

Namespace Gameplay

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[FadeMixerGroup](#)

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[GameManager](#)

[GameMenuLogic](#)

[GameSession](#)

[GameSettings](#)

[InfoBanner](#)

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Enums

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[GameManager.GameState](#)

Class ButtonEffects

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class ButtonEffects : MonoBehaviour, IPointerDownHandler,
    IPointerUpHandler, IEventSystemHandler
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [ButtonEffects](#)

Implements

[IPointerDownHandler](#), [IPointerUpHandler](#), [IEventSystemHandler](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#),

[Component.GetComponentIndex\(\)](#) , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.InstantiateAsync<T>\(T\)](#) , [Object.InstantiateAsync<T>\(T, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Scene\)](#) , [Object.Instantiate\(Object, Transform\)](#) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , [Object.Instantiate<T>\(T\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.FindObjectOfType<T>\(\)](#) , [Object.FindObjectOfType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#)[↗] , [Object.FindObjectOfType\(Type, bool\)](#)[↗] ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#)[↗] ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#)[↗] , [Object.ToString\(\)](#) , [Object.name](#) ,
[Object.hideFlags](#) , [object.Equals\(object, object\)](#)[↗] , [object.GetType\(\)](#)[↗] , [object.MemberwiseClone\(\)](#)[↗] ,
[object.ReferenceEquals\(object, object\)](#)[↗]

Methods

OnPointerDown(PointerEventData)

```
public void OnPointerDown(PointerEventData eventData)
```

Parameters

eventData [PointerEventData](#)

OnPointerUp(PointerEventData)

```
public void OnPointerUp(PointerEventData eventData)
```

Parameters

eventData [PointerEventData](#)

Shake(float, float)

```
public void Shake(float force, float duration)
```

Parameters

force [float](#)[↗]

duration [float](#)[↗]

Struct Category

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public struct Category
```

Inherited Members

[ValueType.Equals\(object\)](#)[↗] , [ValueType.GetHashCode\(\)](#)[↗] , [ValueType.ToString\(\)](#)[↗] ,
[object.Equals\(object, object\)](#)[↗] , [object.GetType\(\)](#)[↗] , [object.ReferenceEquals\(object, object\)](#)[↗]

Constructors

Category(CategoryType, string, List<string>)

```
public Category(CategoryType _myType, string _name, List<string> _words)
```

Parameters

_myType [Category.CategoryType](#)

_name [string](#)[↗]

_words [List](#)[↗] <[string](#)[↗]>

Fields

myType

```
public Category.CategoryType myType
```

Field Value

[Category.CategoryType](#)

name

```
public string name
```

Field Value

[string](#)

words

```
public List<string> words
```

Field Value

[List](#) <[string](#)>

Enum Category.CategoryType

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public enum Category.CategoryType
```

Fields

Blue = 2

Green = 0

Purple = 3

Yellow = 1


Class CategoryPanel

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class CategoryPanel : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [CategoryPanel](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

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[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
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[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
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[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
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[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
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[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Class ConfirmButton

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class ConfirmButton : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [ConfirmButton](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

Confirm()

```
public void Confirm()
```


Class FadeMixerGroup

Namespace: [Gameplay](#)








Assembly: Gameplay.dll

```
public static class FadeMixerGroup
```

Inheritance

[object](#)  ← FadeMixerGroup

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

StartFade(AudioMixer, string, float, float)

```
public static IEnumerator StartFade(AudioMixer audioMixer, string exposedParam, float duration, float targetVolume)
```

Parameters

audioMixer AudioMixer

exposedParam [string](#) 

duration [float](#) 

targetVolume [float](#) 

Returns

[IEnumerator](#) 

Class GameEndPanel

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class GameEndPanel : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [GameEndPanel](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

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[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

BackToMainMenu()

```
public void BackToMainMenu()
```

ShowFailure()

```
public void ShowFailure()
```

ShowSuccess(float, int)

```
public void ShowSuccess(float seconds, int mistakes)
```

Parameters

seconds [float](#)

mistakes [int](#)

Struct GameLevel

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public struct GameLevel
```

Inherited Members

[ValueType.Equals\(object\)](#)[↗] , [ValueType.GetHashCode\(\)](#)[↗] , [ValueType.ToString\(\)](#)[↗] ,
[object.Equals\(object, object\)](#)[↗] , [object.GetType\(\)](#)[↗] , [object.ReferenceEquals\(object, object\)](#)[↗]

Constructors

GameLevel(int, List<Category>)

```
public GameLevel(int num, List<Category> cat)
```

Parameters

num [int](#)[↗]

cat [List](#)[↗] <[Category](#)>

Fields

categories

```
public List<Category> categories
```

Field Value

[List](#)[↗] <[Category](#)>

number

