# Code documentation

## InputManager

InputManager provides data about input buttons. Data about a single button is stored in a struct of type InputManager.Button. It contains three fields:

* IsPressed – is the button pressed now
* IsDown – is the button pressed down this frame
* IsUp – is the button lifted up this frame

## Player

This script is attached to the player and controls its behavior, such as movement and interactions.

### Public fields

Direction – current facing direction. Read only

IsWalking – is the player walking right now. Read only

Clothing – currently equipped clothing. Read only

### Serialized fields

inputManager – reference to the InputManager

itemFactory – reference to the ItemFactory

speed – player movement speed

### Public Methods

EquipClothing – equips a clothing from player’s inventory and puts previously equipped clothing to the player’s inventory

### Events

DirectionChanged, IsWalkingChanged, ClothingChanged – are called when the corresponding fields are changed. They pass the value of a changed field.

## PlayerAnimator

Manages player animations. Subscribes on player state change and changes animations accordingly.

### Serialized fields

blueSuitStates, greenSuitStates, … - names of animation states for different player states

animationSpeed – player animations speed multiplier

## ItemFactory

Stores item sprites and provides methods for item creation.

## Inventory

Stores items. Has limited capacity. Implements IEnumerable<Item>. Has an indexer.

### Public Fields

Size – how many items this inventory can contain

IsFull – is the inventory full

### Public Methods

Add – adds an item to the inventory. Before calling this method, check, if the inventory is full.

Remove – removes an item from the inventory