

Avoid

1.0

Gandhi Games

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Chapter 1

Namespace Index

1.1 Packages

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 3

Class Index

3.1 Class List

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

Avoidance.ActionOnDisabled	Raises action when associated Gameobject is disabled.	15
Avoidance.ApplyForceOnScaleComplete	Applies force with direction when scale completes.	16
Avoidance.ApplyForceTowardsPlayerOnScaleComplete	Applies force towards player when scale is complete.	17
Avoidance.BGMManager	Responsible for playing background audio music for main menu, game scene, and game over scene.	17
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Avoidance.ObstacleSpawner	52
Spawns obstacles in a specified direction (horizontal or vertical).	
Avoidance.ObstacleVerticalDataImpl	53
Builds vertical obstacle data.	
Avoidance.PersistentObject	55
Ensures object persists between scenes. Requires object to have a unique tag.	

Avoidance.PlaceAtCameraBounds	Places object at a specified camera bounds.	55
Avoidance.PlayClipInteractable	Plays audio clip on object hit.	57
Avoidance.PlayClipWhenEnterBounds	Plays the specified clip when the gameobject enters camera bounds.	58
Avoidance.PlayerDeathInteractable	Applies damage to player on interaction.	59
Avoidance.PlayerHealth	Maintains players health. Responsible for spawning damage effects and playing hit audio. . . .	59
Avoidance.PointsSpawner	Spawns points within bounds of camera.	61
Avoidance.PoolAfterTime	Pools object after time.	62
Avoidance.PoolGameobjectInteractable	Pools gameobject on contact with player.	63
Avoidance.PoolObjectOutOfBounds	Pools object when it exits camera bounds.	63
Avoidance.PoolWhenHitObjectWithTag	Returns GameObject to pool when collision occurs with object that has specified tag.	64
Avoidance.ProjectileSpawner	Spawns projectiles with a delay.	65
Avoidance.Scale	Scales an object over time.	66
Avoidance.ScaleData	Encapsulates scale data.	67
Avoidance.ScaleDown	Scales transform down.	68
AvoidanceScaler	Scaler contract.	69
AvoidanceScalerFactory	Scaler factory. Responsible for creating Scaler class.	69
Avoidance.ScaleToScreenSize	Scales an object to a percentage of the current screensize.	70
Avoidance.ScaleTrailRendererToSpriteWidth	Scales a trail renderer to the same width as a sprites.	71
Avoidance.ScaleUp	Scales transform up.	72
Avoidance.Score	Maintains current and high score.	73
Avoidance.SetLineRendererSortLayer	Sets line renderer sort layer at start of game.	75
Avoidance.ShareAndRate	Provides functionality to access Android share features and open links to the apps page on itunes and the google play store.	75
Avoidance.Singleton< T >	A base class for any Singleton . Provides global singular access to a MonoBehaviour.	76
Avoidance.Spawn360ProjectilesOnScaleComplete	Responsible for spawning projectiles in a 360 arc, when scale complete.	77
Avoidance.SpawnProjectileOnScaleComplete	Responsible for spawning a single projectile when scale complete.	78
Avoidance.Startable	Contract for any class that will be started at gameplay start. This method is called on all objects when the play button is pressed.	80
Avoidance.TS_AudioSettings	Centralised audio settings.	80
Avoidance.UIAudioClip	Encapsulates playing audio clip on button press.	82

Chapter 4

Namespace Documentation

4.1 Avoidance Namespace Reference

Classes

- class [ActionOnDisabled](#)
Raises action when associated Gameobject is disabled.
- class [ApplyForceOnScaleComplete](#)
Applies force with direction when scale completes.
- class [ApplyForceTowardsPlayerOnScaleComplete](#)
Applies force towards player when scale is complete.
- class [BGMManager](#)
Responsible for playing background audio music for main menu, game scene, and game over scene.
- class [BoundsCheck](#)
Performs bounds checks each frame. Raises events when an object enters bounds and when it leaves bounds.
- class [BoundsFactory](#)
[Avoidance.BoundsPlacement](#) factory.
- interface [BoundsPlacement](#)
Interface for objects that will be responsible for placing an object at a specified location.
- class [BoundsPlacementBottom](#)
Returns location of [Avoidance.BoundsLocation.Bottom](#).
- class [BoundsPlacementBottomOffScreen](#)
Returns location of [Avoidance.BoundsLocation.BottomOffScreen](#).
- class [BoundsPlacementLeft](#)
Returns location of [Avoidance.BoundsLocation.Left](#).
- class [BoundsPlacementLeftOffScreen](#)
Returns location of [Avoidance.BoundsLocation.LeftOffScreen](#).
- class [BoundsPlacementRight](#)
Returns location of [Avoidance.BoundsLocation.Right](#).
- class [BoundsPlacementRightOffScreen](#)
Returns location of [Avoidance.BoundsLocation.RightOffScreen](#).
- class [BoundsPlacementTop](#)
Returns location of [Avoidance.BoundsLocation.Top](#).
- class [BoundsPlacementTopOffScreen](#)
Returns location of [Avoidance.BoundsLocation.TopOffScreen](#).
- class [CheckAction](#)

- Encapsulates a boolean check.*
- class [DisableObjectOnAndroid](#)
 - Disable object on android platform.*
- class [DisableObjectOnIOS](#)
 - Disable object on IOS platform.*
- class [EnemySpawner](#)
 - Spawns enemies off screen after a delay.*
- class **Extensions**
 - Extension methods.*
- class [GameStateController](#)
 - Responsible for updating game state.*
- class [GPLeaderboard](#)
 - Responsible for posting a score to the Google Play leaderboard and showing the leaderboard UI.*
- class [GPLogin](#)
 - Activates and logs in to the Google Play platform if on Android.*
- class [IncrementScoreInteractable](#)
 - Increments current score on object collision.*
- class [Interact](#)
 - Invokes all [Interactable](#) on colliding objects.*
- interface [Interactable](#)
 - [Interactable](#) interface. All interactables are retrieved when colliding with player.*
- class [MoveDirectionImpl](#)
 - Moves in the specified direction.*
- class [MoveInDirection](#)
 - Moves object in a specified direction.*
- interface [MovementDirection](#)
 - Movement direction interface. Provides UpdatePosition contract.*
- class [MovementDirectionFactory](#)
 - [Avoidance.MovementDirection](#) factory.*
- class [MoveToPlayerPosition](#)
 - Lerps position towards GameObject with Player tag.*
- class [MoveToTouchPosition](#)
 - Moves object to touch position.*
- class [MusicAudioPlayer](#)
 - Responsible for playing all audio (including one shots).*
- class [ObjectPool](#)
 - Maintains list of disabled gameobjects. Reduces calls to Instantiate and Destroy.*
- class [ObjectPoolItem](#)
- class [ObstacleData](#)
 - Encapsulates data attached to an obstacles. Provides centralised access.*
- struct [ObstacleDataContainer](#)
 - Encapsulates data to be used to create an obstacle.*
- struct [ObstacleDataContainerSide](#)
 - Encapsulates data to be used to create an obstacle side.*
- interface [ObstacleDirectionalData](#)
 - Encapsulates [ObstacleDataContainer](#) creation.*
- class [ObstacleDirectionalDataImpl](#)
 - Obstacle directional data implementation.*
- class [ObstacleDirectionalSpawner](#)
- class [ObstacleDirectionalSpawnerFactory](#)
 - [Avoidance.ObstacleDirectionSpawner](#) factory.*

- interface [ObstacleDirectionSpawner](#)
- class [ObstacleHorizontalDataImpl](#)
Builds horizontal obstacle data.
- struct [ObstacleIndividualData](#)
Data associated with an individual obstacle.
- class [ObstacleSpawner](#)
Spawns obstacles in a specified direction (horizontal or vertical).
- class [ObstacleVerticalDataImpl](#)
Builds vertical obstacle data.
- class [PersistentObject](#)
Ensures object persists between scenes. Requires object to have a unique tag.
- class [PlaceAtCameraBounds](#)
Places object at a specified camera bounds.
- class [PlayClipInteractable](#)
Plays audio clip on object hit.
- class [PlayClipWhenEnterBounds](#)
Plays the specified clip when the gameobject enters camera bounds.
- class [PlayerDeathInteractable](#)
Applies damage to player on interaction.
- class [PlayerHealth](#)
Maintains players health. Responsible for spawning damage effects and playing hit audio.
- class [PointsSpawner](#)
Spawns points within bounds of camera.
- class **PointWithinBounds**
Provides access to random point within and without camera bounds.
- class [PoolAfterTime](#)
Pools object after time.
- class [PoolGameObjectInteractable](#)
Pools gameobject on contact with player.
- class [PoolObjectOutOfBounds](#)
Pools object when it exits camera bounds.
- class [PoolWhenHitObjectWithTag](#)
Returns GameObject to pool when collision occurs with object that has specified tag.
- class [ProjectileSpawner](#)
Spawns projectiles with a delay.
- class [Scale](#)
Scales an object over time.
- struct [ScaleData](#)
Encapsulates scale data.
- class [ScaleDown](#)
Scales transform down.
- interface [Scaler](#)
Scaler contract.
- class [ScalerFactory](#)
Scaler factory. Responsible for creating Scaler class.
- class [ScaleToScreenSize](#)
Scales an object to a percentage of the current screen size.
- class [ScaleTrailRendererToSpriteWidth](#)
Scales a trail renderer to the same width as a sprites.
- class [ScaleUp](#)
Scales transform up.

- class [Score](#)
Maintains current and high score.
- class [SetLineRendererSortLayer](#)
Sets line renderer sort layer at start of game.
- class [ShareAndRate](#)
Provides functionality to access Android share features and open links to the apps page on itunes and the google play store.
- class [Singleton](#)
A base class for any [Singleton](#). Provides global singular access to a [MonoBehaviour](#).
- class [Spawn360ProjectilesOnScaleComplete](#)
Responsible for spawning projectiles in a 360 arc, when scale complete.
- class [SpawnProjectileOnScaleComplete](#)
Responsible for spawning a single projectile when scale complete.
- class [Startable](#)
Contract for any class that will be started at gameplay start. This method is called on all objects when the play button is pressed.
- class [TS_AudioSettings](#)
Centralised audio settings.
- class [UIAudioClip](#)
Encapsulates playing audio clip on button press.

Enumerations

- enum [AudioChannel](#) { **Master**, **SFX**, **Music** }
Audio channel.
- enum [Direction](#) { **Left** = 1, **Up** = 100, **Right** = 200, **Down** = 300 }
Direction of movement.
- enum [BoundsLocation](#) {
Top = 1, **TopOffScreen** = 2, **Left** = 200, **LeftOffScreen** = 201,
Right = 300, **RightOffScreen** = 301, **Bottom** = 400, **BottomOffScreen** = 401 }
Camera bounds locations.
- enum [Axis](#) { **None** = 0, **X** = 100, **Y** = 200, **XY** = 300 }
Possible 2D axis.
- enum [Side](#) { **None**, **Width**, **Height** }
Side to scale.
- enum [ObstacleSpawnDirection](#) { **Horizontal** = 0, **Vertical** = 100 }
Direction to spawn obstacles.

Functions

- delegate bool **CheckDelegate** ()

4.1.1 Enumeration Type Documentation

4.1.1.1 enum Avoidance.AudioChannel [strong]

Audio channel.

4.1.1.2 enum Avoidance.Axis [strong]

Possible 2D axis.

4.1.1.3 enum Avoidance.BoundsLocation [strong]

Camera bounds locations.

4.1.1.4 enum Avoidance.Direction [strong]

Direction of movement.

4.1.1.5 enum Avoidance.ObstacleSpawnDirection [strong]

Direction to spawn obstacles.

4.1.1.6 enum Avoidance.Side [strong]

Side to scale.

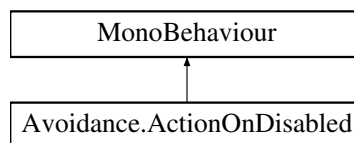
Chapter 5

Class Documentation

5.1 Avoidance.ActionOnDisabled Class Reference

Raises action when associated Gameobject is disabled.

Inheritance diagram for Avoidance.ActionOnDisabled:



Public Attributes

- Action [onDisabled](#)
Action raised when object disabled.

5.1.1 Detailed Description

Raises action when associated Gameobject is disabled.

