My Project

Generated by Doxygen 1.8.6

Mon Apr 27 2015 20:04:13

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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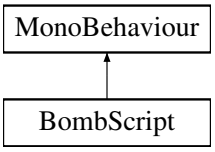
CoinScript 8
CrateScript 9
CurrentHealth 10
DestroyByTime 11
GameCamera 12
GameController 13
GameManager 16
Health 17
MedPack 18
ObjectBehavior2 19
PlayerController 19
PlayerPhysics 22
QuitGame 23
ScoreManager 24
SpawnFloor 25
TestColliderandHealth 26

Chapter 3

Class Documentation

3.1 BombScript Class Reference

Inheritance diagram for BombScript:



Public Member Functions

- void Start ()

  Stuff to do at the start, gets attached animator and audio source
- void Update ()

  Updates per frame, moves object left per frame, checks if dead, if true, starts death animation& sound then destroys object
- void OnTriggerEnter (Collider col)

Public Attributes

- Animator BombEnemy

  The bomb enemy.
- AudioSource ExplosionSD

  The explosion S.
- float EnemySpeed = 0.1f

  The enemy speed.
- int scoreValue = 10

  Value for destroying a bomb

3.1.1 Member Function Documentation

3.1.1.1 void BombScript.OnTriggerEnter (Collider *col*) [inline]

Raises the trigger enter event.

Parameters

col	Col collision parameter to detect collisions
return	Tag "Player" collision causes Health call, Dmg received & object destruct

3.1.1.2 void BombScript.Start ( ) [inline]

Stuff to do at the start, gets attached animator and audio source

3.1.1.3 void BombScript.Update ( ) [inline]

Updates per frame, moves object left per frame, checks if dead, if true, starts death animation& sound then destroys object

3.1.2 Member Data Documentation

3.1.2.1 Animator BombScript.BombEnemy

The bomb enemy.

3.1.2.2 float BombScript.EnemySpeed = 0.1f

The enemy speed.

3.1.2.3 AudioSource BombScript.ExplosionSD

The explosion S.

3.1.2.4 int BombScript.scoreValue = 10

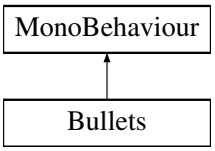
Value for destroying a bomb

The documentation for this class was generated from the following file:

- BombScript.cs

3.2 Bullets Class Reference

Inheritance diagram for Bullets:



Public Member Functions

- void Update ()

  Update called once per frame, moves object right, destroys object after certain time

- void OnTriggerEnter (Collider Hit)

  Collider trigger, on hit do something

Public Attributes

- float Bulletspeed = 5

  The bulletspeed.
- float Dmg = 5

  The damage.

3.2.1 Member Function Documentation

3.2.1.1 void Bullets.OnTriggerEnter (Collider *Hit*) [inline]

Collider trigger, on hit do something

Parameters

Hit	Hit collision detect
Return	> If hit is obstacle, destroy object and this, if hit is enemy, enemy is damaged

3.2.1.2 void Bullets.Update ( ) [inline]

Update called once per frame, moves object right, destroys object after certain time

3.2.2 Member Data Documentation

3.2.2.1 float Bullets.Bulletspeed = 5

The bulletspeed.

3.2.2.2 float Bullets.Dmg = 5

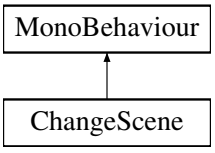
The damage.

The documentation for this class was generated from the following file:

- Bullets.cs

3.3 ChangeScene Class Reference

Inheritance diagram for ChangeScene:



Public Member Functions

- void ChangeToScene (string sceneToChange)

  Changes to scene.

3.3.1 Member Function Documentation

3.3.1.1 void ChangeScene.ChangeToScene (string *sceneToChange*) [inline]

Changes to scene.

Parameters

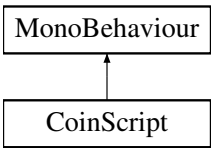
sceneToChange	Scene to change.

The documentation for this class was generated from the following file:

- ChangeScene.cs

3.4 CoinScript Class Reference

Inheritance diagram for CoinScript:



Public Member Functions

- void Start ()

  Start this instance. Grabs audio source and adds to component.
- void Update ()

  Updates per frame. Destroys object after 10 seconds
- void OnTriggerEnter (Collider col)

  Triggers object destruction on collision

Public Attributes

- AudioSource coinSFX

  The coin sound effect. Plays on pickup.
- int **CoinValue** = 10

3.4.1 Member Function Documentation

3.4.1.1 void CoinScript.OnTriggerEnter (Collider *col*) [inline]

Triggers object destruction on collision

Parameters

col	Col collision parameter to detect collisions

3.4.1.2 void CoinScript.Start ( ) [inline]

Start this instance. Grabs audio source and adds to component.

