

Stroop Test

Development Log

Manager scripts:

Manager scripts follow the singleton pattern and therefore only one instance is present throughout the runtime of the program.

1. GameManager

The script controls the overall state of the game and therefore makes use of the Finite State Machine pattern. By switching to different states within the game, the separate states within the game it controls the flow of the game.

2. SoundManager

This script follows the singleton pattern. This script contains the sound library and is responsible for playing the sounds throughout the game.

This script

3. InterfaceManager

This script controls all the navigation that the buttons event trigger. Having a single script in charge of the navigation simplifies the overall structure of the project.

Game play scripts:

These scripts are only active during its current game state. Relevant game objects are activated during these games states and run the required scripts.

1. OptionScreen

This script checks whether the player has selected the options menu from gameplay and makes the resume button visible for selection.

Depending on whether the options menu was selected from the Title or during the gameplay, the resume buttons will only become active when the player selects it from the gameplay.

2. GameplayScreen

This script contains all the code that controls the gameplay.

The test text and its colour change whenever the player selects one of the four buttons beneath it.

When the player selects the button with the text that corresponds the text at the middle of the screen they are awarded 10pts.

When the player selects the wrong colour, they lose ten points as well as five health points.

When the player loses all of their health, they will lose the game and this will take them to the PostGameScreen.

3. PostGame

A simple script to hold the references to the text objects that display the players score and time.

UI Navigation and Game State transitions:

