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Logic of action that allow you change shinsei in combat

BattleActionChangeTerrain

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Actions that make damage

BattleActionData

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This class allow grown up the life values

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This class control the behavior of Altered States

BattleActionReflect

This class controls a special attack case when shinsei reflect damage

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This class allow user send a turn withouth data

BattleActionStatSwap

This class allow swap between two stats

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Change between male and female character and update in playfab data

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UI Element that represents a color for character

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CharacterStyleInfo

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ChatTextBox

Chat behavior, send messages and show in a UI Elements

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Allow hide all objects innecesary in tournament mode, only visual results

CheckTournamentStateController

ColorIdRelation

ColorSO

ColorsSO

ColorSwapper

CombatFirebasePetitions

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Cooker

This script controls the behavior of npc cooker in the bar

Courtain

A component that make a black transition

csEffect_03_ArrowFunction

csEffect_03_ObjectMake

csEffect_76_Animation

csEffect_76_CircleSwordMake

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DemoScenesNavigation

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EffectsScene

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EnableDrink

EnableWhenEnable

Extensions

Followpoints

Footsteps

Simple behavior that play music acording to the animation

ForwardMovement

FowardObjectMake

FreeCam

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

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JPGGenerator

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LeaderboardEntryResult

LeaderBoardManager

LightFlickerEffect

Component which will flicker a linked light while active by changing its intensity between the min and max values given. The flickering can be sharp or smoothed depending on the value of the smoothing parameter.

Just activate / deactivate this component as usual to pause / resume flicker

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MessageView.Message

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MMEnumConditionAttribute

MMReadOnlyAttribute

MouseOrbit

MoveToObject

MoveToTag

MultiCircleObjectMake

MultiObjectMake

NewLeaderBoard

NFTGenerator

NFTsModel

NodeEnumAttribute

Draw enums correctly within nodes. Without it, enums show up at the wrong positions.

OpenUrl

OrderListener

Deprecate system for listen orders, avoiding put a server.

OwnBattleTracker

OwnBattleTracker.PromediumObject

PalleteColors

PartEntity

PartEntityModel

ParticleCollisionInstance

PartIdRelation

PartIndex

Index of all the current parts of the character

PartMultipliers

PartRarityModel

PartSelector

PartSlot

PartStat

PendingVariableNPC

Call all necesary actions to leave the tournament

PetInteraction

PlayerDataManager

PlayerIconController

PlayerUI

PlayFabGetLeaderboard

PlayFabGetLeaderboardAroundPlayer

PlayfabManager

This works as bridge with playfab, all client petitions pass first here

PlayFabUpdatePlayerStatistics

PrefabSpawner

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PutNightModeForVfx

RampGeneratorTDE

RandomAnim

RankRewardDto

RankRewardEntry

RareThing

This script solves a problem with WWise when you put the game in second plane at return all songs in queque play at time, and control the bird sounds

RecolorBehavior

RecolorBtn

ReportBug

RewardEntry

RewardsRankingSystemController

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TriggerNotificator

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TypeStatsAndMultipliers

UIColorSwapper

UIDisolver

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UnityNewtonsoftJsonSerializer

UnlockedCharacterStyleInfo

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RampGeneratorTDE.Mode

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ShinseiStatsEnum

StatValueType

Stat value categiories, used of stat calculation

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VFXPositionEnum