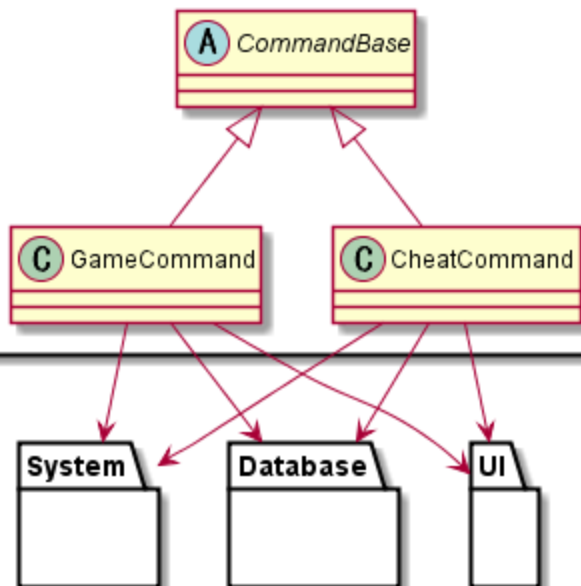


FPSGame

Command



FPSGame.System.Character.PlayerCharacter.Behaviour.AttackStrategy

I

IEquipmentInfo

- GetMainWeapon() : GameObject
- GetSubWeapon() : GameObject
- GetThrowingWeapon() : GameObject

FPSGame

Database

Inventory

C

EquipmentHolder

- m_MainWeapon : GameObject
- m_SubWeapon : GameObject
- m_ThrowingWeapons : List<GameObject>

- AssignMainWeapon(GameObject)
- AssignSubWeapon(GameObject)
- AssignThrowingWeapon(GameObject)
- UnassignMainWeapon() : GameObject
- UnassignSubWeapon() : GameObject
- UnassignThrowingWeapon() : GameObject

C

Inventory

- m_MainWeapons : List<GameObject>
- m_SubWeapons : List<GameObject>
- m_ThrowingWeapons : List<GameObject>

- AddMainWeapon(GameObject)
- AddSubWeapon(GameObject)
- AddThrowingWeapon(GameObject)
- RemoveMainWeapon(int index) : GameObject
- RemoveSubWeapon(int index) : GameObject
- RemoveThrowingWeapon(int index) : GameObject

Weapon

A

WeaponSpecBase

- m_WeaponName : string

C

MainWeaponSpec

- m_LoadedBulletsCount : int
- m_MaxLoadedBulletsCount : int
- m_MagazinesCount : int
- m_MaxMagazinesCount : int
- m_Firepower : int
- m_FiringInterval : float
- m_Recoil : int

C

SubWeaponSpec

- m_LoadedBulletsCount : int
- m_MaxLoadedBulletsCount : int
- m_MagazinesCount : int
- m_MaxMagazinesCount : int
- m_Firepower : int
- m_FiringInterval : float
- m_Recoil : int

C

ThrowingWeaponSpec

- m_ItemCount : int
- m_MaxItemCount : int
- m_Firepower : int
- m_FiringInterval : float

GameEvent

I

IGameEventBase

- Execute()

C

ConcreteGameEvent

- Execute()

Character

C

StateProvider

- AddState(State)
- DeleteState(string stateName) : bool
- SearchState(string stateName) : State

C

State

- m_StateName : string
- m_HasDuration : bool
- m_Duration : float
- m_RemainingDuration : float
- m_CallbackEvent : UnityEvent
- UpdateDuration()
- RunCallbackEvent()
- Start()

Parameter

C

ParameterProvider

- Health() : PointParameter
- NaturalHealingPower() : PointParameter
- KillPoint() : PointParameter

A

ParameterBase

- m_ParameterName : string

C

PointParameter

- m_Value : int
- m_Min : int
- m_Max : int

- SafetyIncrease(int)
- SafetyDecrease(int)
- SetMinValue()
- SetMaxValue()

AnimatorCtr

A

AnimatorCtrBase

- Stop()
- Walk()
- Run()
- Dead()
- Alive()

