

docfx-seed

Description

This is a sample docfx documentation project. It contains .NET source code and markdown files.

`docfx.json` is the configuration file for running `docfx`. `docfx` will generate a static website as similar to <http://docascode.github.io/docfx-seed>.

How to run

Under Windows

- Download and unzip [docfx.zip](#) to run `docfx.exe` directly!
- Run `docfx` under current repo! Website will be generated under `_site` folder.
- Run any web hosting tool to host `_site` folder, e.g. `docfx serve _site`.

Cross platform and use `dnx`

As a prerequisite, you will need to install [DNVM](#) and [DNX](#). ###Quick Start

- `dnvm upgrade` to get the latest dnvm.
- Add feed <https://www.myget.org/F/aspnetrelease/api/v2/> to Nuget.config
 - For Windows, the nuget config file is `%AppData%\NuGet\NuGet.config`.
 - For Linux/OSX, the nuget config file is `~/.config/NuGet/NuGet.config`.
- `dnx commands install docfx` to install `docfx` as a command
- Run `docfx` under current repo! Website will be generated under `_site` folder.
- Run any web hosting tool to host `_site` folder, e.g. `docfx serve _site`.

Further information about `docfx`

`docfx` is a tool to generate documentation towards .NET source code and markdown files. Please refer to [docfx](#) to get start. The `docfx` website itself is generated by `docfx`!

Namespace TaleOfTiles

Classes

[MainGameManager](#)

The MainGameManager class is a singleton that manages various aspects of the game.

[PlayerLevel](#)

The PlayerLevel class handles the logic for player leveling.