5.1.2 Member Data Documentation

5.1.2.1 Action Avoidance.ActionOnDisabled.onDisabled

Action raised when object disabled.

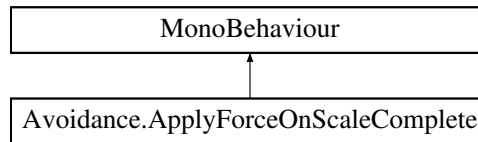
The documentation for this class was generated from the following file:

- ActionOnDisabled.cs

5.2 Avoidance.ApplyForceOnScaleComplete Class Reference

Applies force with direction when scale completes.

Inheritance diagram for Avoidance.ApplyForceOnScaleComplete:



Public Attributes

- float `force` = 200
The force to apply.
- Scale `scale`
The scale object to wait on.
- Vector2 `direction`
The direction of force to apply.

5.2.1 Detailed Description

Applies force with direction when scale completes.

5.2.2 Member Data Documentation

5.2.2.1 Vector2 Avoidance.ApplyForceOnScaleComplete.direction

The direction of force to apply.

5.2.2.2 float Avoidance.ApplyForceOnScaleComplete.force = 200

The force to apply.

5.2.2.3 Scale Avoidance.ApplyForceOnScaleComplete.scale

The scale object to wait on.

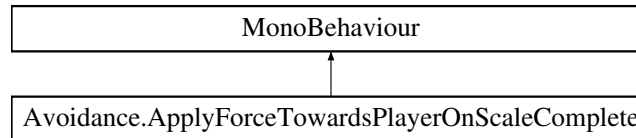
The documentation for this class was generated from the following file:

- `ApplyForceOnScaleComplete.cs`

5.3 Avoidance.ApplyForceTowardsPlayerOnScaleComplete Class Reference

Applies force towards player when scale is complete.

Inheritance diagram for Avoidance.ApplyForceTowardsPlayerOnScaleComplete:



Public Attributes

- float **force** = 200
The force to apply.
- **Scale scale**
The scale to wait on.

5.3.1 Detailed Description

Applies force towards player when scale is complete.

5.3.2 Member Data Documentation

5.3.2.1 float Avoidance.ApplyForceTowardsPlayerOnScaleComplete.force = 200

The force to apply.

5.3.2.2 Scale Avoidance.ApplyForceTowardsPlayerOnScaleComplete.scale

The scale to wait on.

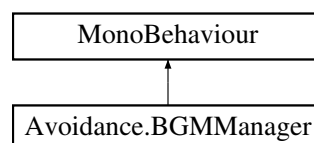
The documentation for this class was generated from the following file:

- ApplyForceTowardsPlayerOnScaleComplete.cs

5.4 Avoidance.BGMMManager Class Reference

Responsible for playing background audio music for main menu, game scene, and game over scene.

Inheritance diagram for Avoidance.BGMMManager:



Public Member Functions

- void [PlayUIAudio](#) ()
Plays the user interface audio.
- void [PlayGameAudio](#) ()
Plays the game audio.
- void [PlayGameOverAudio](#) ()
Plays the game over audio.

Public Attributes

- AudioClip [audioGameClip](#)
Clip to play during game scene.
- AudioClip [audioUIClip](#)
Clip to play during the main menu.
- AudioClip [gameOverClip](#)
Clip to play during the game over scene.
- float [fadeTime](#) = 1f
Time to fade between clips.

5.4.1 Detailed Description

Responsible for playing background audio music for main menu, game scene, and game over scene.

5.4.2 Member Function Documentation

5.4.2.1 void Avoidance.BGMMManager.PlayGameAudio ()

Plays the game audio.

5.4.2.2 void Avoidance.BGMMManager.PlayGameOverAudio ()

Plays the game over audio.

5.4.2.3 void Avoidance.BGMMManager.PlayUIAudio ()

Plays the user interface audio.

5.4.3 Member Data Documentation

5.4.3.1 AudioClip Avoidance.BGMMManager.audioGameClip

Clip to play during game scene.

5.4.3.2 AudioClip Avoidance.BGMManager.audioUIClip

Clip to play during the main menu.

5.4.3.3 float Avoidance.BGMManager.fadeTime = 1f

Time to fade between clips.

5.4.3.4 AudioClip Avoidance.BGMManager.gameOverClip

Clip to play during the game over scene.

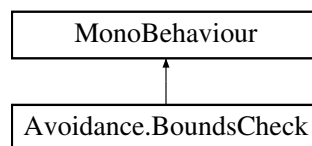
The documentation for this class was generated from the following file:

- BGMManager.cs

5.5 Avoidance.BoundsCheck Class Reference

Performs bounds checks each frame. Raises events when an object enters bounds and when it leaves bounds.

Inheritance diagram for Avoidance.BoundsCheck:



Public Member Functions

- bool [IsInBounds](#) ()
Determines whether this instance is within the camera bounds.
- bool [IsOutOfBounds](#) ()
Determines whether this instance is within the camera bounds.

Public Attributes

- Action [onEnterBounds](#)
Raised when object enters bounds.
- Action [onLeftBounds](#)
Raised when object has entered bounds and then elaves bounds.

5.5.1 Detailed Description

Performs bounds checks each frame. Raises events when an object enters bounds and when it leaves bounds.

5.5.2 Member Function Documentation

5.5.2.1 `bool Avoidance.BoundsCheck.IsInBounds ()`

Determines whether this instance is within the camera bounds.

Returns

`true` if this instance is in bounds; otherwise, `false`.

5.5.2.2 `bool Avoidance.BoundsCheck.IsOutOfBounds ()`

Determines whether this instance is within the camera bounds.

Returns

`true` if this instance is out of bounds; otherwise, `false`.

5.5.3 Member Data Documentation

5.5.3.1 `Action Avoidance.BoundsCheck.onEnterBounds`

Raised when object enters bounds.

5.5.3.2 `Action Avoidance.BoundsCheck.onLeftBounds`

Raised when object has entered bounds and then elaves bounds.

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

- `BoundsCheck.cs`

5.6 `Avoidance.BoundsFactory` Class Reference

[Avoidance.BoundsPlacement](#) factory.

Public Member Functions

- [BoundsPlacement Make](#) ([BoundsLocation](#) location)
Creates and returns a [Avoidance.BoundsPlacement](#) based on [Avoidance.BoundsLocation](#).

5.6.1 Detailed Description

[Avoidance.BoundsPlacement](#) factory.

5.6.2 Member Function Documentation

5.6.2.1 BoundsPlacement Avoidance.BoundsFactory.Make (BoundsLocation location)

Creates and returns a [Avoidance.BoundsPlacement](#) based on [Avoidance.BoundsLocation](#).

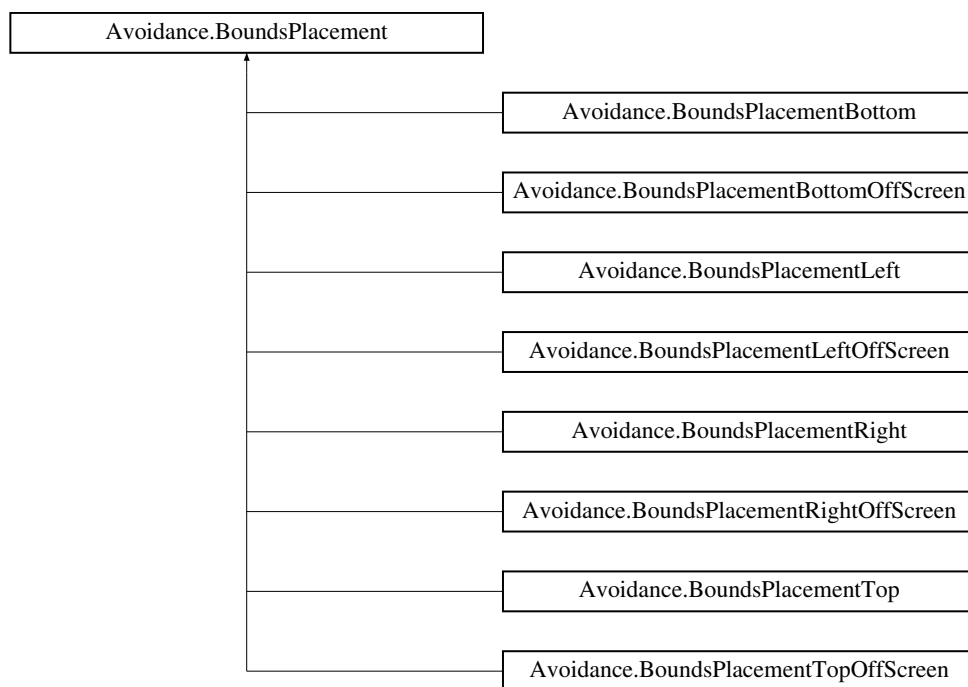
The documentation for this class was generated from the following file:

- BoundsFactory.cs

5.7 Avoidance.BoundsPlacement Interface Reference

Interface for objects that will be responsible for placing an object at a specified location.

Inheritance diagram for Avoidance.BoundsPlacement:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.7.1 Detailed Description

Interface for objects that will be responsible for placing an object at a specified location.

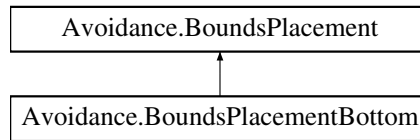
The documentation for this interface was generated from the following file:

- BoundsPlacement.cs

5.8 Avoidance.BoundsPlacementBottom Class Reference

Returns location of Avoidance.BoundsLocation.Bottom.

Inheritance diagram for Avoidance.BoundsPlacementBottom:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.8.1 Detailed Description

Returns location of Avoidance.BoundsLocation.Bottom.

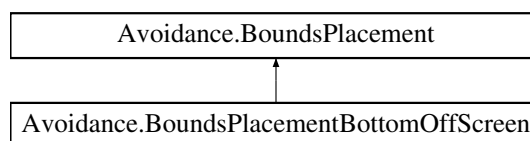
The documentation for this class was generated from the following file:

- BoundsPlacement.cs

5.9 Avoidance.BoundsPlacementBottomOffScreen Class Reference

Returns location of Avoidance.BoundsLocation.BottomOffScreen.

Inheritance diagram for Avoidance.BoundsPlacementBottomOffScreen:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.9.1 Detailed Description

Returns location of Avoidance.BoundsLocation.BottomOffScreen.

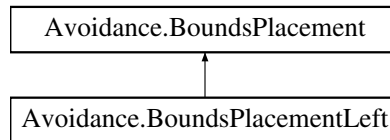
The documentation for this class was generated from the following file:

- BoundsPlacement.cs

5.10 Avoidance.BoundsPlacementLeft Class Reference

Returns location of Avoidance.BoundsLocation.Left.

Inheritance diagram for Avoidance.BoundsPlacementLeft:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.10.1 Detailed Description

Returns location of Avoidance.BoundsLocation.Left.

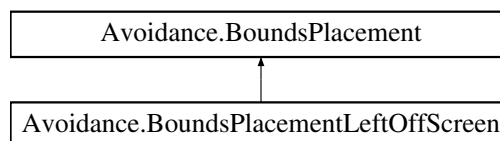
The documentation for this class was generated from the following file:

- BoundsPlacement.cs

5.11 Avoidance.BoundsPlacementLeftOffScreen Class Reference

Returns location of Avoidance.BoundsLocation.LeftOffScreen.

Inheritance diagram for Avoidance.BoundsPlacementLeftOffScreen:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.11.1 Detailed Description

Returns location of Avoidance.BoundsLocation.LeftOffScreen.

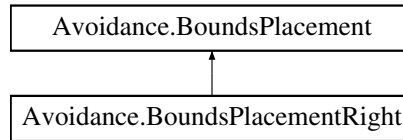
The documentation for this class was generated from the following file:

- BoundsPlacement.cs

5.12 Avoidance.BoundsPlacementRight Class Reference

Returns location of Avoidance.BoundsLocation.Right.

Inheritance diagram for Avoidance.BoundsPlacementRight:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.12.1 Detailed Description

Returns location of Avoidance.BoundsLocation.Right.

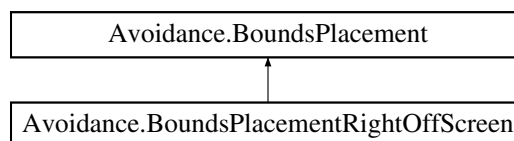
The documentation for this class was generated from the following file:

- BoundsPlacement.cs

5.13 Avoidance.BoundsPlacementRightOffScreen Class Reference

Returns location of Avoidance.BoundsLocation.RightOffScreen.

Inheritance diagram for Avoidance.BoundsPlacementRightOffScreen:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.13.1 Detailed Description

Returns location of Avoidance.BoundsLocation.RightOffScreen.

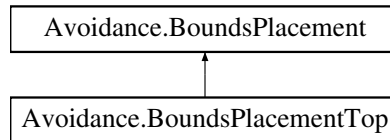
The documentation for this class was generated from the following file:

- BoundsPlacement.cs

5.14 Avoidance.BoundsPlacementTop Class Reference

Returns location of Avoidance.BoundsLocation.Top.

Inheritance diagram for Avoidance.BoundsPlacementTop:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.14.1 Detailed Description

Returns location of Avoidance.BoundsLocation.Top.

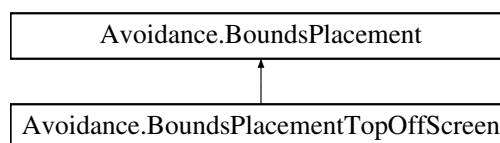
The documentation for this class was generated from the following file:

- BoundsPlacement.cs

5.15 Avoidance.BoundsPlacementTopOffScreen Class Reference

Returns location of Avoidance.BoundsLocation.TopOffScreen.

Inheritance diagram for Avoidance.BoundsPlacementTopOffScreen:



Public Member Functions

- Vector2 **GetDesiredPosition** (SpriteRenderer s)

5.15.1 Detailed Description

Returns location of Avoidance.BoundsLocation.TopOffScreen.

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

- BoundsPlacement.cs

5.16 Avoidance.CheckAction Class Reference

Encapsulates a boolean check.

Public Member Functions

- [CheckAction](#) (CheckDelegate[] checksToPerform)
Initializes a new instance of the [Avoidance.CheckAction](#) class.
- void [Reset](#) ()
Reset this instance.
- bool [HasPassedCheck](#) ()
Determines whether this instance has passed all specified checks.

5.16.1 Detailed Description

Encapsulates a boolean check.

5.16.2 Constructor & Destructor Documentation

5.16.2.1 Avoidance.CheckAction.CheckAction (CheckDelegate[] checksToPerform)

Initializes a new instance of the [Avoidance.CheckAction](#) class.

Parameters

<i>checksToPerform</i>	Checks to be encapsulated within this object.
------------------------	---

5.16.3 Member Function Documentation

5.16.3.1 bool Avoidance.CheckAction.HasPassedCheck ()

Determines whether this instance has passed all specified checks.

Returns

`true` if this instance has passed check; otherwise, `false`.

5.16.3.2 void Avoidance.CheckAction.Reset ()

Reset this instance.

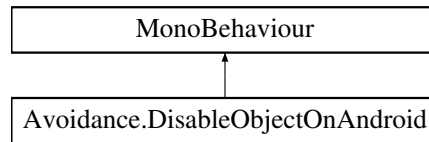
The documentation for this class was generated from the following file:

- CheckAction.cs

5.17 Avoidance.DisableObjectOnAndroid Class Reference

Disable object on android platform.

Inheritance diagram for Avoidance.DisableObjectOnAndroid:



5.17.1 Detailed Description

Disable object on android platform.

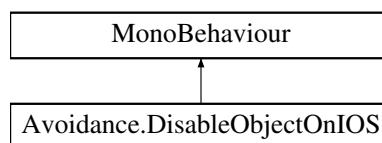
The documentation for this class was generated from the following file:

- `DisableObjectOnAndroid.cs`

5.18 Avoidance.DisableObjectOnIOS Class Reference

Disable object on IOS platform.

Inheritance diagram for Avoidance.DisableObjectOnIOS:



5.18.1 Detailed Description

Disable object on IOS platform.

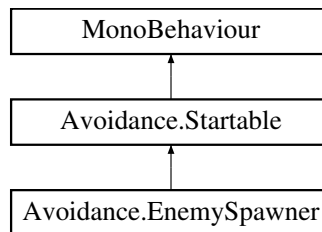
The documentation for this class was generated from the following file:

- `DisableObjectOnIOS.cs`

5.19 Avoidance.EnemySpawner Class Reference

Spawns enemies off screen after a delay.

Inheritance diagram for Avoidance.EnemySpawner:



Public Member Functions

- override void **OnStart** ()

Public Attributes

- GameObject [enemyPrefab](#)
The enemy prefab to spawn.
- Vector2 [minMaxSpawnDelay](#)
A delay between x and y is randomly selected.

5.19.1 Detailed Description

Spawns enemies off screen after a delay.

5.19.2 Member Data Documentation

5.19.2.1 GameObject Avoidance.EnemySpawner.enemyPrefab

The enemy prefab to spawn.

5.19.2.2 Vector2 Avoidance.EnemySpawner.minMaxSpawnDelay

A delay between x and y is randomly selected.

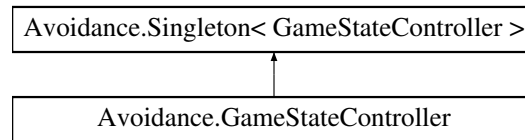
The documentation for this class was generated from the following file:

- EnemySpawner.cs

5.20 Avoidance.GameStateController Class Reference

Responsible for updating game state.

Inheritance diagram for Avoidance.GameStateController:



Public Member Functions

- void [OnPlay](#) ()
Hides main menu and starts game.
- void [OnGameOver](#) ()
Plays game over audio. Shows game over menu.
- void [OnRestart](#) ()
Reloads scene.
- void [OnPause](#) ()
Stops time and shows pause menu.
- void [OnResume](#) ()
Resumes time and hides pause menu.

Public Attributes

- GameObject [playUI](#)
The main menu UI container.
- Text [mainMenuHighScoreText](#)
The highscore text on the main menu.
- float [delayBeforeGameStarts](#) = 1f
The delay before game starts.
- GameObject [inGameUI](#)
The in game UI container.
- GameObject [pauseMenuUI](#)
The pause menu UI container.
- Text [pauseScoreText](#)
The score text shown on pause screen.
- Text [pauseHighscoreText](#)
The highscore text shown on pause screen.
- float [gameOverDelay](#) = 0.5f
The delay between player killed and game over UI shown.
- GameObject [gameOverUI](#)
The game over UI container.
- Text [gameOverScoreText](#)
The score text shown on game over screen.
- Text [gameOverHighscoreText](#)
The highscore text shown on game over screen.
- [BGMManager](#) [bgmManager](#)
Object responsible for playing BGM.

Protected Member Functions

- override void **Awake** ()

Properties

- bool **isGameOver** [get]
Gets a value indicating whether this [Avoidance.GameStateController](#) has reached game over state.

5.20.1 Detailed Description

Responsible for updating game state.

5.20.2 Member Function Documentation

5.20.2.1 void Avoidance.GameStateController.OnGameOver ()

Plays game over audio. Shows game over menu.

5.20.2.2 void Avoidance.GameStateController.OnPause ()

Stops time and shows pause menu.

5.20.2.3 void Avoidance.GameStateController.OnPlay ()

Hides main menu and starts game.

5.20.2.4 void Avoidance.GameStateController.OnRestart ()

Reloads scene.

5.20.2.5 void Avoidance.GameStateController.OnResume ()

Resumes time and hides pause menu.

5.20.3 Member Data Documentation

5.20.3.1 BGMMManager Avoidance.GameStateController.bgmManager

Object responsible for playing BGM.

5.20.3.2 float Avoidance.GameStateController.delayBeforeGameStarts = 1f

The delay before game starts.

5.20.3.3 float Avoidance.GameStateController.gameOverDelay = 0.5f

The delay between player killed and game over UI shown.

5.20.3.4 Text Avoidance.GameStateController.gameOverHighscoreText

The highscore text shown on game over screen.

5.20.3.5 Text Avoidance.GameStateController.gameOverScoreText

The score text shown on game over screen.

5.20.3.6 GameObject Avoidance.GameStateController.gameOverUI

The game over UI container.

5.20.3.7 GameObject Avoidance.GameStateController.inGameUI

The in game UI container.

5.20.3.8 Text Avoidance.GameStateController.mainMenuHighScoreText

The highscore text on the main menu.

5.20.3.9 Text Avoidance.GameStateController.pauseHighscoreText

The highscore text shown on pause screen.

5.20.3.10 GameObject Avoidance.GameStateController.pauseMenuUI

The pause menu UI container.

5.20.3.11 Text Avoidance.GameStateController.pauseScoreText

The score text shown on pause screen.

5.20.3.12 GameObject Avoidance.GameStateController.playUI

The main menu UI container.

5.20.4 Property Documentation

5.20.4.1 bool Avoidance.GameStateController.isGameOver [get]

Gets a value indicating whether this [Avoidance.GameStateController](#) has reached game over state.

true if is game over; otherwise, false.

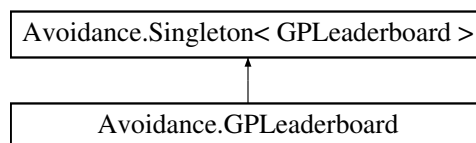
The documentation for this class was generated from the following file:

- GameStateController.cs

5.21 Avoidance.GPLeaderboard Class Reference

Responsible for posting a score to the Google Play leaderboard and showing the leaderboard UI.

Inheritance diagram for Avoidance.GPLeaderboard:



Public Member Functions

- void [PostScore](#) (int score)
Posts the score if on Android platform.
- void [ShowUI](#) ()
Shows the Android leaderboard UI.

Additional Inherited Members

5.21.1 Detailed Description

Responsible for posting a score to the Google Play leaderboard and showing the leaderboard UI.

5.21.2 Member Function Documentation

5.21.2.1 void Avoidance.GPLeaderboard.PostScore (int score)

Posts the score if on Android platform.

Parameters

<code>score</code>	<code>Score.</code>
--------------------	---------------------

5.21.2.2 void Avoidance.GPLeaderboard.ShowUI ()

Shows the Android leaderboard UI.

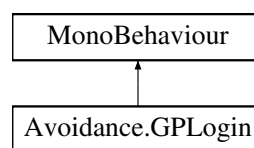
The documentation for this class was generated from the following file:

- GPLeaderboard.cs

5.22 Avoidance.GPLogin Class Reference

Activates and logs in to the Google Play platform if on Android.

Inheritance diagram for Avoidance.GPLogin:



Properties

- bool `loggedIn` [get]

Gets a value indicating whether this [GPLogin](#) has successfully logged in to Google Play.

5.22.1 Detailed Description

Activates and logs in to the Google Play platform if on Android.

5.22.2 Property Documentation

5.22.2.1 bool Avoidance.GPLogin.loggedIn [get]

Gets a value indicating whether this [GPLogin](#) has successfully logged in to Google Play.

`true` if logged in; otherwise, `false`.

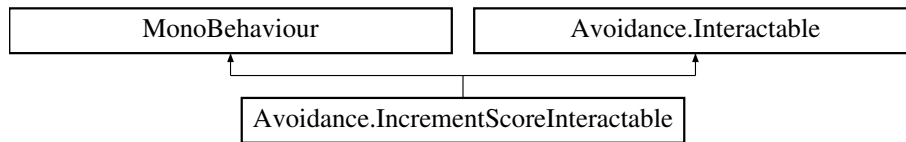
The documentation for this class was generated from the following file:

- GPLogin.cs

5.23 Avoidance.IncrementScoreInteractable Class Reference

Increments current score on object collision.

Inheritance diagram for Avoidance.IncrementScoreInteractable:



Public Member Functions

- void **Interact** (GameObject interacted)

5.23.1 Detailed Description

Increments current score on object collision.

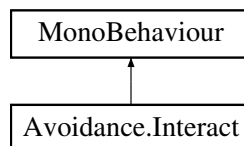
The documentation for this class was generated from the following file:

- IncrementScoreInteractable.cs

5.24 Avoidance.Interact Class Reference

Invokes all [Interactable](#) on colliding objects.

Inheritance diagram for Avoidance.Interact:



5.24.1 Detailed Description

Invokes all [Interactable](#) on colliding objects.