```
public int number
```

Field Value

[int](#)

Class GameManager

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class GameManager : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← GameManager

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#)

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),
[Object.Equals\(object\)](#), Object.InstantiateAsync<T>(T), Object.InstantiateAsync<T>(T, Transform),
Object.InstantiateAsync<T>(T, Vector3, Quaternion),
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
Object.Instantiate(Object, Vector3, Quaternion),
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),
Object.Instantiate(Object, Scene), Object.Instantiate(Object, Transform),
[Object.Instantiate\(Object, Transform, bool\)](#), Object.Instantiate<T>(T),
Object.Instantiate<T>(T, Vector3, Quaternion),
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),
Object.FindFirstObjectByType<T>(FindObjectsInactive),
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

LivesInASession

```
[SerializeField]  
public int LivesInASession
```

Field Value

[int](#)

State

```
public GameManager.GameState State
```

Field Value

[GameManager.GameState](#)

currentSession

```
public GameSession currentSession
```

Field Value

[GameSession](#)

i

```
public static GameManager i
```

Field Value

[GameManager](#)

Enum GameManager.GameState

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public enum GameManager.GameState
```

Fields

```
Finishing = 3
```

```
Menu = 0
```

```
Ongoing = 2
```

```
Over = 4
```

```
Start = 1
```

Class GameMenuLogic

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class GameMenuLogic : MonoBehaviour
```

Inheritance

[object](#) ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [GameMenuLogic](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#), [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#), [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#), [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#), [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#), [Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#), [Component.SendMessageUpwards\(string, SendMessageOptions\)](#),

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

Quit()

```
public void Quit()
```

Restart()

```
public void Restart()
```


Class GameSession

Namespace: [Gameplay](#)








Assembly: Gameplay.dll

```
public class GameSession
```

Inheritance

[object](#)  ← GameSession

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

GameSession()

```
public GameSession()
```

Fields

Words

```
public Dictionary<string, Category> Words
```

Field Value

[Dictionary](#)  <[string](#) , [Category](#) 

livesLeft

```
public int livesLeft
```

Field Value

[int](#)

secondsElapsed

```
public float secondsElapsed
```

Field Value

[float](#)

Methods

EvaluateGuess()

```
public void EvaluateGuess()
```

GetWords()

```
public List<string> GetWords()
```

Returns

[List](#) <[string](#)>


Class GameSettings

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class GameSettings : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [GameSettings](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

SettingsHolder

```
public Dictionary<string, string> SettingsHolder
```

Field Value

[Dictionary](#) <[string](#), [string](#)>

animationSpeedMultiplier

```
public float animationSpeedMultiplier
```

Field Value

[float](#)

audioMixer

```
[SerializeField]  
public AudioManager audioMixer
```

Field Value

AudioMixer

delaySecondsBetweenAIAbilities

```
public float delaySecondsBetweenAIAbilities
```

Field Value

[float](#)

delaySecondsBetweenCombatEffects

```
public float delaySecondsBetweenCombatEffects
```

Field Value

[float](#)

delaySecondsBetweenEndTurnEffects

```
public float delaySecondsBetweenEndTurnEffects
```

Field Value

[float](#)

i

```
public static GameSettings i
```

Field Value

[GameSettings](#)

Methods


SaveSettings()

```
public void SaveSettings()
```

UpdateAnimationSpeed(float)

```
public void UpdateAnimationSpeed(float sliderValue)
```

Parameters

sliderValue [float](#)

UpdateFullscreen(bool)

```
public void UpdateFullscreen(bool value)
```

Parameters


value [bool](#)

UpdateMainAudioMixer(string, float)

```
public void UpdateMainAudioMixer(string parameter, float sliderValue)
```

Parameters

parameter [string](#)

sliderValue [float](#)

Class InfoBanner

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class InfoBanner : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← InfoBanner

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#), [Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#), [Component.SendMessageUpwards\(string, SendMessageOptions\)](#),

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

Awake()

```
public void Awake()
```

HideInstantly()

```
public void HideInstantly()
```

Show()

```
public void Show()
```

Class LevelSelectButton

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class LevelSelectButton : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [LevelSelectButton](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

associatedLevel

```
public GameLevel associatedLevel
```

Field Value

[GameLevel](#)

buttonText

```
[SerializeField]  
public TextMeshProUGUI buttonText
```

Field Value

TextMeshProUGUI

toggle

```
[SerializeField]  
public Toggle toggle
```

Field Value

Toggle

wordDisplay

```
[SerializeField]  
public List<TextMeshProUGUI> wordDisplay
```

Field Value

[List](#) <TextMeshProUGUI>

Methods

IsClicked()