C

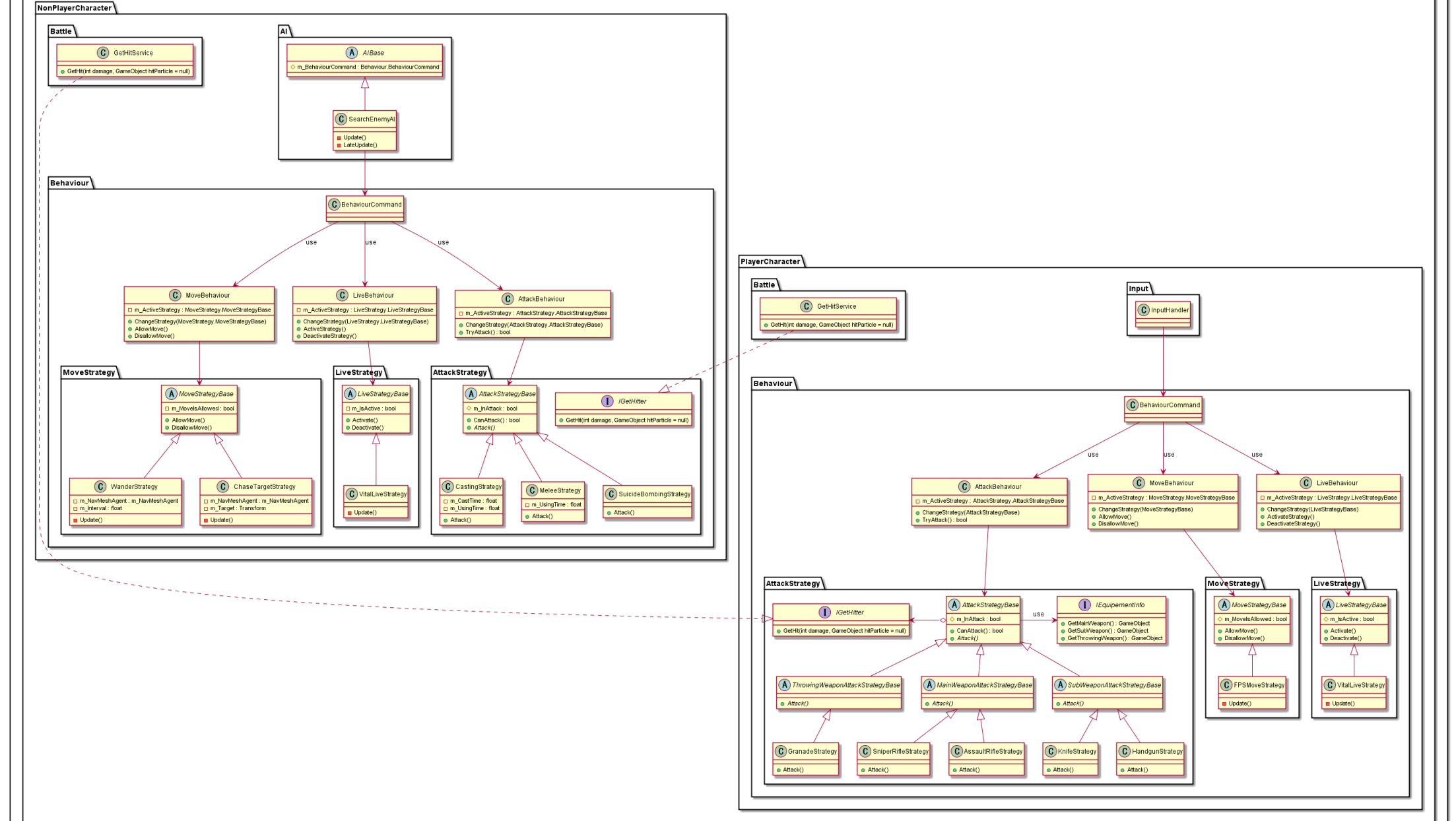
PlayerAnimatorCtr

- Jump()

C

ZombieAnimatorCtr

- Attack01()
- Attack02()
- Attack03()



FPSTGame

UI

このパッケージは、完全に独立したパッケージとして実装して下さい。
内部設計は制作者にお任せしますが、なるべくXMLドキュメントを書いて下さい。
FPSTGame.Commandクラスに使用されます。