

Documentation

List of Scripts and Functions

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Scripts

Player UI

A script designed to control the different UI elements of the Player object. It currently controls the following UI elements:

- Temperature – Requires the PlayerTemperature script.

Using

- using System.Collections;
- using System.Collections.Generic;
- using UnityEngine.UI;
- using UnityEngine;

Variables

- ([SerializeField] private) Slider _sliderTemp - Player's temperature gauge as a slider
- ([SerializeField] private) PlayerTemperature _playerTemp - Reference to script that handles the player's temperature
- (Private) string _temp - Temperature variable

Functions

void start()

Used to set variable(s) values.

Update()

Checks for a change every Update. Currently does the following:

- Checks the current temperature of the player by determining the location.
- Calls the PlayerTemperature script to change the value of _sliderTemp

LocationCheck()

For demo purposes. Checks the location of player by using a raycast casting a ray downwards to check the RaycastHit hit variable tag. Changes _temp based on tag returned from hit.transform.gameObject.tag.

PlayerTemperature

A script that controls the player's temperature. Requires the PlayerUI script.

Using

- using System.Collections;
- using System.Collections.Generic;
- using UnityEngine.UI;
- using UnityEngine;

Variables

- ([SerializeField] private) float _valueChangeSpeed; - The speed to change the value of the slider

Functions

void start()

Used to set variable(s) values.

ValueChanged(Slider slider, string temperature)

Parameters:

- Slider – The UI slider element passed through from the PlayerUI script.
- Temperature –The UI slider element passed through from the PlayerUI script.

The function checks which temperature the player is experiencing and changes the value of the slider accordingly.