

GameManager

Class

↳ MonoBehaviour

Fields

Methods

Awake

CreateParticle

GetListOfNodes

GetNodeCloserToObj

GetPathTheta

Start

Update

RayCastForNodes

Class

↳ MonoBehaviour

Fields

Properties

Methods

DestroyListOfObjects

SetNeightboursForNodes

StartRainAndSetNeightbours

StartRainRaycast

Agent

Class

↳ MonoBehaviour

Fields

Properties

Methods

GetNeightAstar

GetPathFindingTheta

GrandCost

Heuristic

InSight

Satisfies

Start

TestForNodes

Theta<T>

Generic Class

Methods

ConstructPath

Run

Nested Types

Cost

Delegate

GetNeighbours

Delegate

Heuristic

Delegate

InSight

Delegate

Satisfies

Delegate

Node

Class

↳ MonoBehaviour

Fields

Properties

Methods

GetNeightbour

OnDrawGizmos

SetNeightbours

PriorityQueue<TData>

Generic Class

Fields

Properties

Methods

Dequeue

DequeueTuple

Enqueue (+ 1 overload)

EnqueueData

GetExplorerIndex

Peek

PeekTuple

PriorityQueue (+ 1 overload)

Swap