

Class PlayerController : MonoBehaviour

> Allows input from a player to control their character in game.

Variable	Use
private bool _isPlayerone	Determines whether this is player one or two
private float _maxSpeed	The maximum speed in which a player can move
private float _acceleration	How quickly a player builds up speed
private float _jumpHeight	How many units a player can jump.
private Vector3 _groundCheckPosition	Checks to see if the player has reached the ground. Based on the player's position
private float _groundCheckRadius	Small radius that aids in detecting if the player has reached the ground
Private Vector3 _moveDirection	The direction in which a player moves
Private Rigidbody _rigidbody	Used for reference to the player's rigidbody component
Private bool _isGrounded	Returns true or false on whether or not the player is touching the ground
Private bool _jumpInput	Returns true or false depending on if the player has or has not inputted the jump button

Property	Use
MaxSpeed	Allows the ability to Get and Set the _maxSpeed variable.

Function	use
Private void Awake	Initializes before the start function
Private void Start	Called before first frame update
Private void Update	Every frame of the game runs through all the code in update
Private void FixedUpdate	Runs code at a fixed rate at less intervals as update.

Class PlayerTagBehavior : MonoBehaviour

> All the functionality for if a player is tagged and what happens when they are

Variable	Use
private bool _isTagged	Determines whether or not a player is tagged.
private ParticleSystem _taggedParticles	Particles that activate when a player is tagged
private bool _canBeTagged	Determines whether or not a player is eligible to be tagged.

Properties	Use
public bool IsTagged	Can Get _isTagged
public bool TaggedParticles	Can Get _taggedParticles
Functions	Use
public bool Tag	All the functionality to determine what happens when one player tags another.
public void SetCanBeTagged	Sets _canBeTagged to true
private void Start	Runs before the first frame of update

private void OnCollisionEnter	Runs once collision is detected
private void OnCollisionExit	Runs after collision is no longer true

Property	Use
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MaxSpeed	Allows the ability to Get and Set the _maxSpeed variable.
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Function	use
Private void Awake	Initializes before the start function
Private void Start	Called before first frame update
Private void Update	Every frame of the game runs through all the code in update
Private void FixedUpdate	Runs code at a fixed rate at less intervals as update.

Class TagTimer : MonoBehaviour

> All the functionality for if a player is tagged and what happens when they are

Variables	Use
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private float _timer	Timer for the extent of the game of tag
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Functions	Use
private void Start	Runs before the first frame of update
Private void FixedUpdate	Runs code at a fixed rate at less intervals as update.