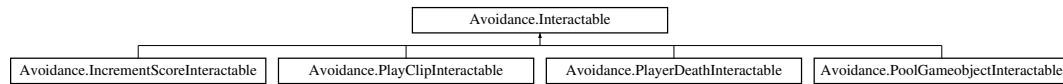
The documentation for this class was generated from the following file:

- Interact.cs

5.25 Avoidance.Interactable Interface Reference

[Interactable](#) interface. All interactables are retrieved when colliding with player.

Inheritance diagram for Avoidance.Interactable:



Public Member Functions

- void **Interact** (GameObject interacted)

5.25.1 Detailed Description

[Interactable](#) interface. All interactables are retrieved when colliding with player.

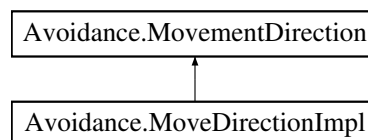
The documentation for this interface was generated from the following file:

- Interactable.cs

5.26 Avoidance.MoveDirectionImpl Class Reference

Moves in the specified direction.

Inheritance diagram for Avoidance.MoveDirectionImpl:



Public Member Functions

- [MoveDirectionImpl](#) (Vector3 direction, float speed)
Initializes a new instance of the [Avoidance.MoveDirectionImpl](#) class.
- void [UpdatePosition](#) (Transform t)
Updates the position of the transform.

5.26.1 Detailed Description

Moves in the specified direction.

5.26.2 Constructor & Destructor Documentation

5.26.2.1 Avoidance.MoveDirectionImpl.MoveDirectionImpl (Vector3 direction, float speed)

Initializes a new instance of the [Avoidance.MoveDirectionImpl](#) class.

Parameters

<i>direction</i>	Direction of movement.
<i>speed</i>	Units per second.

5.26.3 Member Function Documentation

5.26.3.1 void Avoidance.MoveDirectionImpl.UpdatePosition (Transform *t*)

Updates the position of the transform.

Parameters

<i>t</i>	Transforms position to update.
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Implements [Avoidance.MovementDirection](#).

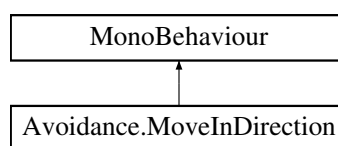
The documentation for this class was generated from the following file:

- MovementDirection.cs

5.27 Avoidance.MoveInDirection Class Reference

Moves object in a specified direction.

Inheritance diagram for Avoidance.MoveInDirection:



Public Member Functions

- void [Setup](#) ([Direction](#) moveDirection, float moveDistancePerSecond)
Setups the specified instance and begins movement next frame.

Public Attributes

- [Direction](#) [direction](#) = Direction.Left
The direction to move object.
- float [distancePerSecond](#) = 5f
Units of movement per second.

5.27.1 Detailed Description

Moves object in a specified direction.

5.27.2 Member Function Documentation

5.27.2.1 void Avoidance.MoveInDirection.Setup (Direction *moveDirection*, float *moveDistancePerSecond*)

Setups the specified instance and begins movement next frame.

Parameters

<i>moveDirection</i>	Move direction.
<i>moveDistancePerSecond</i>	Move distance per second.

5.27.3 Member Data Documentation

5.27.3.1 Direction Avoidance.MoveInDirection.direction = Direction.Left

The direction to move object.

5.27.3.2 float Avoidance.MoveInDirection.distancePerSecond = 5f

Units of movement per second.

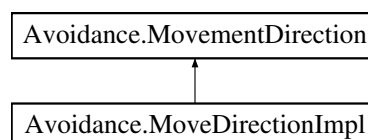
The documentation for this class was generated from the following file:

- MoveInDirection.cs

5.28 Avoidance.MovementDirection Interface Reference

Movement direction interface. Provides UpdatePosition contract.

Inheritance diagram for Avoidance.MovementDirection:



Public Member Functions

- void **UpdatePosition** (Transform t)

5.28.1 Detailed Description

Movement direction interface. Provides UpdatePosition contract.

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

- MovementDirection.cs

5.29 Avoidance.MovementDirectionFactory Class Reference

[Avoidance.MovementDirection](#) factory.

Public Member Functions

- [MovementDirection Make](#) ([Direction](#) direction, float speed)
Returns a [Avoidance.MovementDirection](#) based on [Avoidance.Direction](#).

5.29.1 Detailed Description

[Avoidance.MovementDirection](#) factory.

5.29.2 Member Function Documentation

5.29.2.1 MovementDirection Avoidance.MovementDirectionFactory.Make ([Direction](#) direction, float speed)

Returns a [Avoidance.MovementDirection](#) based on [Avoidance.Direction](#).

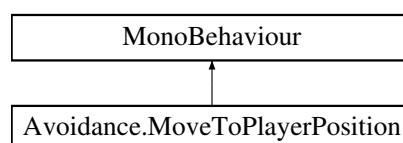
The documentation for this class was generated from the following file:

- MovementDirectionFactory.cs

5.30 Avoidance.MoveToPlayerPosition Class Reference

Lerps position towards GameObject with Player tag.

Inheritance diagram for Avoidance.MoveToPlayerPosition:



Public Attributes

- float `moveUnitsPerSecond` = 5f
The units to move towards player per second.

5.30.1 Detailed Description

Lerps position towards GameObject with Player tag.

5.30.2 Member Data Documentation

5.30.2.1 float Avoidance.MoveToPlayerPosition.moveUnitsPerSecond = 5f

The units to move towards player per second.

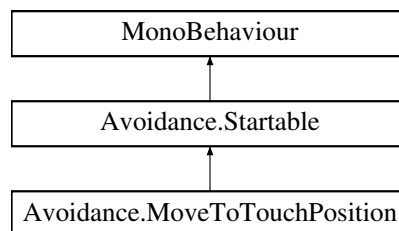
The documentation for this class was generated from the following file:

- MoveToPlayerPosition.cs

5.31 Avoidance.MoveToTouchPosition Class Reference

Moves object to touch position.

Inheritance diagram for Avoidance.MoveToTouchPosition:



Public Member Functions

- override void `OnStart` ()
Enables movement.

Public Attributes

- float `moveUnitsPerSecond` = 5f
The move units per second.

5.31.1 Detailed Description

Moves object to touch position.

5.31.2 Member Function Documentation

5.31.2.1 `override void Avoidance.MoveToTouchPosition.OnStart () [virtual]`

Enables movement.

Implements [Avoidance.Startable](#).

5.31.3 Member Data Documentation

5.31.3.1 `float Avoidance.MoveToTouchPosition.moveUnitsPerSecond = 5f`

The move units per second.

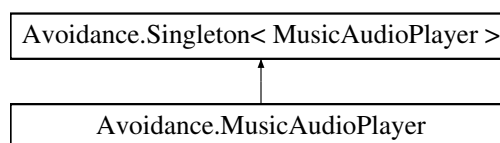
The documentation for this class was generated from the following file:

- MoveToTouchPosition.cs

5.32 Avoidance.MusicAudioPlayer Class Reference

Responsible for playing all audio (including one shots).

Inheritance diagram for Avoidance.MusicAudioPlayer:



Public Member Functions

- void [PlayOneShot](#) (AudioClip clip)
Plays clip: one shot.
- void [Play](#) (AudioClip clip, float fadeDuration=1f)
Plays the specified clip. Fades to clip over fade duration.
- float [GetActiveAudioClipLength](#) ()
Gets the length of the active audio clip.
- void [SetPitch](#) (float pitch)
Sets the pitch for the active audio source.

Protected Member Functions

- override void **Awake** ()

Additional Inherited Members

5.32.1 Detailed Description

Responsible for playing all audio (including one shots).

5.32.2 Member Function Documentation

5.32.2.1 float Avoidance.MusicAudioPlayer.GetActiveAudioClipLength ()

Gets the length of the active audio clip.

Returns

The active audio clip length.

5.32.2.2 void Avoidance.MusicAudioPlayer.Play (AudioClip *clip*, float *fadeDuration* = 1 f)

Plays the specified clip. Fades to clip over fade duration.

Parameters

<i>clip</i>	Clip.
<i>fadeDuration</i>	Fade duration.

5.32.2.3 void Avoidance.MusicAudioPlayer.PlayOneShot (AudioClip *clip*)

Plays clip: one shot.

Parameters

<i>clip</i>	Clip.
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5.32.2.4 void Avoidance.MusicAudioPlayer.SetPitch (float *pitch*)

Sets the pitch for the active audio source.

Parameters

<i>pitch</i>	Pitch.
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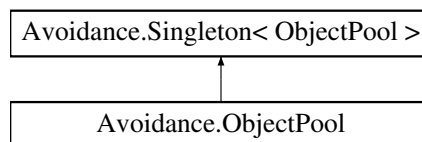
The documentation for this class was generated from the following file:

- MusicAudioPlayer.cs

5.33 Avoidance.ObjectPool Class Reference

Maintains list of disabled gameobjects. Reduces calls to Instantiate and Destroy.

Inheritance diagram for Avoidance.ObjectPool:



Public Member Functions

- GameObject [GetObjectForType](#) (string objectType, bool onlyPooled)
Gets a new object for the name type provided. If no object type exists or if onlypooled is true and there is no objects of that type in the pool then null will be returned.
- void [PoolObject](#) (GameObject obj)
Pools the object specified. Will not be pooled if there is no prefab of that type.

Public Attributes

- [ObjectPoolItem\[\]](#) [ObjectPoolItems](#)
Items to add to object pool.
- List< GameObject >[] [pooledObjects](#)
The pooled objects currently available.

Protected Attributes

- GameObject [containerObject](#)
The container object that we will keep unused pooled objects so we dont clog up the editor with objects.

Additional Inherited Members

5.33.1 Detailed Description

Maintains list of disabled gameobjects. Reduces calls to Instantiate and Destroy.

5.33.2 Member Function Documentation

5.33.2.1 GameObject Avoidance.ObjectPool.GetObjectForType (string *objectType*, bool *onlyPooled*)

Gets a new object for the name type provided. If no object type exists or if onlypooled is true and there is no objects of that type in the pool then null will be returned.

Returns

The object for type.

Parameters

<i>objectType</i>	Object type.
<i>onlyPooled</i>	If true, it will only return an object if there is one currently pooled.

5.33.2.2 void Avoidance.ObjectPool.PoolObject (GameObject *obj*)

Pools the object specified. Will not be pooled if there is no prefab of that type.

Parameters

<i>obj</i>	Object to be pooled.
------------	----------------------

5.33.3 Member Data Documentation

5.33.3.1 GameObject Avoidance.ObjectPool.containerObject [protected]

The container object that we will keep unused pooled objects so we dont clog up the editor with objects.

5.33.3.2 ObjectPoolItem [] Avoidance.ObjectPool.ObjectPoolItems

Items to add to object pool.

5.33.3.3 List<GameObject> [] Avoidance.ObjectPool.pooledObjects

The pooled objects currently available.

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

- ObjectPool.cs

5.34 Avoidance.ObjectPoolItem Class Reference

Public Attributes

- GameObject **ObjectPrefab**
- int **BufferAmount** = 1

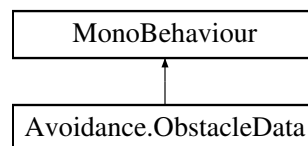
The documentation for this class was generated from the following file:

- ObjectPool.cs

5.35 Avoidance.ObstacleData Class Reference

Encapsulates data attached to an obstacles. Provides centralised access.

Inheritance diagram for Avoidance.ObstacleData:



Public Types

- enum **ObstacleSide** { **Left** = 0, **Right** = 1 }
Child obstacle side.

Public Member Functions

- void **SetupParent** (**BoundsLocation** location, **Axis** lockedAxis, **Direction** moveDirection, float moveDistance↔ PerSecond)
Setups the parent object.
- void **SetupObstacle** (**ObstacleSide** side, Vector2 multiplyBy, **Side** lockRatioTo, **BoundsLocation** location, **Axis** lockedAxis, bool basedOnHeightOnly)
Setups child obstacle.

Public Attributes

- **PlaceAtCameraBounds** placementMain
*Reference to **PlaceAtCameraBounds**. Attached to obstacle Gameobject.*
- **MoveInDirection** movement
*Reference to **MoveInDirection**. Attached to obstacle Gameobject.*
- **ObstacleIndividualData** leftObstacleData
*Reference to **ObstacleIndividualData**. Attached to obstacle Gameobject.*
- **ObstacleIndividualData** rightObstacleData
*Reference to **ObstacleIndividualData**. Attached to obstacle Gameobject.*

5.35.1 Detailed Description

Encapsulates data attached to an obstacles. Provides centralised access.

