 temp\_spawnRowCount += 1;

 BstartCoroutine = true;

 }

 }

 else if (coroutineRunning == false && temp\_spawnRowCount == spawnRowCount) //run out of spawn row

 {

 spawnRowCount = 0;

 startSpawning = false;

 }

 if (BstartCoroutine == true) //fire the coroutine once

 {

 IEnumerator spawnCoroutine = spawn(SpawnRate, SpawnCount);

 StartCoroutine(spawnCoroutine);

 }

 }

 IEnumerator spawn(float temp\_SpawnRate, float temp\_SpawnCount)

 {

 BstartCoroutine = false;

 coroutineRunning = true;

 for (int i = 0; i < temp\_SpawnCount; i++)

 {

 List<Node> temp\_FinalPath = ref\_PathFinding.returnPath(spawnNode);

 var temp\_Emu = Instantiate(spawnObject, spawnNode.position, Quaternion.identity);

 var temp\_Weapon = Instantiate(spawnWeapon, temp\_Emu.transform.Find("GunPosition").transform.position , Quaternion.identity);

 temp\_Weapon.name = "Weapon";

 temp\_Weapon.transform.parent = temp\_Emu.transform;

 Instantiate(spawnParticle, spawnNode.position, Quaternion.identity);

 if (temp\_Emu.GetComponent<MoveEnemy>() != null)

 {

 temp\_Emu.GetComponent<MoveEnemy>().waypoints = temp\_FinalPath;

 }

 if (i == temp\_SpawnCount - 1)

 {

 coroutineRunning = false;

 IsValueSet = false; //set the values again

 }

 yield return new WaitForSeconds(temp\_SpawnRate);

 }

 }

}