```
public void IsClicked()
```


Class LivesTracker

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class LivesTracker : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← LivesTracker

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),
[Object.Equals\(object\)](#), Object.InstantiateAsync<T>(T), Object.InstantiateAsync<T>(T, Transform),
Object.InstantiateAsync<T>(T, Vector3, Quaternion),
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
Object.Instantiate(Object, Vector3, Quaternion),
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),
Object.Instantiate(Object, Scene), Object.Instantiate(Object, Transform),
[Object.Instantiate\(Object, Transform, bool\)](#), Object.Instantiate<T>(T),
Object.Instantiate<T>(T, Vector3, Quaternion),
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),
Object.FindFirstObjectByType<T>(FindObjectsInactive),
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

UpdateText(int)

```
public void UpdateText(int count)
```

Parameters

count [int](#)


Class MainMenu

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class MainMenu : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← MainMenu

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

ChangeMenuLevelsToMain()

```
public void ChangeMenuLevelsToMain()
```

ChangeMenuMainToLevels()

```
public void ChangeMenuMainToLevels()
```

ChangeMenuMainToSettings()

```
public void ChangeMenuMainToSettings()
```

ChangeMenuSettingsToMain()

```
public void ChangeMenuSettingsToMain()
```

ParseLevelContent(string)

```
public void ParseLevelContent(string content)
```

Parameters

content [string](#)

PlayGame()


```
public void PlayGame()
```

QuitGame()

```
public void QuitGame()
```


Class MusicSettingsChanger

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class MusicSettingsChanger : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [MusicSettingsChanger](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

UpdateAmbient(float)

```
public void UpdateAmbient(float sliderValue)
```

Parameters

sliderValue [float](#)

UpdateMusic(float)

```
public void UpdateMusic(float sliderValue)
```

Parameters

sliderValue [float](#)

UpdateSFX(float)

```
public void UpdateSFX(float sliderValue)
```

Parameters

sliderValue [float](#)


Class PlayFabLogin

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class PlayFabLogin : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← PlayFabLogin

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Methods

ClientGetTitleData()

```
public void ClientGetTitleData()
```

Start()

```
public void Start()
```

Class RepeatingTiledBackground

Namespace: [Gameplay](#)






Assembly: Gameplay.dll

```
[RequireComponent(typeof(Image))]  
public class RepeatingTiledBackground : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#)  ← [Component](#)  ← [Behaviour](#)  ← [MonoBehaviour](#)  ← [RepeatingTiledBackground](#)

Inherited Members

[MonoBehaviour.IsInvoking\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) 

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#),
[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#), Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)


Class SettingsPanelWritePrefs

Namespace: [Gameplay](#)









Assembly: Gameplay.dll

```
[RequireComponent(typeof(Image))]  
public class SettingsPanelWritePrefs : MonoBehaviour
```

Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [SettingsPanelWritePrefs](#)

Inherited Members

[MonoBehaviour.IsInvoking\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) 

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#),
[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),
[Object.Equals\(object\)](#), Object.InstantiateAsync<T>(T), Object.InstantiateAsync<T>(T, Transform),
Object.InstantiateAsync<T>(T, Vector3, Quaternion),
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
Object.Instantiate(Object, Vector3, Quaternion),
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),
Object.Instantiate(Object, Scene), Object.Instantiate(Object, Transform),
[Object.Instantiate\(Object, Transform, bool\)](#), Object.Instantiate<T>(T),
Object.Instantiate<T>(T, Vector3, Quaternion),
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),
Object.FindFirstObjectByType<T>(FindObjectsInactive),
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)


Class ShuffleExtension

Namespace: [Gameplay](#)








Assembly: Gameplay.dll

```
public static class ShuffleExtension
```

Inheritance

[object](#)  ← ShuffleExtension

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

Shuffle<T>(IList<T>)

```
public static void Shuffle<T>(this IList<T> list)
```

Parameters

list [IList](#)  <T>

Type Parameters

T

Class SoundManager

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class SoundManager : MonoBehaviour
```

Inheritance

[object](#) ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [SoundManager](#)

Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#), [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#), [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#), [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#), [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#), [Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#), [Component.SendMessageUpwards\(string, SendMessageOptions\)](#),

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

GuessCorrect

[SerializeField]

public AudioClip GuessCorrect

Field Value

AudioClip

GuessIncorrect

[SerializeField]

public AudioClip GuessIncorrect

Field Value

AudioClip

JingleDefeat

[SerializeField]

public AudioClip JingleDefeat

Field Value

AudioClip

JingleVictory

```
[SerializeField]  
public AudioClip JingleVictory
```

Field Value

AudioClip

MainGameMusic

```
[SerializeField]  
public AudioClip MainGameMusic
```

Field Value

AudioClip

MainMenuMusic

```
[SerializeField]  
public AudioClip MainMenuMusic
```

Field Value

AudioClip

i