5.35.2 Member Enumeration Documentation

5.35.2.1 enum Avoidance.ObstacleData.ObstacleSide [strong]

Child obstacle side.

5.35.3 Member Function Documentation

5.35.3.1 void Avoidance.ObstacleData.SetupObstacle (ObstacleSide *side*, Vector2 *multiplyBy*, Side *lockRatioTo*, BoundsLocation *location*, Axis *lockedAxis*, bool *basedOnHeightOnly*)

Setups child obstacle.

Parameters

<i>side</i>	Side.
<i>multiplyBy</i>	Multiply by.
<i>lockRatioTo</i>	Lock ratio to.
<i>location</i>	Location.
<i>lockedAxis</i>	Locked axis.
<i>basedOnHeightOnly</i>	If set to <code>true</code> based on height only.

5.35.3.2 void Avoidance.ObstacleData.SetupParent (BoundsLocation *location*, Axis *lockedAxis*, Direction *moveDirection*, float *moveDistancePerSecond*)

Setups the parent object.

Parameters

<i>location</i>	Location.
<i>lockedAxis</i>	Locked axis.
<i>moveDirection</i>	Move direction.
<i>moveDistancePerSecond</i>	Move distance per second.

5.35.4 Member Data Documentation

5.35.4.1 ObstacleIndividualData Avoidance.ObstacleData.leftObstacleData

Reference to [ObstacleIndividualData](#). Attached to obstacle Gameobject.

5.35.4.2 **MoveInDirection** `Avoidance.ObstacleData.movement`

Reference to [MoveInDirection](#). Attached to obstacle Gameobject.

5.35.4.3 **PlaceAtCameraBounds** `Avoidance.ObstacleData.placementMain`

Reference to [PlaceAtCameraBounds](#). Attached to obstacle Gameobject.

5.35.4.4 **ObstacleIndividualData** `Avoidance.ObstacleData.rightObstacleData`

Reference to [ObstacleIndividualData](#). Attached to obstacle Gameobject.

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

- `ObstacleData.cs`

5.36 **Avoidance.ObstacleDataContainer** Struct Reference

Encapsulates data to be used to create an obstacle.

Public Attributes

- [Direction](#) **moveDirection**
- float **moveDistancePerSecond**
- [BoundsLocation](#) **parentBoundsLocation**
- [Axis](#) **parentLockedAxis**
- [ObstacleDataContainerSide](#) **leftSide**
- [ObstacleDataContainerSide](#) **rightSide**

5.36.1 Detailed Description

Encapsulates data to be used to create an obstacle.

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

- `ObstacleDirectionalData.cs`

5.37 **Avoidance.ObstacleDataContainerSide** Struct Reference

Encapsulates data to be used to create an obstacle side.

Public Attributes

- Vector2 **scale**
- Side **lockedScaleSide**
- BoundsLocation **boundsLocation**
- Axis **lockedAxis**
- bool **basedOnHeightOnly**

5.37.1 Detailed Description

Encapsulates data to be used to create an obstacle side.

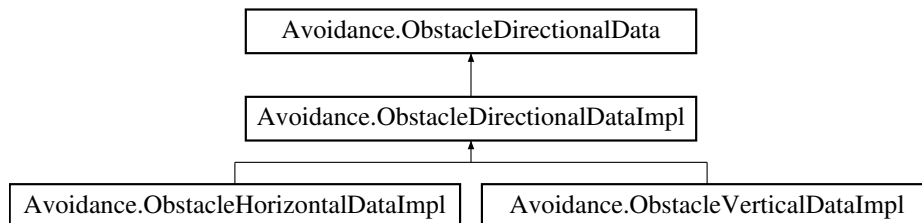
The documentation for this struct was generated from the following file:

- ObstacleDirectionalData.cs

5.38 Avoidance.ObstacleDirectionalData Interface Reference

Encapsulates [ObstacleDataContainer](#) creation.

Inheritance diagram for Avoidance.ObstacleDirectionalData:



Public Member Functions

- [ObstacleDataContainer](#) **Build** ()

5.38.1 Detailed Description

Encapsulates [ObstacleDataContainer](#) creation.

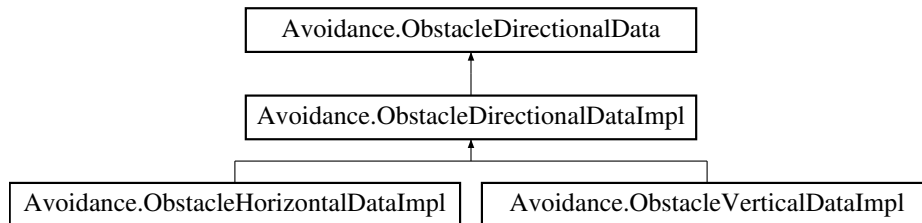
The documentation for this interface was generated from the following file:

- ObstacleDirectionalData.cs

5.39 Avoidance.ObstacleDirectionalDataImpl Class Reference

Obstacle directional data implementation.

Inheritance diagram for Avoidance.ObstacleDirectionalDataImpl:



Public Member Functions

- [ObstacleDirectionalDataImpl](#) ([Direction](#) moveDirection, [BoundsLocation](#) boundsLocation)
Initializes a new instance of the [Avoidance.ObstacleDirectionalDataImpl](#) class.
- abstract [ObstacleDataContainer](#) **Build** ()

Protected Member Functions

- abstract void **SetScale** (ref [ObstacleDataContainerSide](#) leftSide, ref [ObstacleDataContainerSide](#) rightSide)
- abstract [ObstacleDataContainer](#) **GetDefaultContainer** ()

Protected Attributes

- [Direction](#) moveDirection
- [BoundsLocation](#) boundsLocation

Static Protected Attributes

- static readonly float **OBSTACLE_HEIGHT** = 0.02f
- static readonly float **MINIMUM_SCALE** = 0.05f

5.39.1 Detailed Description

Obstacle directional data implementation.

5.39.2 Constructor & Destructor Documentation

5.39.2.1 [Avoidance.ObstacleDirectionalDataImpl.ObstacleDirectionalDataImpl](#) ([Direction](#) moveDirection, [BoundsLocation](#) boundsLocation)

Initializes a new instance of the [Avoidance.ObstacleDirectionalDataImpl](#) class.

Parameters

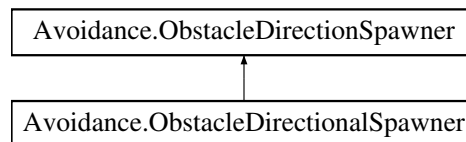
<i>moveDirection</i>	Move direction.
<i>boundsLocation</i>	Bounds location.

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

- ObstacleDirectionalData.cs

5.40 Avoidance.ObstacleDirectionalSpawner Class Reference

Inheritance diagram for Avoidance.ObstacleDirectionalSpawner:



Public Member Functions

- **ObstacleDirectionalSpawner** ([ObstacleDirectionalData](#) dataDirectionOne, [ObstacleDirectionalData](#) dataDirectionTwo) \leftrightarrow
- **GameObject SpawnNew** (string prefabName)

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

- ObstacleDirectionSpawner.cs

5.41 Avoidance.ObstacleDirectionalSpawnerFactory Class Reference

[Avoidance.ObstacleDirectionSpawner](#) factory.

Public Member Functions

- **ObstacleDirectionSpawner Make** ([ObstacleSpawnDirection](#) direction)
Returns a [Avoidance.ObstacleDirectionSpawner](#) based on [Avoidance.ObstacleSpawnDirection](#).

5.41.1 Detailed Description

[Avoidance.ObstacleDirectionSpawner](#) factory.

5.41.2 Member Function Documentation

5.41.2.1 `ObstacleDirectionSpawner` `Avoidance.ObstacleDirectionalSpawnerFactory.Make (ObstacleSpawnDirection direction)`

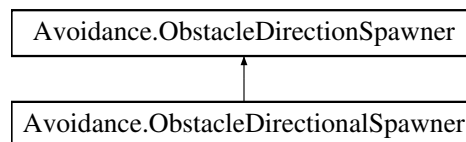
Returns a [Avoidance.ObstacleDirectionSpawner](#) based on [Avoidance.ObstacleSpawnDirection](#).

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

- `ObstacleDirectionalSpawnerFactory.cs`

5.42 `Avoidance.ObstacleDirectionSpawner` Interface Reference

Inheritance diagram for `Avoidance.ObstacleDirectionSpawner`:



Public Member Functions

- `GameObject` **SpawnNew** (string prefabName)

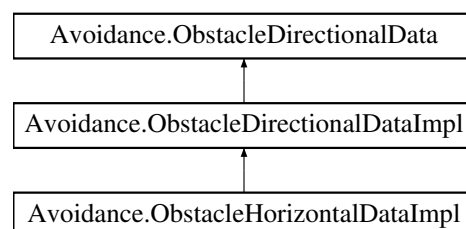
The documentation for this interface was generated from the following file:

- `ObstacleDirectionSpawner.cs`

5.43 `Avoidance.ObstacleHorizontalDataImpl` Class Reference

Builds horizontal obstacle data.

Inheritance diagram for `Avoidance.ObstacleHorizontalDataImpl`:



Public Member Functions

- [ObstacleHorizontalDataImpl](#) ([Direction](#) moveDirection, [BoundsLocation](#) boundsLocation)
Initializes a new instance of the [Avoidance.ObstacleHorizontalDataImpl](#) class.
- override [ObstacleDataContainer](#) [Build](#) ()
Build [ObstacleDataContainer](#) for a horizontal obstacle.

Protected Member Functions

- override void **SetScale** (ref [ObstacleDataContainerSide](#) leftSide, ref [ObstacleDataContainerSide](#) rightSide)
- override [ObstacleDataContainer](#) **GetDefaultContainer** ()

Static Protected Attributes

- static readonly float **MINIMUM_OBSTACLE_GAP** = 0.35f
- static readonly Vector2 **MIN_MAX_MOVEMENT_SPEED** = new Vector2(1f, 1.5f)

Additional Inherited Members

5.43.1 Detailed Description

Builds horizontal obstacle data.

5.43.2 Constructor & Destructor Documentation

5.43.2.1 [Avoidance.ObstacleHorizontalDataImpl.ObstacleHorizontalDataImpl](#) ([Direction](#) *moveDirection*, [BoundsLocation](#) *boundsLocation*)

Initializes a new instance of the [Avoidance.ObstacleHorizontalDataImpl](#) class.

Parameters

<i>moveDirection</i>	Move direction.
<i>boundsLocation</i>	Bounds location.

5.43.3 Member Function Documentation

5.43.3.1 override [ObstacleDataContainer](#) [Avoidance.ObstacleHorizontalDataImpl.Build](#) () [virtual]

Build [ObstacleDataContainer](#) for a horizontal obstacle.

Implements [Avoidance.ObstacleDirectionalDataImpl](#).

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

- ObstacleDirectionalData.cs

5.44 Avoidance.ObstacleIndividualData Struct Reference

Data associated with an individual obstacle.

Public Attributes

- [ScaleToScreenSize](#) **scale**
- [PlaceAtCameraBounds](#) **placement**

5.44.1 Detailed Description

Data associated with an individual obstacle.

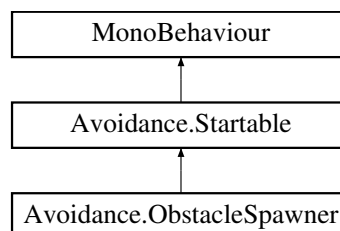
The documentation for this struct was generated from the following file:

- ObstacleData.cs

5.45 Avoidance.ObstacleSpawner Class Reference

Spawns obstacles in a specified direction (horizontal or vertical).

Inheritance diagram for Avoidance.ObstacleSpawner:



Public Member Functions

- override void [OnStart](#) ()
Initialise instance and begins spawn.
- void [SpawnShape](#) ()
Spawns and enables obstacle. Adds listener to spawn another object when this obstacle is disabled (when the obstacle leaves bounds).

Public Attributes

- GameObject [obstaclePrefab](#)
The obstacle prefab.
- [ObstacleSpawnDirection](#) [spawnDirection](#) = ObstacleSpawnDirection.Horizontal
The direction to spawn obstacles.

