

Platform 2D Game

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Projectile	38
SoundManager	41

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ArrowTrap	An class for arrowtrap trap	5
CameraController	A class representing controller of camera	6
Coin	A class representing coin object	8
CoinText	A class for representing ammount of collected coins	9
Collector	A class representing collecting an object	10
Enemy_Sideways	A Enemy Sideways class	11
EnemyDamage	A enemy damage class	13
EnemyFireballHolder	A class for holding fireballs objects	14
EnemyPatrol	A class representing enemy patrol behavior	15
EnemyProjectile	A class representing enemy projectiles	18
Firetrap	A class for FireTraps traps	21
Health	A class representing health system	23
Healthbar	A class representing healthbar	26
HealthCollectible	A class for collectible health objects "hearts" in game	27
MeleeEnemy	A class representing melee enemy.	29
PlayerAttack	A class representing player attack	31
PlayerMovement	A class for player movements	33
PlayerRespawn	A class representing player respawn	37

[Projectile](#)

A class for projectiles [38](#)

[SoundManager](#)

A class manages sound in game [41](#)

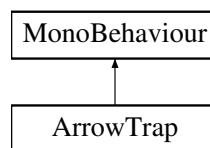
Chapter 3

Class Documentation

3.1 ArrowTrap Class Reference

An class for arrowtrap trap

Inheritance diagram for ArrowTrap:



Private Member Functions

- void **Attack** ()
Method for arrow attack.
- int **FindArrow** ()
Method for getting arrow form arrows array that holds arrows
- void **Update** ()
Method defines how fast the arrow should be shooting

Private Attributes

- float [attackCooldown](#)
- Transform [firePoint](#)
- GameObject[] [arrows](#)
- float [cooldownTimer](#)

3.1.1 Detailed Description

An class for arrowtrap trap

3.1.2 Member Data Documentation

3.1.2.1 arrows

```
GameObject [] ArrowTrap.arrows [private]
```

Arrows list

3.1.2.2 attackCooldown

```
float ArrowTrap.attackCooldown [private]
```

Cooldown of an attack

3.1.2.3 cooldownTimer

```
float ArrowTrap.cooldownTimer [private]
```

Timer for counting cooldown

3.1.2.4 firePoint

```
Transform ArrowTrap.firePoint [private]
```

Firepoint object

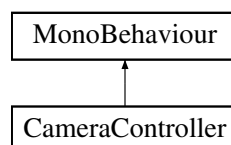
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/ArrowTrap.cs

3.2 CameraController Class Reference

A class representing controller of camera

Inheritance diagram for CameraController:



Private Member Functions

- void **Update** ()
Method for updating camera position

Private Attributes

- float **speed**
- Transform **player**
- float **aheadDistance**
- float **cameraSpeed**
- float **currentPosX**
- Vector3 **velocity** = Vector3.zero

3.2.1 Detailed Description

A class representing controller of camera

3.2.2 Member Data Documentation

3.2.2.1 aheadDistance

```
float CameraController.aheadDistance [private]
```

Player object

3.2.2.2 cameraSpeed

```
float CameraController.cameraSpeed [private]
```

How far we should we see ahead

3.2.2.3 currentPosX

```
float CameraController.currentPosX [private]
```

Speed of changing ahead

3.2.2.4 speed

```
float CameraController.speed [private]
```

Speed of camera

3.2.2.5 velocity

```
Vector3 CameraController.velocity = Vector3.zero [private]
```

Velocity vector

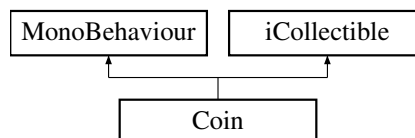
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/CameraController.cs

3.3 Coin Class Reference

A class representing coin object

Inheritance diagram for Coin:



Public Member Functions

- void **Collect** ()
Method for collecting the coins

Events

- static Action [OnCoinCollected](#)

3.3.1 Detailed Description

A class representing coin object

3.3.2 Event Documentation

3.3.2.1 OnCoinCollected

Action Coin.OnCoinCollected [static]

Event in case of collision with coin

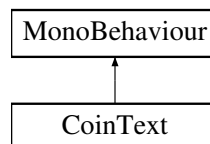
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/Coin.cs

3.4 CoinText Class Reference

A class for representing ammount of collected coins

Inheritance diagram for CoinText:



Public Member Functions

- void **IncrementCoinCount** ()
Method for chaning number of coins

Public Attributes

- TextMeshProUGUI [coinText](#)

Private Member Functions

- void **OnEnable** ()
Method for incrementing number of coins
- void **OnDisable** ()
Method decreasing number of coins

Private Attributes

- int [coinCount](#)

3.4.1 Detailed Description

A class for representing ammount of collected coins

3.4.2 Member Data Documentation

3.4.2.1 coinCount

```
int CoinText.coinCount [private]
```

Amount of coins

3.4.2.2 coinText

```
TextMeshProUGUI CoinText.coinText
```

gui of coin object

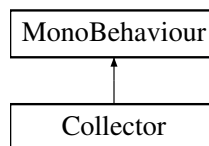
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/CoinText.cs

3.5 Collector Class Reference

A class representing collecting an object

Inheritance diagram for Collector:



Private Member Functions

- void [OnTriggerEnter2D](#) (Collider2D collision)
Method for collecting if object is collectible

3.5.1 Detailed Description

A class representing collecting an object

3.5.2 Member Function Documentation

3.5.2.1 OnTriggerEnter2D()

```
void Collector.OnTriggerEnter2D (  
    Collider2D collision ) [private]
```

Method for collecting if object is collectible

Parameters

<i>collision</i>	Collider2D object representing collision
------------------	--

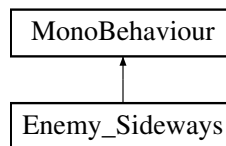
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/Collector.cs

3.6 Enemy_Sideways Class Reference

A Enemy Sideways class

Inheritance diagram for Enemy_Sideways:



Private Member Functions

- void **Awake** ()
Method for defining corenrs of movement
- void **Update** ()
Method for updating position of trap
- void **OnTriggerEnter2D** (Collider2D collision)
Method for triggering damage of player in case of collision

Private Attributes

- float **movementDistance**
- float **speed**
- float **damage**
- bool **movingLeft**
- float **leftEdge**
- float **rightEdge**

3.6.1 Detailed Description

A Enemy Sideways class

3.6.2 Member Function Documentation

3.6.2.1 OnTriggerEnter2D()

```
void Enemy_Sideways.OnTriggerEnter2D (
    Collider2D collision ) [private]
```

Method for triggering damage of player in case of collision

Parameters

<i>collision</i>	Collider2D object representing collision
------------------	--

3.6.3 Member Data Documentation

3.6.3.1 damage

```
float Enemy_Sideways.damage [private]
```

Speed

3.6.3.2 leftEdge

```
float Enemy_Sideways.leftEdge [private]
```

Left edge distance

3.6.3.3 movementDistance

```
float Enemy_Sideways.movementDistance [private]
```

Distance of movemnt

3.6.3.4 movingLeft

```
bool Enemy_Sideways.movingLeft [private]
```

Damage

3.6.3.5 rightEdge

```
float Enemy_Sideways.rightEdge [private]
```

Right edge distance

3.6.3.6 speed

```
float Enemy_Sideways.speed [private]
```

Distance

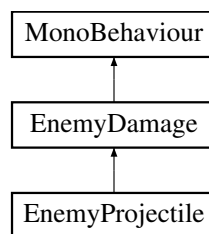
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/Enemy_Sideways.cs

3.7 EnemyDamage Class Reference

A enemy damage class

Inheritance diagram for EnemyDamage:



Protected Member Functions

- void [OnTriggerEnter2D](#) (Collider2D collision)
Method for damaging an object in case of collision

Protected Attributes

- float [damage](#)

3.7.1 Detailed Description

A enemy damage class

3.7.2 Member Function Documentation

3.7.2.1 OnTriggerEnter2D()

```
void EnemyDamage.OnTriggerEnter2D (  
    Collider2D collision ) [protected]
```

Method for damaging an object in case of collision

Parameters

<i>collision</i>	Collider2D object representing collision
------------------	--

3.7.3 Member Data Documentation

3.7.3.1 damage

```
float EnemyDamage.damage [protected]
```

Damage of an enemy

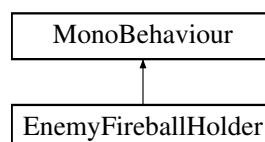
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/EnemyDamage.cs

3.8 EnemyFireballHolder Class Reference

A class for holding fireballs objects

Inheritance diagram for EnemyFireballHolder:



