

Grafika Komputerowa - Projekt

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1 Hierarchical Index	1
1.1 Class Hierarchy	1
2 Class Index	3
2.1 Class List	3
3 File Index	5
3.1 File List	5
4 Class Documentation	7
4.1 Camera Class Reference	7
4.2 CoinPickUp Class Reference	7
4.3 EnemyMovment Class Reference	8
4.3.1 Member Data Documentation	8
4.3.1.1 MoveRight	8
4.4 GameSession Class Reference	8
4.4.1 Member Function Documentation	8
4.4.1.1 AddToScore()	9
4.4.1.2 ProcessPlayerDeath()	9
4.4.1.3 ResetGameSession()	9
4.5 LevelExit Class Reference	9
4.6 MainMenu Class Reference	9
4.6.1 Member Function Documentation	10
4.6.1.1 LoadMainMenu()	10
4.6.1.2 StartFirstLevel()	10
4.7 MainMenuSession Class Reference	10
4.8 player Class Reference	10
4.9 ScenePersist Class Reference	11
5 File Documentation	13
5.1 Camera.cs File Reference	13
5.2 CoinPickUp.cs File Reference	13
5.3 EnemyMovment.cs File Reference	13
5.4 GameSession.cs File Reference	13
5.5 LevelExit.cs File Reference	13
5.6 MainMenu.cs File Reference	14
5.7 MainMenuSession.cs File Reference	14
5.8 player.cs File Reference	14
5.9 ScenePersist.cs File Reference	14
Index	15

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

MonoBehaviour	
Camera	7
CoinPickUp	7
EnemyMovment	8
GameSession	8
LevelExit	9
MainMenu	9
MainMenuSession	10
player	10
ScenePersist	11

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Camera	7
CoinPickUp	7
EnemyMovment	8
GameSession	8
LevelExit	9
MainMenu	9
MainMenuSession	10
player	10
ScenePersist	11

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

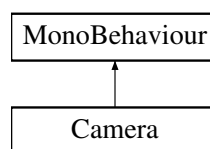
Camera.cs	13
CoinPickUp.cs	13
EnemyMovment.cs	13
GameSession.cs	13
LevelExit.cs	13
MainMenu.cs	14
MainMenuSession.cs	14
player.cs	14
ScenePersist.cs	14

Chapter 4

Class Documentation

4.1 Camera Class Reference

Inheritance diagram for Camera:

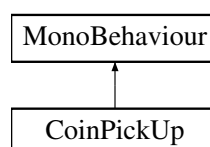


The documentation for this class was generated from the following file:

- [Camera.cs](#)

4.2 CoinPickUp Class Reference

Inheritance diagram for CoinPickUp:

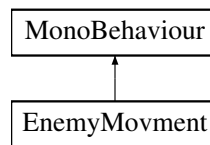


The documentation for this class was generated from the following file:

- [CoinPickUp.cs](#)

4.3 EnemyMovment Class Reference

Inheritance diagram for EnemyMovment:



Public Attributes

- bool [MoveRight](#) = true

4.3.1 Member Data Documentation

4.3.1.1 MoveRight

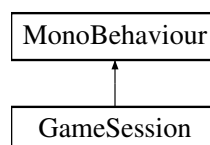
```
bool EnemyMovment.MoveRight = true
```

The documentation for this class was generated from the following file:

- [EnemyMovment.cs](#)

4.4 GameSession Class Reference

Inheritance diagram for GameSession:



Public Member Functions

- void [ProcessPlayerDeath](#) ()
- void [ResetGameSession](#) ()
- void [AddToScore](#) (int pointsToAdd)

4.4.1 Member Function Documentation

4.4.1.1 AddToScore()

```
void GameSession.AddToScore (
    int pointsToAdd )
```

4.4.1.2 ProcessPlayerDeath()

```
void GameSession.ProcessPlayerDeath ( )
```

4.4.1.3 ResetGameSession()

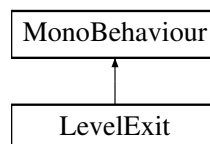
```
void GameSession.ResetGameSession ( )
```

