Diagramas de clase

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Scriptable Object -PlayerStatsSO

- iniHealht:int
- iniMoney:int
- currentHealth:int
- currentMoney:int
- + OnBaseHealthChange:Action
- + OnBaseDestroyed:Action
- + OnMoneyChanged:Action
- + GetInitialHealth: int + GetCurrentHealth:int
- + GetCurrentMoney:int
- + RecieveDamage(int)
- + ResetHealth()
- + SetStastBeforeHorde()
- + AddMoney(int)
- + RemoveMoney(int)

Scriptable Object -HordeEventsSO

- + OnEnemySpawned:Action
- + OnEnemyDestroyed:Action

Scriptable Object - PlayerStateSO

- playerStates:enum
- + OnPLayerStateChange:Action
- + IsIdle:bool
- + IsBuilding:bool
- + SetPlayerToldle()
- + SetPlayerToBuilding()

Scriptable Object - TowerSO

- + range:int
- + damage:int + fireRate:float
- nrice int
- + price:int
- + multiplier:float

Scriptable Object -GamseStateSO

- gameStates:enum
- + OnGameStateChanged:Action
- + IsOnBuildingMode:bool
- + IsOnBattlingMode:bool
- + ChangeStateToBuilding()
- + ChangeStateToBattling()

Scriptable Object - EnemySO

- + State:enum
- + Health:int
- + Speed:float
- + Damage:int
- + MoneDrop:int

MonoBehaviour Class -TowerBase

- towerSO:TowerSO
- currentLevel:int
- currentDamage:int
- currentFireRate:float
- currentPrice:int
- projectilePrefab:prefab
- + getPrice():int
- + upgradeTower()
- + destroyTower()
- fireProjectile()

MonoBehaviour Class -GameManager

- gameState:GameStateSO
- + ResetLevel()
- + Quit

Class - PoolObject

- + prefab:GameObject
- + instantiatePool(GameObject):GameObject
- + getObject():GameObject
- + returnObject()



MonoBehaviour Class - PoolSystem

- pooleableObjects:List<PoolObject>
- defaultPoolSize:int
- + spawnObject(gameObject):GameObject
- + returnObject
- + releasePool