5.45.1 Detailed Description

Spawns obstacles in a specified direction (horizontal or vertical).

5.45.2 Member Function Documentation

5.45.2.1 `override void Avoidance.ObstacleSpawner.OnStart ()` [virtual]

Initialise instance and begins spawn.

Implements [Avoidance.Startable](#).

5.45.2.2 `void Avoidance.ObstacleSpawner.SpawnShape ()`

Spawns and enables obstacle. Adds listener to spawn another object when this obstacle is disabled (when the obstacle leaves bounds).

5.45.3 Member Data Documentation

5.45.3.1 `GameObject Avoidance.ObstacleSpawner.obstaclePrefab`

The obstacle prefab.

5.45.3.2 `ObstacleSpawnDirection Avoidance.ObstacleSpawner.spawnDirection = ObstacleSpawnDirection.Horizontal`

The direction to spawn obstacles.

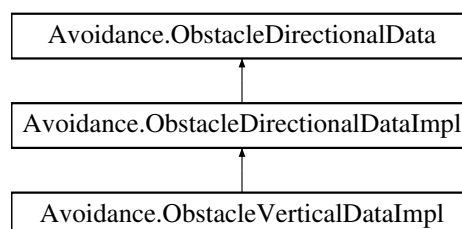
The documentation for this class was generated from the following file:

- ObstacleSpawner.cs

5.46 Avoidance.ObstacleVerticalDataImpl Class Reference

Builds vertical obstacle data.

Inheritance diagram for Avoidance.ObstacleVerticalDataImpl:



Public Member Functions

- [ObstacleVerticalDataImpl](#) ([Direction](#) moveDirection, [BoundsLocation](#) boundsLocation)
Initializes a new instance of the [Avoidance.ObstacleVerticalDataImpl](#) class.
- override [ObstacleDataContainer](#) [Build](#) ()
Build [ObstacleDataContainer](#) for a vertical obstacle.

Protected Member Functions

- override void **SetScale** (ref [ObstacleDataContainerSide](#) leftSide, ref [ObstacleDataContainerSide](#) rightSide)
- override [ObstacleDataContainer](#) **GetDefaultContainer** ()

Static Protected Attributes

- static readonly float **MINIMUM_OBSTACLE_GAP** = 0.45f
- static readonly Vector2 **MIN_MAX_MOVEMENT_SPEED** = new Vector2(1f, 2f)

Additional Inherited Members

5.46.1 Detailed Description

Builds vertical obstacle data.

5.46.2 Constructor & Destructor Documentation

5.46.2.1 [Avoidance.ObstacleVerticalDataImpl.ObstacleVerticalDataImpl](#) ([Direction](#) moveDirection, [BoundsLocation](#) boundsLocation)

Initializes a new instance of the [Avoidance.ObstacleVerticalDataImpl](#) class.

Parameters

<i>moveDirection</i>	Move direction.
<i>boundsLocation</i>	Bounds location.

5.46.3 Member Function Documentation

5.46.3.1 override [ObstacleDataContainer](#) [Avoidance.ObstacleVerticalDataImpl.Build](#) () [virtual]

Build [ObstacleDataContainer](#) for a vertical obstacle.

Implements [Avoidance.ObstacleDirectionalDataImpl](#).

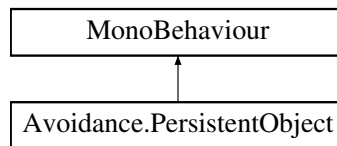
The documentation for this class was generated from the following file:

- [ObstacleDirectionalData.cs](#)

5.47 Avoidance.PersistentObject Class Reference

Ensures object persists between scenes. Requires object to have a unique tag.

Inheritance diagram for Avoidance.PersistentObject:



5.47.1 Detailed Description

Ensures object persists between scenes. Requires object to have a unique tag.

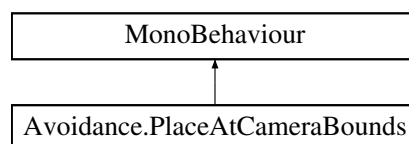
The documentation for this class was generated from the following file:

- PersistentObject.cs

5.48 Avoidance.PlaceAtCameraBounds Class Reference

Places object at a specified camera bounds.

Inheritance diagram for Avoidance.PlaceAtCameraBounds:



Public Member Functions

- void `Setup` (`BoundsLocation` location, `Axis` lockedAxis)
Setup the specified instance. Places object at location.

Public Attributes

- SpriteRenderer `spriteRenderer`
The sprite renderer of the object to be placed.
- `BoundsLocation` `boundsLocation` = `BoundsLocation.Left`
The location to place the object.
- `Axis` `lockAxis` = `Axis.None`
If an axis is locked it will not be moved from its current position.

5.48.1 Detailed Description

Places object at a specified camera bounds.

5.48.2 Member Function Documentation

5.48.2.1 void Avoidance.PlaceAtCameraBounds.Setup (BoundsLocation *location*, Axis *lockedAxis*)

Setup the specified instance. Places object at location.

Parameters

<i>location</i>	Location.
<i>lockedAxis</i>	Locked axis.

5.48.3 Member Data Documentation

5.48.3.1 BoundsLocation Avoidance.PlaceAtCameraBounds.boundsLocation = BoundsLocation.Left

The location to place the object.

5.48.3.2 Axis Avoidance.PlaceAtCameraBounds.lockAxis = Axis.None

If an axis is locked it will not be moved from its current position.

5.48.3.3 SpriteRenderer Avoidance.PlaceAtCameraBounds.spriteRenderer

The sprite renderer of the object to be placed.

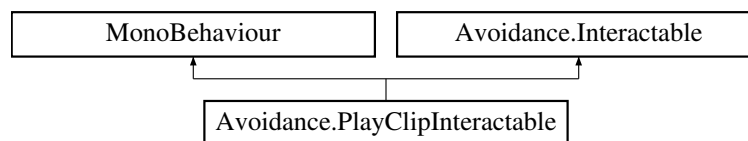
The documentation for this class was generated from the following file:

- PlaceAtCameraBounds.cs

5.49 Avoidance.PlayClipInteractable Class Reference

Plays audio clip on object hit.

Inheritance diagram for Avoidance.PlayClipInteractable:



Public Member Functions

- void [Interact](#) (GameObject interacted)
Plays the specified clip.

Public Attributes

- AudioClip [clipToPlay](#)
The clip to play.

5.49.1 Detailed Description

Plays audio clip on object hit.

5.49.2 Member Function Documentation

5.49.2.1 void `Avoidance.PlayClipInteractable.Interact` (`GameObject interacted`)

Plays the specified clip.

Parameters

<i>interacted</i>	Object that invoked method.
-------------------	-----------------------------

Implements [Avoidance.Interactable](#).

5.49.3 Member Data Documentation

5.49.3.1 AudioClip `Avoidance.PlayClipInteractable.clipToPlay`

The clip to play.

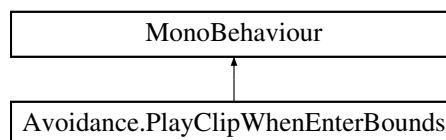
The documentation for this class was generated from the following file:

- `PlayClipInteractable.cs`

5.50 `Avoidance.PlayClipWhenEnterBounds` Class Reference

Plays the specified clip when the gameobject enters camera bounds.

Inheritance diagram for `Avoidance.PlayClipWhenEnterBounds`:



Public Attributes

- AudioClip [clipOnEnterBounds](#)
The clip to play on enter bounds.

5.50.1 Detailed Description

Plays the specified clip when the gameobject enters camera bounds.

5.50.2 Member Data Documentation

5.50.2.1 AudioClip Avoidance.PlayClipWhenEnterBounds.clipOnEnterBounds

The clip to play on enter bounds.

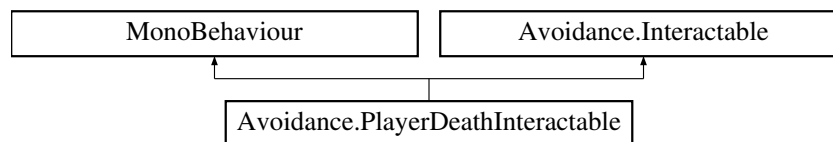
The documentation for this class was generated from the following file:

- PlayClipWhenEnterBounds.cs

5.51 Avoidance.PlayerDeathInteractable Class Reference

Applys damage to player on interaction.

Inheritance diagram for Avoidance.PlayerDeathInteractable:



Public Member Functions

- void **Interact** (GameObject interacted)

5.51.1 Detailed Description

Applys damage to player on interaction.

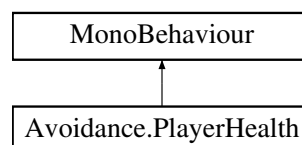
The documentation for this class was generated from the following file:

- PlayerDeathInteractable.cs

5.52 Avoidance.PlayerHealth Class Reference

Maintains players health. Responsible for spawning damage effects and playing hit audio.

Inheritance diagram for Avoidance.PlayerHealth:



Public Member Functions

- void [ApplyDamage](#) ()
Applies damage, spawns damage effect, plays audio, and scales player down.

Public Attributes

- GameObject [playerDamageEffect](#)
The effect to spawn on hit.
- int [hitPoints](#) = 10
The number of hits the player can take.
- AudioClip[] [onHitAudioClips](#)
Clips to play on hit. A random clip is selected.

5.52.1 Detailed Description

Maintains players health. Responsible for spawning damage effects and playing hit audio.

5.52.2 Member Function Documentation

5.52.2.1 void Avoidance.PlayerHealth.ApplyDamage ()

Applies damage, spawns damage effect, plays audio, and scales player down.

5.52.3 Member Data Documentation

5.52.3.1 int Avoidance.PlayerHealth.hitPoints = 10

The number of hits the player can take.

5.52.3.2 AudioClip [] Avoidance.PlayerHealth.onHitAudioClips

Clips to play on hit. A random clip is selected.

5.52.3.3 GameObject Avoidance.PlayerHealth.playerDamageEffect

The effect to spawn on hit.

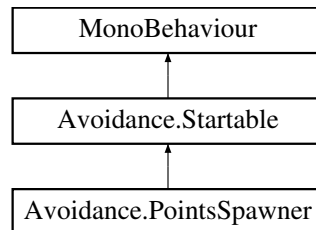
The documentation for this class was generated from the following file:

- PlayerHealth.cs

5.53 Avoidance.PointsSpawner Class Reference

Spawns points within bounds of camera.

Inheritance diagram for Avoidance.PointsSpawner:



Public Member Functions

- override void [OnStart](#) ()
Begins spawning.
- void [PointsCollected](#) ()
Spawns a point object. Called when current point is collected or removed from game.

Public Attributes

- GameObject [pointsPrefab](#)
The points prefab.
- float [delayBetweenSpawn](#) = 0.3f
The delay between each spawn.

5.53.1 Detailed Description

Spawns points within bounds of camera.

5.53.2 Member Function Documentation

5.53.2.1 override void Avoidance.PointsSpawner.OnStart () [virtual]

Begins spawning.

Implements [Avoidance.Startable](#).

5.53.2.2 void Avoidance.PointsSpawner.PointsCollected ()

Spawns a point object. Called when current point is collected or removed from game.

5.53.3 Member Data Documentation

5.53.3.1 float `Avoidance.PointsSpawner.delayBetweenSpawn` = 0.3f

The delay between each spawn.

5.53.3.2 `GameObject` `Avoidance.PointsSpawner.pointsPrefab`

The points prefab.

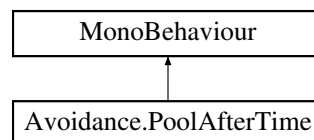
The documentation for this class was generated from the following file:

- `PointsSpawner.cs`

5.54 `Avoidance.PoolAfterTime` Class Reference

Pools object after time.

Inheritance diagram for `Avoidance.PoolAfterTime`:



Public Attributes

- float `timeInSeconds`
The time in seconds until object is pooled.

5.54.1 Detailed Description

Pools object after time.

5.54.2 Member Data Documentation

5.54.2.1 float `Avoidance.PoolAfterTime.timeInSeconds`

The time in seconds until object is pooled.