```
[NonSerialized]  
public static SoundManager i
```

Field Value

[SoundManager](#)

musicSource

[SerializeField]

public AudioSource musicSource

Field Value

AudioSource

sfxSource

[NonSerialized]

public AudioSource sfxSource

Field Value

AudioSource

Methods

CrossFade(AudioClip, float, bool)

```
public IEnumerator CrossFade(AudioClip toSound, float delayBetween = 0, bool stopLooping = false)
```

Parameters

toSound AudioClip

delayBetween [float](#)

stopLooping [bool](#)

Returns

[IEnumerator](#)

LoopMusic(AudioClip)

```
public void LoopMusic(AudioClip sound)
```

Parameters

sound AudioClip

PlaySound(AudioClip)

```
public void PlaySound(AudioClip sound)
```

Parameters

sound AudioClip

SetMenuMusic()

```
public void SetMenuMusic()
```

Class TitleScreenWord

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class TitleScreenWord : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← TitleScreenWord

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)


Class UIManager

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class UIManager : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← UIManager

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

ButtonAnchorHolder

```
[SerializeField]  
public GameObject ButtonAnchorHolder
```

Field Value

GameObject

ButtonAnchors

```
[HideInInspector]  
public List<WordToggleAnchor> ButtonAnchors
```

Field Value

[List](#) <[WordToggleAnchor](#)>

ButtonFreeHolder

```
[SerializeField]  
public GameObject ButtonFreeHolder
```

Field Value

GameObject

WordButtons

```
[HideInInspector]  
public List<WordToggle> WordButtons
```

Field Value

[List](#) <[WordToggle](#)>

WordButtonsSelected

```
[HideInInspector]  
public List<WordToggle> WordButtonsSelected
```

Field Value

[List](#) <[WordToggle](#)>

i

```
public static UIManager i
```

Field Value

[UIManager](#)

infoBannerAlreadyGuessed

```
[SerializeField]  
public InfoBanner infoBannerAlreadyGuessed
```

Field Value

[InfoBanner](#)

infoBannerOneAway

[SerializeField]

public InfoBanner infoBannerOneAway

Field Value

[InfoBanner](#)

livesTracker

[SerializeField]

public LivesTracker livesTracker

Field Value

[LivesTracker](#)

wordSortIntoCategoryAnimationDuration

public float wordSortIntoCategoryAnimationDuration

Field Value

[float](#)

Methods

Defeat()

public void Defeat()

DeselectWord(WordToggle)

```
public void DeselectWord(WordToggle btn)
```

Parameters

btn [WordToggle](#)

EnableButtons()

```
public void EnableButtons()
```

EnablePanel(int, string, CategoryType)

```
public void EnablePanel(int atSiblingIndex, string catName, Category.CategoryType type)
```

Parameters

atSiblingIndex [int](#)↗

catName [string](#)↗

type [Category.CategoryType](#)

GridAnimation(int, string, CategoryType, string)

```
public void GridAnimation(int totalCatFound, string catName, Category.CategoryType catType, string words)
```

Parameters

totalCatFound [int](#)↗

catName [string](#)↗

catType [Category.CategoryType](#)

words [string](#)↗

Init()

```
public void Init()
```

SelectWord(WordToggle)

Selects a word button and validates if possible.

```
public void SelectWord(WordToggle btn)
```

Parameters

btn [WordToggle](#)

ShakeSelectedButtons()

```
public void ShakeSelectedButtons()
```

Victory(float, int)

```
public void Victory(float secs, int mistakes)
```

Parameters

secs [float](#)[↗]

mistakes [int](#)[↗]


Class WordToggle

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class WordToggle : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← WordToggle

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

Found

```
public bool Found
```

Field Value

[bool](#)

anchor

```
public GameObject anchor
```

Field Value

GameObject

associatedWord

```
public string associatedWord
```

Field Value

[string](#)

toggle

```
[SerializeField]  
public Toggle toggle
```

Field Value

Toggle

Methods

MoveToAnchor()

```
public void MoveToAnchor()
```

SetFound()

```
public void SetFound()
```

SetWord(string, Color)

```
public void SetWord(string word, Color col)
```

Parameters

word [string](#)

col Color

Shake(float, float)

```
public void Shake(float _force, float _direction)
```

Parameters


_force [float](#)

_direction [float](#)

ToggleMe(bool)

```
public void ToggleMe(bool toggle)
```

Parameters

toggle [bool](#)

Class WordToggleAnchor

Namespace: [Gameplay](#)

Assembly: Gameplay.dll

```
public class WordToggleAnchor : MonoBehaviour
```

Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← WordToggleAnchor

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),
[Component.SendMessage\(string, object, SendMessageOptions\)](#),
[Component.SendMessage\(string, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)