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1  <?xml version="1.0"?>
2  <doc>
3      <assembly>
4          <name>LAWKI</name>
5      </assembly>
6      <members>
7          <member name="T:ManageChar">
8              <summary>
9                  Script that controls how and when the players character is changed.
10             </summary>
11         </member>
12         <member name="F:ManageChar.Testing">
13             <summary>
14                 Member to determine if test cases execute.
15             </summary>
16         </member>
17         <member name="F:ManageChar.playerSpriteArr">
18             <summary>
19                 Member that holds the player character models for the selection screen.
20             </summary>
21         </member>
22         <member name="F:ManageChar.playerSpriteArr2">
23             <summary>
24                 Member that holds the player character models for the player panel screen.
25             </summary>
26         </member>
27         <member name="F:ManageChar.playerSpriteArr3">
28             <summary>
29                 Member that holds the player character models for the map screen.
30             </summary>
31         </member>
32         <member name="F:ManageChar.text">
33             <summary>
34                 Member that holds text of the player stats.
35             </summary>
36         </member>
37         <member name="F:ManageChar.count">
38             <summary>
39                 Member that holds the player character model number corresponding to the model in the playerSpriteArr arrays.
40             </summary>
41         </member>
42         <member name="F:ManageChar.hp">
43             <summary>
44                 Member used to store player's character hp.
45             </summary>
46         </member>
47         <member name="F:ManageChar.charTextArr">
48             <summary>
49                 Member to hold player's character base stats.
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50         </summary>
51     </member>
52     <member name="M:ManageChar.Test">
53         <summary>
54             Takes care of the automated test cases.
55         </summary>
56     </member>
57     <member name="M:ManageChar.increaseCount">
58         <summary>
59             Used to increase count to change palyer character.
60         </summary>
61     </member>
62     <member name="M:ManageChar.decreaseCount">
63         <summary>
64             used to decrease cound to change player character.
65         </summary>
66     </member>
67     <member name="M:ManageChar.getBaseStats(System.Int32)">
68         <summary>
69             Used to get the starting stats of the character the player chooses to ↗
              start as.
70         </summary>
71     </member>
72     <member name="T:ShowPanels">
73         <summary>
74             Script that controls how and when player UI Panels are visualized.
75         </summary>
76     </member>
77     <member name="F:ShowPanels.Testing">
78         <summary>
79             Member to determine if test cases execute.
80         </summary>
81     </member>
82     <member name="F:ShowPanels.optionsPanel">
83         <summary>
84             Member to hold the options menu model.
85         </summary>
86     </member>
87     <member name="F:ShowPanels.optionsTint">
88         <summary>
89             Member to hold the options menu layout.
90         </summary>
91     </member>
92     <member name="F:ShowPanels.menuPanel">
93         <summary>
94             Member to hold the begining menu model.
95         </summary>
96     </member>
97     <member name="F:ShowPanels.pausePanel">
98         <summary>
99             Member to hold the pause menu model.
100        </summary>
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101     </member>
102     <member name="F:ShowPanels.playerPanel">
103         <summary>
104             Member to hold the player stats menu model.
105         </summary>
106     </member>
107     <member name="F:ShowPanels.playerTint">
108         <summary>
109             Member to hold the player stats menu layout.
110         </summary>
111     </member>
112     <member name="F:ShowPanels.playCanvas">
113         <summary>
114             Member to hold the player map layout.
115         </summary>
116     </member>
117     <member name="F:ShowPanels.charPanel">
118         <summary>
119             Member to hold the player character select menu model.
120         </summary>
121     </member>
122     <member name="F:ShowPanels.buttonCanvas">
123         <summary>
124             Member to hold the player interactive button layout.
125         </summary>
126     </member>
127     <member name="M:ShowPanels.Quit">
128         <summary>
129             Used to quit the game automatically after test cases execute.
130         </summary>
131     </member>
132     <member name="M:ShowPanels.TestPanels">
133         <summary>
134             Takes care of the automated test cases.
135         </summary>
136     </member>
137     <member name="M:ShowPanels.ShowOptionsPanel">
138         <summary>
139
140         </summary>
141     </member>
142     <member name="T:timer2">
143         <summary>
144             This script controls the the weather, through the dark sky api, and the
145             characters movement, through the google staticmaps api.
146         </summary>
147     </member>
148     <member name="F:timer2.Testing">
149         <summary>
150             Member to determine if test cases execute.
151         </summary>
152     </member>
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152     <member name="F:timer2.timerLabel">
153         <summary>
154             Member to organize time
155         </summary>
156     </member>
157     <member name="F:timer2.playerSpriteArr">
158         <summary>
159             Member that holds the character models.
160         </summary>
161     </member>
162     <member name="F:timer2.sunnyPanel">
163         <summary>
164             Member to hold sunny icon.
165         </summary>
166     </member>
167     <member name="F:timer2.cloudyPanel">
168         <summary>
169             Member to hold cloudy icon.
170         </summary>
171     </member>
172     <member name="F:timer2.rainyPanel">
173         <summary>
174             Memeber to hold rainy icon.
175         </summary>
176     </member>
177     <member name="F:timer2.snowyPanel">
178         <summary>
179             Member to hold snowy icon.
180         </summary>
181     </member>
182     <member name="F:timer2.errorPanel">
183         <summary>
184             Member to hold weather error icon
185         </summary>
186     </member>
187     <member name="F:timer2.text">
188         <summary>
189             Member to hold text value of latitude and longitude of player.
190         </summary>
191     </member>
192     <member name="F:timer2.longitude">
193         <summary>
194             Member to hold numerical value of longitude of player.
195         </summary>
196     </member>
197     <member name="F:timer2.latitude">
198         <summary>
199             Member to hold numerical value of latitude of player.
200         </summary>
201     </member>
202     <member name="M:timer2.Start">
203         <summary>
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204         Initializes the url for the darksky api and determines if testing occurs or if application runs normally.
205         </summary>
206     </member>
207     <member name="M:timer2.Test">
208         <summary>
209             Takes care of the automated test cases.
210         </summary>
211     </member>
212     <member name="M:timer2.Update">
213         <summary>
214             Executes each frame to ensure update of character movement and weather.
215         </summary>
216     </member>
217     <member name="M:timer2._UpdateWeather">
218         <summary>
219             Calls the dark sky api each time it executes to update weather information.
220         </summary>
221     </member>
222     <member name="M:timer2._UpdateMap">
223         <summary>
224             Calls the google staticmaps api each time it executes to update player movement information.
225         </summary>
226     </member>
227     <member name="M:timer2.MoveMeLeft">
228         <summary>
229             Called to move character left.
230         </summary>
231     </member>
232     <member name="M:timer2.MoveMeRight">
233         <summary>
234             Called to move character right.
235         </summary>
236     </member>
237     <member name="M:timer2.MoveMeFwd">
238         <summary>
239             Called to move character up.
240         </summary>
241     </member>
242     <member name="M:timer2.MoveMeBwd">
243         <summary>
244             Called to move character down..
245         </summary>
246     </member>
247     <member name="M:timer2.ClearSprite">
248         <summary>
249             Is called before setting a new weather icon in the game.
250         </summary>
251     </member>
```

252 </members>

253 </doc>

254