Private Member Functions

- void **Update** ()
Method for updating fireballs

Private Attributes

- Transform `enemy`

3.8.1 Detailed Description

A class for holding fireballs objects

3.8.2 Member Data Documentation

3.8.2.1 enemy

`Transform EnemyFireballHolder.enemy [private]`

Enemy object

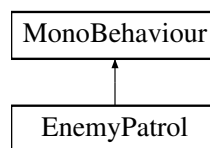
The documentation for this class was generated from the following file:

- `D:/Biblioteki/Pulpit/Scripts/EnemyFireballHolder.cs`

3.9 EnemyPatrol Class Reference

A class representing enemy patrol behavior

Inheritance diagram for EnemyPatrol:



Private Member Functions

- void **Awake** ()
- void **OnDisable** ()
- void **Update** ()
Method for updating direction
- void **DirectionChange** ()
Method for changing direction
- void **MoveInDirection** (int _direction)
Method for checking in with direction to move

Private Attributes

- Transform **leftEdge**
- Transform **rightEdge**
- Transform **enemy**
- float **speed**
- Vector3 **initScale**
- bool **movingLeft**
- float **idleDuration**
- float **idleTimer**
- Animator **anim**

3.9.1 Detailed Description

A class representing enemy patrol behavior

3.9.2 Member Function Documentation

3.9.2.1 MoveInDirection()

```
void EnemyPatrol::MoveInDirection (
    int _direction ) [private]
```

Method for checking in with direction to move

Parameters

<code>_direction</code>	Given direction to move
-------------------------	-------------------------

3.9.3 Member Data Documentation

3.9.3.1 anim

```
Animator EnemyPatrol::anim [private]
```

Animator object

3.9.3.2 enemy

```
Transform EnemyPatrol::enemy [private]
```

Enemy object

3.9.3.3 idleDuration

```
float EnemyPatrol::idleDuration [private]
```

Idle duration

3.9.3.4 idleTimer

```
float EnemyPatrol.idleTimer [private]
```

Time of idle

3.9.3.5 initScale

```
Vector3 EnemyPatrol.initScale [private]
```

Scale

3.9.3.6 leftEdge

```
Transform EnemyPatrol.leftEdge [private]
```

Ledge object

3.9.3.7 movingLeft

```
bool EnemyPatrol.movingLeft [private]
```

Do i move left?

3.9.3.8 rightEdge

```
Transform EnemyPatrol.rightEdge [private]
```

Redge object

3.9.3.9 speed

```
float EnemyPatrol.speed [private]
```

Speed of movemnt

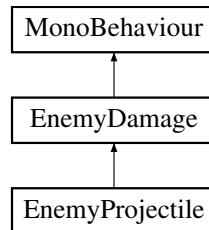
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/EnemyPatrol.cs

3.10 EnemyProjectile Class Reference

A class representing enemy projectiles

Inheritance diagram for EnemyProjectile:



Public Member Functions

- void **ActivateProjectile** ()
Method for activating projectile

Private Member Functions

- void **Awake** ()
Method making reference to animator and collider
- void **Update** ()
Method for updating projectile position
- void **OnTriggerEnter2D** (Collider2D collision)
Method for triggering explode animation in case of collision
- void **Deactivate** ()
Method for deactivating projectile

Private Attributes

- float **speed**
- float **resetTime**
- float **lifetime**
- Animator **anim**
- BoxCollider2D **coll**
- bool **hit**

Additional Inherited Members

3.10.1 Detailed Description

A class representing enemy projectiles

3.10.2 Member Function Documentation

3.10.2.1 OnTriggerEnter2D()

```
void EnemyProjectile.OnTriggerEnter2D (  
    Collider2D collision ) [private]
```

Method for triggering explode animation in case of collision

Parameters

<i>collision</i>	Collider2D object representing collision
------------------	--

3.10.3 Member Data Documentation

3.10.3.1 anim

```
Animator EnemyProjectile.anim [private]
```

Animator obj

3.10.3.2 coll

```
BoxCollider2D EnemyProjectile.coll [private]
```

BoxCollider obj

3.10.3.3 hit

```
bool EnemyProjectile.hit [private]
```

Bool fo hit

3.10.3.4 lifetime

```
float EnemyProjectile.lifetime [private]
```

Lifetime

3.10.3.5 resetTime

```
float EnemyProjectile.resetTime [private]
```

Reset time

3.10.3.6 speed

```
float EnemyProjectile.speed [private]
```

Speed

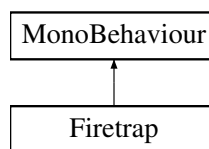
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/EnemyProjectile.cs

