# Game Scene



**KEY**

- Player
- messages
- Buttons
- Initializers
- Action Confirmation
- Scenes

## UIManager.cs

- UIStart
- Reset Password Button Pressed
- Register Button Pressed
- Login Button Pressed
- Load UI Visuals
  - Set Player Name, Level & Stats
  - Set Player Sprites
  - Set Player Weapons & Skills
- Set Fighter Banners
- Set
- **FighterBanners.cs**
- Deactivate Login Screen
- Activate Login Screen
- Activate Buttons
- Deactivate Buttons
- Message
- Activate Message Screen
- Deactivate Message Screen
- Print Message
- **UIButtonsAndInterfaces.cs**
- Fight Button Pressed

## GameManager.cs

- Start
- Setup Scripts
- Reset Password
- Login
- **Character Creator**
- **FightViewer**
- Logged In
- Load Data
- **Character Creator**
- Player Does Not Exist
- YES
- Data Loaded
- Update UI
- UI Updated
- YES
- Load Data
- Player Saved
- Save Player
- YES
- Give Experiance & Level Up?
- YES
- Player Level Up
- Player Winner?
- Set Fight
- Get player PlayerData class
- Start Fight
- Get Opponent PlayerData class
- **FightViewer**
- **FightController.cs**

## PlayfabManager.cs

- PlayfabStart

### PlayfabLogin.cs

- Send reset password email
- Login Credentials correct?
- NO
- YES
- Message: Wrong login credentials

### PlayfabGetData.cs

- Does Player character exist?
- NO
- YES
- Get from Cloud
  - Get Player Data
  - Get Skills & Weapons
  - Get Opponent Fight Banners
- Data Loaded?
- NO
- Message: Data could not be loaded

### PlayfabSaveData.cs

- Save to Cloud
  - Save Player Data
  - Save Skills & Weapons
  - Save Opponent Fight Record
- Data Saved?
- NO
- YES
- Message: Data could not be loaded