

UIManager

Params:

- Text gameOverText
- String winText
- String losetext
- Text timeSinceStart
- Float minutes, seconds, milliseconds
- Float minAndSecFloatCounter
- Int minIntCounter
- Float millisecondFloatCounter
- Int millisecondIntCounter
- String checkpointTime
- GameObject gameOverPanelText checkpointA
- Text checkpointB
- Text checkpointC
- String checkpointOne
- String checkpointTwo
- String checkpointThree
- RectTransform healthBar
- GameManager gameManager

Stato

UIManager instance

[publicly accessible state]

Properties:

Update:Calculates and displays the time

in mins:seconds:milliseconds.Changes the healthBar's x size to be proportioned to the player's

Events:

• ShowGameOver(bool win):
Passes information to the
gameOverText, checkpoints' Text
in the UI and activates the
gameOverPanel.

health read from gameManager

 Restart(): Deactivates the gameOverPanel and loads the first scene.