3.11 Firetrap Class Reference

A class for FireTraps traps

Inheritance diagram for Firetrap:



Private Member Functions

- void **Awake** ()
Method makes refrence to animator and sprite renderer
- void **OnTriggerEnter2D** (Collider2D collision)
Method for triggering firetrap in case of collision
- IEnumerator **ActivateFiretrap** ()
Method for activating firetrap with given color and delay

Private Attributes

- float **damage**
- float **activationDelay**
- float **activeTime**
- Animator **anim**
- SpriteRenderer **spriteRend**
- bool **triggered**
- bool **active**

3.11.1 Detailed Description

A class for FireTraps traps

3.11.2 Member Function Documentation

3.11.2.1 OnTriggerEnter2D()

```
void Firetrap.OnTriggerEnter2D (
    Collider2D collision ) [private]
```

Method for triggering firetrap in case of collision

Parameters

<i>collision</i>	Collider2D object representing collision
------------------	--

3.11.3 Member Data Documentation

3.11.3.1 activationDelay

```
float Firetrap.activationDelay [private]
```

Delay activation

3.11.3.2 active

```
bool Firetrap.active [private]
```

When the trap is active and can hurt the player

3.11.3.3 activeTime

```
float Firetrap.activeTime [private]
```

Time of being active

3.11.3.4 anim

```
Animator Firetrap.anim [private]
```

Animator Obj

3.11.3.5 damage

```
float Firetrap.damage [private]
```

Damage

3.11.3.6 spriteRend

```
SpriteRenderer Firetrap.spriteRend [private]
```

SpriteRenderer Obj

3.11.3.7 triggered

```
bool Firetrap.triggered [private]
```

When the trap gets triggered

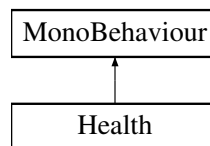
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/Firetrap.cs

3.12 Health Class Reference

A class representing health system

Inheritance diagram for Health:



Public Member Functions

- void **TakeDamage** (float _damage)
Method represents taking damage
- void **AddHealth** (float _value)
Method for adding health (in case of collecting hearths)
- void **Respawn** ()
Method for respawning

Properties

- float **currentHealth** [get, private set]

Private Member Functions

- void **Awake** ()
Method with refrence to health, animator and sprit renderer
- IEnumerator **Invulnerability** ()
Method for being invulnerable for given time
- void **Deactivate** ()
Method for deactivating system

Private Attributes

- float [startingHealth](#)
- Animator [anim](#)
- bool [dead](#)
- float [iFramesDuration](#)
- int [numberOfFlashes](#)
- SpriteRenderer [spriteRend](#)
- Behaviour[] [components](#)
- bool [invulnerable](#)
- AudioClip [deathSound](#)
- AudioClip [hurtSound](#)

3.12.1 Detailed Description

A class representing health system

3.12.2 Member Data Documentation

3.12.2.1 [anim](#)

Animator Health.anim [private]

Animator Obj

3.12.2.2 [components](#)

Behaviour [] Health.components [private]

List of objects componets to be disabled

3.12.2.3 dead

```
bool Health.dead [private]
```

Is object dead

3.12.2.4 deathSound

```
AudioClip Health.deathSound [private]
```

Sound of death

3.12.2.5 hurtSound

```
AudioClip Health.hurtSound [private]
```

Sound of being hurt

3.12.2.6 iFramesDuration

```
float Health.iFramesDuration [private]
```

Frames duration

3.12.2.7 invulnerable

```
bool Health.invulnerable [private]
```

Is object invulnerable

3.12.2.8 numberOfFlashes

```
int Health.numberOfFlashes [private]
```

Number of flashes after being damaged

3.12.2.9 spriteRend

```
SpriteRenderer Health.spriteRend [private]
```

SpriteRenderer

3.12.2.10 startingHealth

```
float Health.startingHealth [private]
```

Starting health

3.12.3 Property Documentation

3.12.3.1 currentHealth

```
float Health.currentHealth [get], [private set]
```

Current health

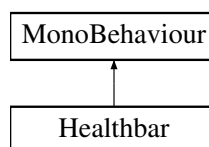
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/Health.cs

