LevelBuilder Structure Documentation

Table of Contents

- Global Summary/External Dependencies: Page 2

- Fields: Page 2

Global Summary: LevelBuilder static structure stores all of the data for every level that is generated by the main game

External Dependencies: Player.cs, GameArea.cs, Coin.cs, Enemy.cs, Level.cs

Fields (X can be any level number):

--PLAYER DATA--

public const char LEVEL\_X\_PLAYER\_CHAR

public const int LEVEL\_X\_STARTING\_LIVES

public const ConsoleColor LEVEL\_X\_PLAYER\_FORE\_COLOR

public const ConsoleColor LEVEL\_X\_PLAYER\_BACK\_COLOR

--GAME AREA DATA--

public const char LEVEL\_X\_SCREENGRASS\_CHAR

public const char LEVEL\_X\_BORDER\_CHAR

public const ConsoleColor LEVEL\_X\_SCREENGRASS\_FORE\_COLOR

public const ConsoleColor LEVEL\_X\_SCREENGRASS\_BACK\_COLOR

public const ConsoleColor LEVEL\_X\_BORDER\_FORE\_COLOR

public const ConsoleColor LEVEL\_X\_BORDER\_BACK\_COLOR

public const int LEVEL\_X\_AREA\_WIDTH

public const int LEVEL\_X\_AREA\_HEIGHT

public const int LEVEL\_X\_BORDER\_WIDTH

--COIN DATA--

public const char LEVEL\_X\_COIN\_CHAR

public const ConsoleColor LEVEL\_X\_COIN\_FORE\_COLOR

public const ConsoleColor LEVEL\_X\_COIN\_BACK\_COLOR

public const int LEVEL\_X\_NUMBER\_OF\_COINS

--ENEMY DATA--

public const int LEVEL\_X\_NUMBER\_OF\_ENEMIES

public const char LEVEL\_X\_ENEMY\_CHAR

public const ConsoleColor LEVEL\_X\_ENEMY\_FORE\_COLOR

public const ConsoleColor LEVEL\_X\_ENEMY\_BACK\_COLOR

public const int LEVEL\_X\_DIFFICULTY

--SOUND DATA--

public const string LEVEL\_X\_SOUNDLOCATION

These fields can then be used by the Level.GenerateLevels() method to create the main game levels