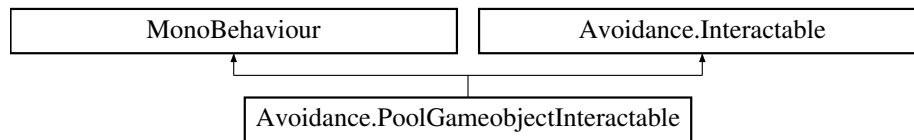
The documentation for this class was generated from the following file:

- `PoolAfterTime.cs`

5.55 Avoidance.PoolGameObjectInteractable Class Reference

Pools gameobject on contact with player.

Inheritance diagram for Avoidance.PoolGameObjectInteractable:



Public Member Functions

- void **Interact** (GameObject interacted)

Public Attributes

- GameObject [objectToPool](#)
The object to pool.

5.55.1 Detailed Description

Pools gameobject on contact with player.

5.55.2 Member Data Documentation

5.55.2.1 GameObject Avoidance.PoolGameObjectInteractable.objectToPool

The object to pool.

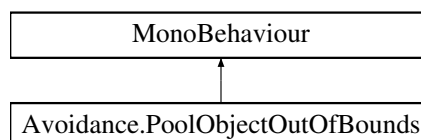
The documentation for this class was generated from the following file:

- PoolGameObjectInteractable.cs

5.56 Avoidance.PoolObjectOutOfBounds Class Reference

Pools object when it exits camera bounds.

Inheritance diagram for Avoidance.PoolObjectOutOfBounds:



5.56.1 Detailed Description

Pools object when it exits camera bounds.

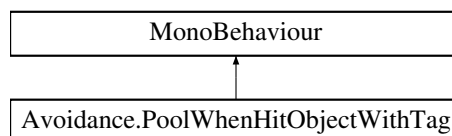
The documentation for this class was generated from the following file:

- PoolObjectOutOfBounds.cs

5.57 Avoidance.PoolWhenHitObjectWithTag Class Reference

Returns GameObject to pool when collision occurs with object that has specified tag.

Inheritance diagram for Avoidance.PoolWhenHitObjectWithTag:



Public Attributes

- GameObject [onHitEffect](#)
Effect to instantiate on hit.
- AudioClip[] [onHitAudioClips](#)
Audio clips to play on hit. One is randomly selected.
- GameObject [objectToPool](#)
The object to pool on hit. Normally set to the objects parent object.
- string [hitTag](#) = "Projectile"
The tag of the collision object.

5.57.1 Detailed Description

Returns GameObject to pool when collision occurs with object that has specified tag.

5.57.2 Member Data Documentation

5.57.2.1 string Avoidance.PoolWhenHitObjectWithTag.hitTag = "Projectile"

The tag of the collision object.

5.57.2.2 GameObject Avoidance.PoolWhenHitObjectWithTag.objectToPool

The object to pool on hit. Normally set to the objects parent object.

5.57.2.3 AudioClip [] Avoidance.PoolWhenHitObjectWithTag.onHitAudioClips

Audio clips to play on hit. One is randomly selected.

5.57.2.4 GameObject Avoidance.PoolWhenHitObjectWithTag.onHitEffect

Effect to instantiate on hit.

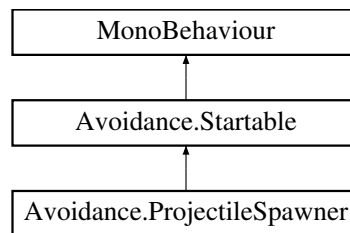
The documentation for this class was generated from the following file:

- PoolWhenHitObjectWithTag.cs

5.58 Avoidance.ProjectileSpawner Class Reference

Spawns projectiles with a delay.

Inheritance diagram for Avoidance.ProjectileSpawner:



Public Member Functions

- override void [OnStart](#) ()
Starts spawning projectiles.

Public Attributes

- GameObject [projectileSpawnerPrefab](#)
The projectile spawner prefab.
- Vector2 [minMaxTimeBetweenSpawns](#) = new Vector2(2f, 10f)
The minimum and maximum time between spawns.
- Vector2 [minMaxTimeInitialDelay](#) = Vector2.zero
The minimum and maximum initial delay before spawn begins.
- float [chanceToSpawn](#) = 0.5f
The chance to spawn once delay is over. 0 = never, 1 = always.

5.58.1 Detailed Description

Spawns projectiles with a delay.

5.58.2 Member Function Documentation

5.58.2.1 `override void Avoidance.ProjectileSpawner.OnStart () [virtual]`

Starts spawning projectiles.

Implements [Avoidance.Startable](#).

5.58.3 Member Data Documentation

5.58.3.1 `float Avoidance.ProjectileSpawner.chanceToSpawn = 0.5f`

The chance to spawn once delay is over. 0 = never, 1 = always.

5.58.3.2 `Vector2 Avoidance.ProjectileSpawner.minMaxTimeBetweenSpawns = new Vector2(2f, 10f)`

The minimum and maximum time between spawns.

5.58.3.3 `Vector2 Avoidance.ProjectileSpawner.minMaxTimeInitialDelay = Vector2.zero`

The minimum and maximum initial delay before spawn begins.

5.58.3.4 `GameObject Avoidance.ProjectileSpawner.projectileSpawnerPrefab`

The projectile spawner prefab.

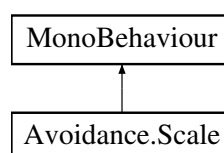
The documentation for this class was generated from the following file:

- `ProjectileSpawner.cs`

5.59 Avoidance.Scale Class Reference

Scales an object over time.

Inheritance diagram for `Avoidance.Scale`:



Public Types

- enum [ScaleType](#) { **Up**, **Down** }
Scale type.

Public Attributes

- [ScaleType](#) **scaleType** = ScaleType.Up
- float [scaleSpeed](#) = 2f
The scale lerp speed per second.
- Action [onScaleComplete](#)
Raised when scale complete.

5.59.1 Detailed Description

Scales an object over time.

5.59.2 Member Enumeration Documentation

5.59.2.1 enum **Avoidance.Scale.ScaleType** [strong]

[Scale](#) type.

5.59.3 Member Data Documentation

5.59.3.1 Action **Avoidance.Scale.onScaleComplete**

Raised when scale complete.

5.59.3.2 float **Avoidance.Scale.scaleSpeed** = 2f

The scale lerp speed per second.

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

- Scale.cs

5.60 Avoidance.ScaleData Struct Reference

Encapsulates scale data.

Public Member Functions

- **ScaleData** (Transform [owner](#), Vector3 initialScale, float speed)

Public Attributes

- Transform [owner](#)
The owner to scale.
- Vector3 **initialScale**
- float **speed**
- float **currentScale**

5.60.1 Detailed Description

Encapsulates scale data.

5.60.2 Member Data Documentation

5.60.2.1 Transform Avoidance.ScaleData.owner

The owner to scale.

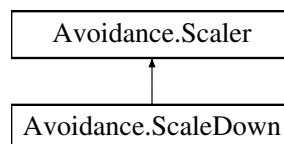
The documentation for this struct was generated from the following file:

- Scale.cs

5.61 Avoidance.ScaleDown Class Reference

Scales tranform down.

Inheritance diagram for Avoidance.ScaleDown:



Public Member Functions

- **ScaleDown** ([ScaleData](#) data)
- void **Scale** ()
- bool **IsComplete** ()

5.61.1 Detailed Description

Scales tranform down.

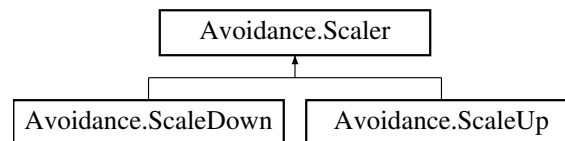
The documentation for this class was generated from the following file:

- Scale.cs

5.62 Avoidance.Scaler Interface Reference

[Scaler](#) contract.

Inheritance diagram for Avoidance.Scaler:



Public Member Functions

- void **Scale** ()
- bool **IsComplete** ()

5.62.1 Detailed Description

[Scaler](#) contract.

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

- Scale.cs

5.63 Avoidance.ScalerFactory Class Reference

[Scaler](#) factory. Responsible for creating [Scaler](#) class.

Public Member Functions

- [Scaler](#) **Make** ([Scale.ScaleType](#) type, [ScaleData](#) data)
Makes a [Scaler](#) based on specified type and data.

5.63.1 Detailed Description

[Scaler](#) factory. Responsible for creating [Scaler](#) class.

5.63.2 Member Function Documentation

5.63.2.1 `Scaler` `Avoidance.ScalerFactory.Make` (`Scale.ScaleType` type, `ScaleData` data)

Makes a [Scaler](#) based on specified type and data.

Parameters

<i>type</i>	Type of Scaler .
<i>data</i>	Data.

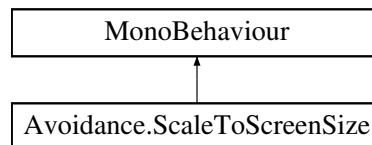
The documentation for this class was generated from the following file:

- [Scale.cs](#)

5.64 Avoidance.ScaleToScreenSize Class Reference

Scales an object to a percentage of the current screensize.

Inheritance diagram for Avoidance.ScaleToScreenSize:



Public Member Functions

- Vector2 [Simulate](#) (bool basedOnHeightOnly)
Simulates the specified scale. Returns scale.
- void [Setup](#) (Vector2 [multiplyBy](#), [Side lockRatioTo](#), bool basedOnHeightOnly)
Performs scale.

Public Attributes

- Vector2 [multiplyBy](#) = Vector2.one
The percentage of the screen size to scale object.
- [Side lockRatioTo](#) = Side.None
Locks the scale so sides are equal.
- bool [scaleOnStart](#) = false
Performs scale on Start.

5.64.1 Detailed Description

Scales an object to a percentage of the current screensize.

5.64.2 Member Function Documentation

5.64.2.1 void Avoidance.ScaleToScreenSize.Setup (Vector2 *multiplyBy*, *Side lockRatioTo*, bool *basedOnHeightOnly*)

Performs scale.

Parameters

<i>multiplyBy</i>	Scale multiplier.
<i>lockRatioTo</i>	Lock ratio to a specified side.
<i>basedOnHeightOnly</i>	If set to <code>true</code> based on height of screen only.

5.64.2.2 Vector2 Avoidance.ScaleToScreenSize.Simulate (bool *basedOnHeightOnly*)

Simulates the specified scale. Returns scale.

Parameters

<i>basedOnHeightOnly</i>	If set to <code>true</code> scales based on height of screen only.
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5.64.3 Member Data Documentation

5.64.3.1 Side Avoidance.ScaleToScreenSize.lockRatioTo = Side.None

Locks the scale so sides are equal.

5.64.3.2 Vector2 Avoidance.ScaleToScreenSize.multiplyBy = Vector2.one

The percentage of the screen size to scale object.

5.64.3.3 bool Avoidance.ScaleToScreenSize.scaleOnStart = false

Performs scale on Start.

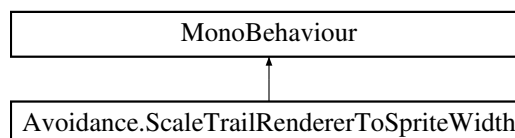
The documentation for this class was generated from the following file:

- ScaleToScreenSize.cs

5.65 Avoidance.ScaleTrailRendererToSpriteWidth Class Reference

Scales a trail renderer to the same width as a sprites.

Inheritance diagram for Avoidance.ScaleTrailRendererToSpriteWidth:



Public Attributes

- bool `continuouslyUpdate` = false
Continuously check for changes in sprite size and update trail renderer scale accordingly.
- SpriteRenderer `spriteRenderer`
The sprite renderer.
- TrailRenderer `trailRenderer`
The trail renderer.

5.65.1 Detailed Description

Scales a trail renderer to the same width as a sprites.

5.65.2 Member Data Documentation

5.65.2.1 bool `Avoidance.ScaleTrailRendererToSpriteWidth.continuouslyUpdate` = false

Continuously check for changes in sprite size and update trail renderer scale accordingly.

5.65.2.2 SpriteRenderer `Avoidance.ScaleTrailRendererToSpriteWidth.spriteRenderer`

The sprite renderer.

5.65.2.3 TrailRenderer `Avoidance.ScaleTrailRendererToSpriteWidth.trailRenderer`

The trail renderer.

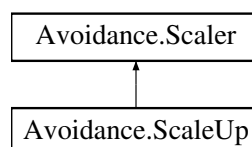
The documentation for this class was generated from the following file:

- `ScaleTrailRendererToSpriteWidth.cs`

5.66 Avoidance.ScaleUp Class Reference

Scales transform up.

