*Project Title*

Technical Specifications

**Team Discovery Channel**

Team Member 1

Team Member 2

etc

[StatsSystem.cs](#_bbzecswnud16)

[StatsSystem → void GeneratePhysicalStatsStats()](#_y2t4do9h6dq)

[StatsSystem → void CalculateDancingStats()](#_6pwrug2wgd7k)

[StatsSystem → void ChangeHealth(float amount)](#_k6zozx6h7poq)

[StatsSystem → void DistributePhysicalStatsOnLevelUp(int PointsPool)](#_xhv52yuz7e1y)

[PowerLevel.cs](#_jqtveh13ug4e)

[PowerLevel → int ReturnMyDancePowerLevel()](#_l5399b1tpele)

[PowerLevel → float ReturnChanceToWin (int myPowerLevel, int opponentPowerLevel)](#_naodin2frytk)

[LevelingSystem.cs](#_n7s7gf69ympm)

[LevelingSystem → void SetDefaultValues()](#_3bhvpjl0vi2x)

[LevelingSystem → void AddXP(int xpGained)](#_dw6s5487r9en)

[LevelingSystem → void LevelUp()](#_5rqgf3e5fcxq)

[FightManager.cs](#_hbt3ar9fwjc7)

[FightManager → void DecideWinner(Character teamACharacter, Character teamBCharacter)](#_92rijo98jxjh)

[CharacterNameGenerator.cs](#_rxtionn9p6k)

[CharacterNameGenerator → void CreateNames()](#_dc78qzthbqmy)

[CharacterNameGenerator → void SetIndividualCharacter(CharacterName character)](#_men73t6dgp9u)

[CharacterNameGenerator → void SetTeamCharacterNames(List<CharacterName> teamCharacters)](#_2bnjobygg413)

[DanceTeamInit.cs](#_bozu98rxelft)

[DanceTeamInit → void InitTeams()](#_3ds7t8rwkdda)

[DanceTeam.cs](#_v9l1s1cf4q5k)

[DanceTeam → SpawnTeam(GameObject dancerPrefab)](#_f2bmyo3e2m4)

[DanceTeam → AddNewDancer(Character dancer)](#_hfowh1mslgzw)

[DanceTeam → RemoveDancerFromActive(Character dancer)](#_m2yjbgxnp9zs)

[BattleSystem.cs](#_z906oo81xgpj)

[BattleSystem → IEnumerator DoRound](#_2gm1qeu9swae)

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# 

# StatsSystem.cs

## StatsSystem → void GeneratePhysicalStatsStats()

* What data is needed to make this work? (inputs - if any)
  + N/A
* What data is changed by this running? (outputs -if any)
  + Set up references for animations, UI, particle effects.
  + Sets Physical Stats to starting values.
  + Sets Dancing Stats to starting values.
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + Calls the set up references function to find and assign script references.
  + At the start of the game the generate physical stats function is called.
  + The Calculate Dancing stats function is then called.

## StatsSystem → void CalculateDancingStats()

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## StatsSystem → void ChangeHealth(float amount)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.

## StatsSystem → void DistributePhysicalStatsOnLevelUp(int PointsPool)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## 

## 

# PowerLevel.cs

## PowerLevel → int ReturnMyDancePowerLevel()

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## PowerLevel → float ReturnChanceToWin (int myPowerLevel, int opponentPowerLevel)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## 

# LevelingSystem.cs

## LevelingSystem → void SetDefaultValues()

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## LevelingSystem → void AddXP(int xpGained)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## LevelingSystem → void LevelUp()

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

# 

# FightManager.cs

## FightManager → void DecideWinner(Character teamACharacter, Character teamBCharacter)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

# 

# CharacterNameGenerator.cs

## CharacterNameGenerator → void CreateNames()

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## CharacterNameGenerator → void SetIndividualCharacter(CharacterName character)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## CharacterNameGenerator → void SetTeamCharacterNames(List<CharacterName> teamCharacters)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

# DanceTeamInit.cs

## DanceTeamInit → void InitTeams()

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

# 

# 

# DanceTeam.cs

## DanceTeam → SpawnTeam(GameObject dancerPrefab)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## DanceTeam → AddNewDancer(Character dancer)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## DanceTeam → RemoveDancerFromActive(Character dancer)

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..

## 

# BattleSystem.cs

## BattleSystem → IEnumerator DoRound

* What data is needed to make this work? (inputs - if any)
  + …...
* What data is changed by this running? (outputs -if any)
  + …...
* Describe what is happening, in order, using dot points of how we get from inputs to outputs.
  + ……..