

## IAttackable.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public interface IDamagable
6 {
7     void AddDamage();
8 }
9
```

## Enemy1.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Enemy1 : MonoBehaviour, IDamagable
6 {
7     private int health;
8     // Start is called before the first frame update
9     void Start()
10    {
11        health = 5;
12    }
13
14    // Update is called once per frame
15    void Update()
16    {
17    }
18
19
20    public void AddDamage()
21    {
22        Debug.Log("Enemy1に当たった");
23    }
24 }
25
```

## Enemy2.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Enemy2 : MonoBehaviour, IDamagable
6 {
7     private int health;
8     private Vector3 startPos;
9     // Start is called before the first frame update
10    void Start()
11    {
12        health = 3;
13        startPos = transform.position;
14    }
15
16    // Update is called once per frame
17    void Update()
18    {
19        float y = startPos.y + Mathf.Sin(Time.time * 3) * 2;
20        transform.position = new Vector2(startPos.x, y);
21    }
22
23    public void AddDamage()
24    {
25        Debug.Log("Enemy2に当たった");
26    }
27 }
28
```

## Bullet.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using Unity.VisualScripting;
4 using UnityEngine;
5
6 public class Bullet : MonoBehaviour
7 {
8     public Vector2 direction;
9     // Start is called before the first frame update
10    void Start()
11    {
12
13    }
14
15    // Update is called once per frame
16    void Update()
17    {
18        transform.Translate(direction * 5.0f * Time.deltaTime);
19    }
20
21    //カメラの外に出た場合
22    void OnBecameInvisible()
23    {
24        Destroy(gameObject);
25    }
26
27    void OnTriggerEnter2D(Collider2D other)
28    {
29        //Interfaceで実装している関数を呼び出す
30        other.GetComponent<IDamagable>().AddDamage();
31    }
32 }
33
```