Inheritance diagram for `Avoidance.ScaleUp`:



Public Member Functions

- **ScaleUp** ([ScaleData](#) data)
- void **Scale** ()
- bool **IsComplete** ()

5.66.1 Detailed Description

Scales transform up.

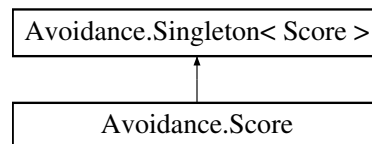
The documentation for this class was generated from the following file:

- Scale.cs

5.67 Avoidance.Score Class Reference

Maintains current and high score.

Inheritance diagram for Avoidance.Score:



Public Member Functions

- void [IncrementScore](#) ()
Increments the score and updates UI.
- void [CalculateHighScore](#) ()
Determines if current score is greater than highscore and updates highscore accordingly.

Public Attributes

- Text [scoreText](#)
In game UI displaying current score.

Protected Member Functions

- override void **Awake** ()

Properties

- int [currentScore](#) [get]
Gets the current score.
- int [highScore](#) [get]
Gets the high score.

5.67.1 Detailed Description

Maintains current and high score.

5.67.2 Member Function Documentation

5.67.2.1 `void Avoidance.Score.CalculateHighScore ()`

Determines if current score is greater than highscore and updates highscore accordingly.

5.67.2.2 `void Avoidance.Score.IncrementScore ()`

Increments the score and updates UI.

5.67.3 Member Data Documentation

5.67.3.1 `Text Avoidance.Score.scoreText`

In game UI displaying current score.

5.67.4 Property Documentation

5.67.4.1 `int Avoidance.Score.currentScore` `[get]`

Gets the current score.

The current score.

5.67.4.2 `int Avoidance.Score.highScore` `[get]`

Gets the high score.

The high score.

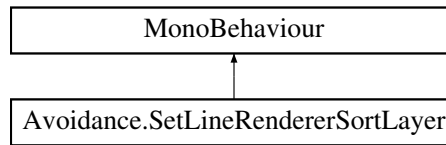
The documentation for this class was generated from the following file:

- `Score.cs`

5.68 Avoidance.SetLineRendererSortLayer Class Reference

Sets line renderer sort layer at start of game.

Inheritance diagram for Avoidance.SetLineRendererSortLayer:



Public Attributes

- string **sortLayerName** = "Game"

5.68.1 Detailed Description

Sets line renderer sort layer at start of game.

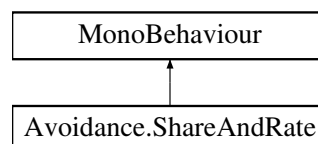
The documentation for this class was generated from the following file:

- SetLineRendererSortLayer.cs

5.69 Avoidance.ShareAndRate Class Reference

Provides functionality to access Android share features and open links to the apps page on itunes and the google play store.

Inheritance diagram for Avoidance.ShareAndRate:



Public Member Functions

- void [Rate](#) ()
Opens a URL to googleplay store or itunes store.
- void [Share](#) ()
If on android: loads inbuilt share features.

5.69.1 Detailed Description

Provides functionality to access Android share features and open links to the apps page on itunes and the google play store.

5.69.2 Member Function Documentation

5.69.2.1 void Avoidance.ShareAndRate.Rate ()

Opens a URL to googleplay store or itunes store.

5.69.2.2 void Avoidance.ShareAndRate.Share ()

If on android: loads inbuilt share features.

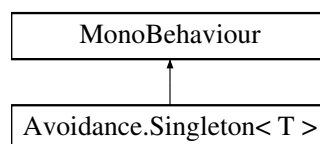
The documentation for this class was generated from the following file:

- ShareAndRate.cs

5.70 Avoidance.Singleton< T > Class Template Reference

A base class for any [Singleton](#). Provides global singular access to a MonoBehaviour.

Inheritance diagram for Avoidance.Singleton< T >:



Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnApplicationQuit** ()

Properties

- static bool **IsDestroyed** [get]
Gets a value indicating whether this instance is destroyed.
- static T **instance** [get]
Gets the instance. The instance is created if not currently past of the scene.

5.70.1 Detailed Description

A base class for any [Singleton](#). Provides global singular access to a MonoBehaviour.

Type Constraints

T : ***MonoBehaviour***

5.70.2 Property Documentation

5.70.2.1 **T Avoidance.Singleton<T>.instance** [static], [get]

Gets the instance. The instance is created if not currently past of the scene.

The instance.

5.70.2.2 **bool Avoidance.Singleton<T>.IsDestroyed** [static], [get]

Gets a value indicating whether this instance is destroyed.

true if is destroyed; otherwise, false.

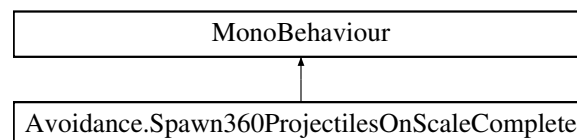
The documentation for this class was generated from the following file:

- Singleton.cs

5.71 Avoidance.Spawn360ProjectilesOnScaleComplete Class Reference

Responsible for spawning projectiles in a 360 arc, when scale complete.

Inheritance diagram for Avoidance.Spawn360ProjectilesOnScaleComplete:



Public Attributes

- GameObject [projectilePrefab](#)
The projectile prefab.
- Vector2 [numToSpawnMinMax](#) = new Vector2(4, 9)
The number of projectiles to spawn minimum/maximum. A random number is selected each time.
- GameObject [objectToPool](#)
The object to pool when scale complete.
- float [delay](#) = 0.5f
The delay between each projectile spawn.
- float [scaleDownSpeed](#)
The speed to scale down after shooting.
- AudioClip [clipOnProjectileSpawn](#)
The clip to play on projectile spawn.

5.71.1 Detailed Description

Responsible for spawning projectiles in a 360 arc, when scale complete.

5.71.2 Member Data Documentation

5.71.2.1 AudioClip Avoidance.Spawn360ProjectilesOnScaleComplete.clipOnProjectileSpawn

The clip to play on projectile spawn.

5.71.2.2 float Avoidance.Spawn360ProjectilesOnScaleComplete.delay = 0.5f

The delay between each projectile spawn.

5.71.2.3 Vector2 Avoidance.Spawn360ProjectilesOnScaleComplete.numToSpawnMinMax = new Vector2(4, 9)

The number of projectiles to spawn minimum/maximum. A random number is selected each time.

5.71.2.4 GameObject Avoidance.Spawn360ProjectilesOnScaleComplete.objectToPool

The object to pool when scale complete.

5.71.2.5 GameObject Avoidance.Spawn360ProjectilesOnScaleComplete.projectilePrefab

The projectile prefab.

5.71.2.6 float Avoidance.Spawn360ProjectilesOnScaleComplete.scaleDownSpeed

The speed to scale down after shooting.

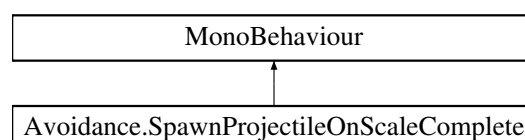
The documentation for this class was generated from the following file:

- Spawn360ProjectilesOnScaleComplete.cs

5.72 Avoidance.SpawnProjectileOnScaleComplete Class Reference

Responsible for spawning a single projectile when scale complete.

Inheritance diagram for Avoidance.SpawnProjectileOnScaleComplete:



Public Attributes

- GameObject [projectilePrefab](#)
The projectile prefab to spawn.
- float [scaleDownSpeed](#)
The scale down speed.
- GameObject [objectToPool](#)
The object to pool when scale down complete.
- float [delay](#) = 0.5f
The delay before spawning projectile.
- AudioClip [clipOnProjectileSpawn](#)
The clip to play on projectile spawn.

5.72.1 Detailed Description

Responsible for spawning a single projectile when scale complete.

5.72.2 Member Data Documentation

5.72.2.1 AudioClip Avoidance.SpawnProjectileOnScaleComplete.clipOnProjectileSpawn

The clip to play on projectile spawn.

5.72.2.2 float Avoidance.SpawnProjectileOnScaleComplete.delay = 0.5f

The delay before spawning projectile.

5.72.2.3 GameObject Avoidance.SpawnProjectileOnScaleComplete.objectToPool

The object to pool when scale down complete.

5.72.2.4 GameObject Avoidance.SpawnProjectileOnScaleComplete.projectilePrefab

The projectile prefab to spawn.

5.72.2.5 float Avoidance.SpawnProjectileOnScaleComplete.scaleDownSpeed

The scale down speed.

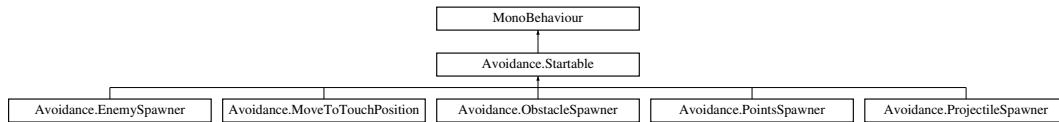
The documentation for this class was generated from the following file:

- SpawnProjectileOnScaleComplete.cs

5.73 Avoidance.Startable Class Reference

Contract for any class that will be started at gameplay start. This method is called on all objects when the play button is pressed.

Inheritance diagram for Avoidance.Startable:



Public Member Functions

- abstract void **OnStart** ()

5.73.1 Detailed Description

Contract for any class that will be started at gameplay start. This method is called on all objects when the play button is pressed.

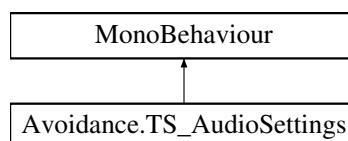
The documentation for this class was generated from the following file:

- Startable.cs

5.74 Avoidance.TS_AudioSettings Class Reference

Centralised audio settings.

Inheritance diagram for Avoidance.TS_AudioSettings:



Public Member Functions

- void [SetVolume](#) ([AudioChannel](#) channel, float volumePercent)
Sets the volume for channel.

Public Attributes

- Action [VolumeChanged](#)
The volume changed action. Invoked when volume changed.

Properties

- float [masterVolume](#) [get]
Gets the master volume.
- float [effectsVolume](#) [get]
Gets the effects volume.
- float [musicVolume](#) [get]
Gets the music volume.

5.74.1 Detailed Description

Centralised audio settings.

5.74.2 Member Function Documentation

5.74.2.1 void Avoidance.TS_AudioSettings.SetVolume (AudioChannel *channel*, float *volumePercent*)

Sets the volume for channel.

Parameters

<i>channel</i>	Channel.
<i>volumePercent</i>	Volume percent.

5.74.3 Member Data Documentation

5.74.3.1 Action Avoidance.TS_AudioSettings.VolumeChanged

The volume changed action. Invoked when volume changed.

5.74.4 Property Documentation

5.74.4.1 float Avoidance.TS_AudioSettings.effectsVolume [get]

Gets the effects volume.

The effects volume.

5.74.4.2 float Avoidance.TS_AudioSettings.masterVolume [get]

Gets the master volume.

The master volume.

5.74.4.3 float `Avoidance.TS_AudioSettings.musicVolume` [get]

Gets the music volume.

The music volume.

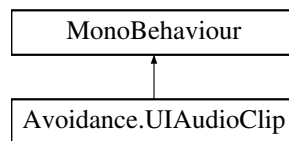
The documentation for this class was generated from the following file:

- `TS_AudioSettings.cs`

5.75 Avoidance.UIAudioClip Class Reference

Encapsulates playing audio clip on button press.

Inheritance diagram for `Avoidance.UIAudioClip`:



Public Member Functions

- void `PlayButtonPressedAudioClip` ()
Plays the button pressed audio clip.

Public Attributes

- AudioClip `clipToPlayOnButtonPress`
The clip to play on button press.

5.75.1 Detailed Description

Encapsulates playing audio clip on button press.

5.75.2 Member Function Documentation

5.75.2.1 void `Avoidance.UIAudioClip.PlayButtonPressedAudioClip` ()

Plays the button pressed audio clip.

5.75.3 Member Data Documentation

5.75.3.1 AudioClip `Avoidance.UIAudioClip.clipToPlayOnButtonPress`

The clip to play on button press.

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

- `UIAudioClip.cs`

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