3.13 Healthbar Class Reference

A class representing healthbar

Inheritance diagram for Healthbar:



Private Member Functions

- void **Start** ()
Method initializing healthbar at beginning of game
- void **Update** ()
Method for updating healthbar in gametime

Private Attributes

- Health playerHealth
- Image totalhealthBar
- Image currenthealthBar

3.13.1 Detailed Description

A class representing healthbar

3.13.2 Member Data Documentation

3.13.2.1 currenthealthBar

```
Image Healthbar.currenthealthBar [private]
```

Current health

3.13.2.2 playerHealth

```
Health Healthbar.playerHealth [private]
```

Health Obj

3.13.2.3 totalhealthBar

```
Image Healthbar.totalhealthBar [private]
```

Total health bar

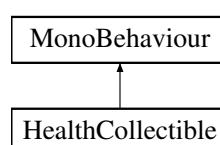
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/Healthbar.cs

3.14 HealthCollectible Class Reference

A class for collectible health objects "hearts" in game

Inheritance diagram for HealthCollectible:



Private Member Functions

- void [OnTriggerEnter2D](#) (Collider2D collision)
Method for triggering adding of health in case of collision

Private Attributes

- float [healthValue](#)

3.14.1 Detailed Description

A class for collectible health objects "hearts" in game

3.14.2 Member Function Documentation

3.14.2.1 OnTriggerEnter2D()

```
void HealthCollectible.OnTriggerEnter2D (  
    Collider2D collision ) [private]
```

Method for triggering adding of health in case of collision

Parameters

<i>collision</i>	Collider2D object representing collision
------------------	--

3.14.3 Member Data Documentation

3.14.3.1 healthValue

```
float HealthCollectible.healthValue [private]
```

Value of health

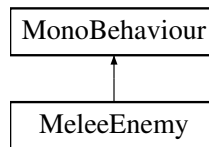
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/HealthCollectible.cs

3.15 MeleeEnemy Class Reference

A class representing melee enemy.

Inheritance diagram for MeleeEnemy:



Private Member Functions

- void **Awake** ()
Method initialization of enemy patrol and animator
- void **Update** ()
Method for updating behaviour of enemy, if he see player, they delay of damage and attack
- bool **PlayerInSight** ()
Method defines when enemy see player
- void **DamagePlayer** ()
Method for damaging player by enemy in situation that player is in range of enemy

Private Attributes

- float `attackCooldown`
- float `range`
- int `damage`
- *float `colliderDistance`
- BoxCollider2D `boxCollider`
- LayerMask `playerLayer`
- float `cooldownTimer` = `Mathf.Infinity`
- Animator `anim`
- Health `playerHealth`
- EnemyPatrol `enemyPatrol`

3.15.1 Detailed Description

A class representing melee enemy.

3.15.2 Member Data Documentation

3.15.2.1 anim

`Animator MeleeEnemy.anim [private]`

Animator Obj

3.15.2.2 attackCooldown

`float MeleeEnemy.attackCooldown [private]`

Cooldown between attacks

3.15.2.3 boxCollider

`BoxCollider2D MeleeEnemy.boxCollider [private]`

BoxCollider2D Obj

3.15.2.4 colliderDistance

`* float MeleeEnemy.colliderDistance [private]`

Distanve of collisions

3.15.2.5 cooldownTimer

`float MeleeEnemy.cooldownTimer = Mathf.Infinity [private]`

Cooldown timer

3.15.2.6 damage

`int MeleeEnemy.damage [private]`

Damage of enemy

3.15.2.7 enemyPatrol

`EnemyPatrol MeleeEnemy.enemyPatrol [private]`

[EnemyPatrol](#) Obj

3.15.2.8 playerHealth

`Health` `MeleeEnemy.playerHealth` [private]

`Health` Obj

3.15.2.9 range

`float` `MeleeEnemy.range` [private]

Range

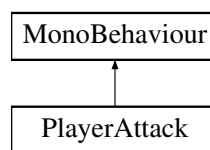
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/MeleeEnemy.cs

3.16 PlayerAttack Class Reference

A class representing player attack

Inheritance diagram for PlayerAttack:



Private Member Functions

- void **Awake** ()
Method for initializing plaer componets and animator
- void **Update** ()
Method for updating if player can attack
- void **Attack** ()
Method for attacking
- int **FindFireball** ()
Method for firaball attack