The documentation for this class was generated from the following file:

- [GameSession.cs](#)

4.5 LevelExit Class Reference

Inheritance diagram for LevelExit:

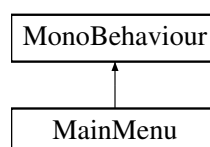


The documentation for this class was generated from the following file:

- [LevelExit.cs](#)

4.6 MainMenu Class Reference

Inheritance diagram for MainMenu:



Public Member Functions

- void [StartFirstLevel](#) ()
- void [LoadMainMenu](#) ()

4.6.1 Member Function Documentation

4.6.1.1 LoadMainMenu()

```
void MainMenu.LoadMainMenu ( )
```

4.6.1.2 StartFirstLevel()

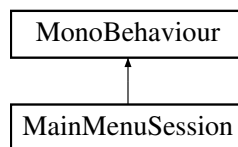
```
void MainMenu.StartFirstLevel ( )
```

The documentation for this class was generated from the following file:

- [MainMenu.cs](#)

4.7 MainMenuSession Class Reference

Inheritance diagram for MainMenuSession:

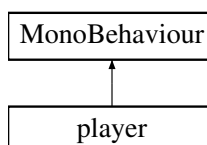


The documentation for this class was generated from the following file:

- [MainMenuSession.cs](#)

4.8 player Class Reference

Inheritance diagram for player:

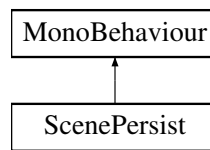


The documentation for this class was generated from the following file:

- [player.cs](#)

4.9 ScenePersist Class Reference

Inheritance diagram for ScenePersist:



The documentation for this class was generated from the following file:

- [ScenePersist.cs](#)

Chapter 5

File Documentation

5.1 Camera.cs File Reference

Classes

- class [Camera](#)

5.2 CoinPickUp.cs File Reference

Classes

- class [CoinPickUp](#)

5.3 EnemyMovment.cs File Reference

Classes

- class [EnemyMovment](#)

5.4 GameSession.cs File Reference

Classes

- class [GameSession](#)

5.5 LevelExit.cs File Reference

Classes

- class [LevelExit](#)

5.6 MainMenu.cs File Reference

Classes

- class [MainMenu](#)

5.7 MainMenuSession.cs File Reference

Classes

- class [MainMenuSession](#)

5.8 player.cs File Reference

Classes

- class [player](#)

5.9 ScenePersist.cs File Reference

Classes

- class [ScenePersist](#)

Index

- AddToScore
 - GameSession, [8](#)
- Camera, [7](#)
- Camera.cs, [13](#)
- CoinPickUp, [7](#)
- CoinPickUp.cs, [13](#)
- EnemyMovment, [8](#)
 - MoveRight, [8](#)
- EnemyMovment.cs, [13](#)
- GameSession, [8](#)
 - AddToScore, [8](#)
 - ProcessPlayerDeath, [9](#)
 - ResetGameSession, [9](#)
- GameSession.cs, [13](#)
- LevelExit, [9](#)
- LevelExit.cs, [13](#)
- LoadMainMenu
 - MainMenu, [10](#)
- MainMenu, [9](#)
 - LoadMainMenu, [10](#)
 - StartFirstLevel, [10](#)
- MainMenu.cs, [14](#)
- MainMenuSession, [10](#)
- MainMenuSession.cs, [14](#)
- MoveRight
 - EnemyMovment, [8](#)
- player, [10](#)
- player.cs, [14](#)
- ProcessPlayerDeath
 - GameSession, [9](#)
- ResetGameSession
 - GameSession, [9](#)
- ScenePersist, [11](#)
- ScenePersist.cs, [14](#)
- StartFirstLevel
 - MainMenu, [10](#)