Private Attributes

- float `attackCooldown`
- Transform `firePoint`
- GameObject[] `fireballs`
- AudioClip `fireballSound`
- Animator `anim`
- `PlayerMovement` `playerMovement`
- float `cooldownTimer` = `Mathf.Infinity`

3.16.1 Detailed Description

A class representing player attack

3.16.2 Member Data Documentation

3.16.2.1 anim

```
Animator PlayerAttack.anim [private]
```

Animator Obj

3.16.2.2 attackCooldown

```
float PlayerAttack.attackCooldown [private]
```

Cooldown between attacks

3.16.2.3 cooldownTimer

```
float PlayerAttack.cooldownTimer = Mathf.Infinity [private]
```

CooldownTimer

3.16.2.4 fireballs

```
GameObject [] PlayerAttack.fireballs [private]
```

fireballs list - array

3.16.2.5 fireballSound

```
AudioClip PlayerAttack.fireballSound [private]
```

Sound of fireball

3.16.2.6 firePoint

`Transform PlayerAttack.firePoint [private]`

firePoint aiming for firebals

3.16.2.7 playerMovement

`PlayerMovement PlayerAttack.playerMovement [private]`

`PlayerMovement` Obj

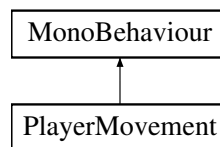
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/PlayerAttack.cs

3.17 PlayerMovement Class Reference

A class for player movements

Inheritance diagram for PlayerMovement:



Public Member Functions

- bool `canAttack` ()
Method for checks if player can attack

Private Member Functions

- void **Awake** ()
Method initializes componets of movement
- void **Update** ()
Method for updating behaviour of player with animations,
- void **Jump** ()
Method for jumping
- void **WallJump** ()
Method for jumping on wall
- bool **isGrounded** ()
Method for checks if player is grounded
- bool `onWall` ()
Method for checks if player in on wall

Private Attributes

- float [speed](#)
- float [jumpPower](#)
- float [coyoteTime](#)
- float [coyoteCounter](#)
- int [extraJumps](#)
- int [jumpCounter](#)
- float [wallJumpX](#)
- float [wallJumpY](#)
- LayerMask **groundLayer**
- LayerMask **wallLayer**
- AudioClip [jumpSound](#)
- AudioClip [walkSound](#)
- Rigidbody2D [body](#)
- Animator [anim](#)
- BoxCollider2D [boxCollider](#)
- float [wallJumpCooldown](#)
- float **horizontalInput**

3.17.1 Detailed Description

A class for player movements

3.17.2 Member Function Documentation

3.17.2.1 `canAttack()`

```
bool PlayerMovement.canAttack ( )
```

Method for checks if player can attack

Returns

false if player is in situation that he can't attack

3.17.2.2 `onWall()`

```
bool PlayerMovement.onWall ( ) [private]
```

Method for checks if player in on wall

Returns

null in case of collision

3.17.3 Member Data Documentation

3.17.3.1 anim

`Animator PlayerMovement.anim [private]`

Animator Obj

3.17.3.2 body

`Rigidbody2D PlayerMovement.body [private]`

Rigidbody2D Obj

3.17.3.3 boxCollider

`BoxCollider2D PlayerMovement.boxCollider [private]`

BoxCollider2D Obj

3.17.3.4 coyoteCounter

`float PlayerMovement.coyoteCounter [private]`

How much time passed since the player ran off the edge

3.17.3.5 coyoteTime

`float PlayerMovement.coyoteTime [private]`

How much time the player can hang in the air before jumping

3.17.3.6 extraJumps

`int PlayerMovement.extraJumps [private]`

How many extre jumpw player will have

3.17.3.7 jumpCounter

```
int PlayerMovement.jumpCounter [private]
```

Counter of jumps

3.17.3.8 jumpPower

```
float PlayerMovement.jumpPower [private]
```

Power of jumping

3.17.3.9 jumpSound

```
AudioClip PlayerMovement.jumpSound [private]
```

Jump sound

3.17.3.10 speed

```
float PlayerMovement.speed [private]
```

Speed

3.17.3.11 walkSound

```
AudioClip PlayerMovement.walkSound [private]
```

Walk sound

3.17.3.12 wallJumpCooldown

```
float PlayerMovement.wallJumpCooldown [private]
```

Cooldown between jumping on wall

3.17.3.13 wallJumpX

```
float PlayerMovement.wallJumpX [private]
```

Horizontal wall jump force

3.17.3.14 wallJumpY

```
float PlayerMovement.wallJumpY [private]
```

Vertical wall jump force

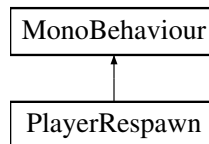
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/PlayerMovement.cs

3.18 PlayerRespawn Class Reference

A class representing player respawn

Inheritance diagram for PlayerRespawn:



Public Member Functions

- void **Respawn** ()
Method for respawning

Private Member Functions

- void **Awake** ()
Method for initialization of health system
- void **OnTriggerEnter2D** (Collider2D collision)
Method for tringgering checkpoint animation and sound

Private Attributes

- AudioClip [checkpointSound](#)
- Transform [currentCheckpoint](#)
- Health [playerHealth](#)

3.18.1 Detailed Description

A class representing player respawn

3.18.2 Member Data Documentation

3.18.2.1 checkpointSound

`AudioClip PlayerRespawn.checkpointSound [private]`

Sound of checkpoint

3.18.2.2 currentCheckpoint

`Transform PlayerRespawn.currentCheckpoint [private]`

Checkpoint Obj

3.18.2.3 playerHealth

`Health PlayerRespawn.playerHealth [private]`

Health of player

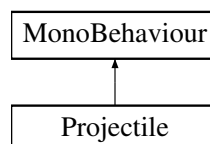
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/PlayerRespawn.cs

3.19 Projectile Class Reference

A class for projectiles

Inheritance diagram for Projectile:



Public Member Functions

- void [SetDirection](#) (float _direction)
Method for seting direction of projectile

Private Member Functions

- void **Awake** ()
Method for initialization collider and animator
- void **Update** ()
Method for updating position of projectile
- void **OnTriggerEnter2D** (Collider2D collision)
Method for triggering damage in case of collision with projectile
- void **Deactivate** ()
Method for deactivating

Private Attributes

- float **speed**
- float **direction**
- bool **hit**
- float **lifetime**
- Animator **anim**
- BoxCollider2D **boxCollider**

3.19.1 Detailed Description

A class for projectiles

3.19.2 Member Function Documentation

3.19.2.1 OnTriggerEnter2D()

```
void Projectile.OnTriggerEnter2D (
    Collider2D collision ) [private]
```

Method for triggering damage in case of collision with projectile

Parameters

<i>collision</i>	Collider2D object representing collision
------------------	--

3.19.2.2 SetDirection()

```
void Projectile.SetDirection (
    float _direction )
```

Method for setting direction of projectile

Parameters

<code>_direction</code>	Given direction
-------------------------	-----------------

3.19.3 Member Data Documentation

3.19.3.1 anim

`Animator Projectile.anim [private]`

Animator obj

3.19.3.2 boxCollider

`BoxCollider2D Projectile.boxCollider [private]`

BoxCollider Obj

3.19.3.3 direction

`float Projectile.direction [private]`

Projection direction

3.19.3.4 hit

`bool Projectile.hit [private]`

Hit

3.19.3.5 lifetime

`float Projectile.lifetime [private]`

Lifetime

3.19.3.6 speed

```
float Projectile.speed [private]
```

Speed projectile

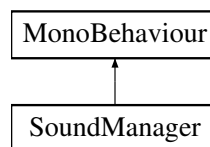
The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/Projectile.cs

3.20 SoundManager Class Reference

A class manages sound in game

Inheritance diagram for SoundManager:



Public Member Functions

- void [PlaySound](#) (AudioClip _sound)
Method for playing sound

Properties

- static [SoundManager instance](#) [get, private set]

Private Member Functions

- void **Awake** ()
Method for initialization of the sound manager

Private Attributes

- AudioSource [source](#)

3.20.1 Detailed Description

A class manages sound in game

3.20.2 Member Function Documentation

3.20.2.1 PlaySound()

```
void SoundManager.PlaySound (  
    AudioClip _sound )
```

Method for playing sound

Parameters

<code>_sound</code>	Given sound
---------------------	-------------

3.20.3 Member Data Documentation

3.20.3.1 source

```
AudioSource SoundManager.source [private]
```

Sound source

The documentation for this class was generated from the following file:

- D:/Biblioteki/Pulpit/Scripts/SoundManager.cs

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