3.4.1.3 void CoinScript.Update ( ) [inline]

Updates per frame. Destroys object after 10 seconds

3.4.2 Member Data Documentation

3.4.2.1 AudioSource CoinScript.coinSFX

The coin sound effect. Plays on pickup.

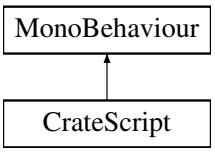
summary> Variable holding coin value for increasing score.

The documentation for this class was generated from the following file:

- CoinScript.cs

3.5 CrateScript Class Reference

Inheritance diagram for CrateScript:



Public Member Functions

- void Start ()
  Sets attached animations and audio sources.
- void Update ()
  Updates every frame. Moves object, checks isDead. If true, destroys object, plays animation.
- void OnTriggerEnter (Collider col)
  Raises the trigger enter event.

Public Attributes

- Animator CrateObject
  The crate object animation.
- AudioSource ExplosionSFX
  The explosion sound effect.
- float EnemySpeed = 0.1f
  Speed of GameObject.

- int BoxScore = 10

  Points for destroying the nearly indestructable box

3.5.1 Member Function Documentation

3.5.1.1 void CrateScript.OnTriggerEnter (Collider *col*) [inline]

Raises the trigger enter event.

Parameters

col	Col collision parameter to detect collisions.
return	Tag "Player" collision causes Health call, Dmg received & object destruct

3.5.1.2 void CrateScript.Start ( ) [inline]

Sets attached animations and audio sources.

3.5.1.3 void CrateScript.Update ( ) [inline]

Updates every frame. Moves object, checks isDead. If true, destroys object, plays animation.

3.5.2 Member Data Documentation

3.5.2.1 int CrateScript.BoxScore = 10

Points for destroying the nearly indestructable box

3.5.2.2 Animator CrateScript.CrateObject

The crate object animation.

3.5.2.3 float CrateScript.EnemySpeed = 0.1f

Speed of GameObject.

3.5.2.4 AudioSource CrateScript.ExplosionSFX

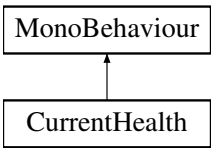
The explosion sound effect.

The documentation for this class was generated from the following file:

- CrateScript.cs

3.6 CurrentHealth Class Reference

Inheritance diagram for CurrentHealth:



Public Member Functions

- void Awake ()

  Initiates current health and grabs text component
- void Update ()

  At every frame, update current Health

Static Public Attributes

- static float cHealth

  Variable to hold current Health

3.6.1 Member Function Documentation

3.6.1.1 void CurrentHealth.Awake ( ) [inline]

Initiates current health and grabs text component

3.6.1.2 void CurrentHealth.Update ( ) [inline]

At every frame, update current Health

3.6.2 Member Data Documentation

3.6.2.1 float CurrentHealth.cHealth [static]

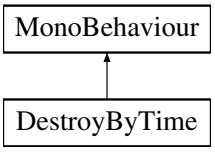
Variable to hold current Health

The documentation for this class was generated from the following file:

- CurrentHealth.cs

3.7 DestroyByTime Class Reference

Inheritance diagram for DestroyByTime:



Public Member Functions

- void Start ()

  Inititation, destroy object at lifetime

Public Attributes

- float lifetime

  The lifetime of an object before being destroyed

3.7.1 Member Function Documentation

3.7.1.1 void DestroyByTime.Start ( ) [inline]

Inititation, destroy object at lifetime

3.7.2 Member Data Documentation

3.7.2.1 float DestroyByTime.lifetime

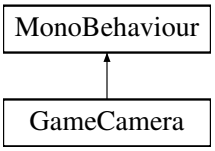
The lifetime of an object before being destroyed

The documentation for this class was generated from the following file:

- DestroyByTime.cs

3.8 GameCamera Class Reference

Inheritance diagram for GameCamera:



Public Member Functions

- void SetTarget (Transform t)

  Sets the target to aim for
- void Update ()

  Update per frame, transforms object to target vector
- float IncrementTowards (float n, float target, float a)

  Increments param n towards target by speed

Public Attributes

- Transform target

  Vector target to aim for.
- float trackSpeed = 10

  The track speed.

3.8.1 Member Function Documentation

3.8.1.1 float GameCamera.IncrementTowards (float *n*, float *target*, float *a*) [inline]

Increments param n towards target by speed

Returns

The towards.

Parameters

n	First vector, current position vector of cam
target	Second vector, target vector for cam
a	The alpha component.

3.8.1.2 void GameCamera.SetTarget (Transform *t*) [inline]

Sets the target to aim for

Parameters

t	vector to aim for

3.8.1.3 void GameCamera.Update ( ) [inline]

Update per frame, transforms object to target vector

3.8.2 Member Data Documentation

3.8.2.1 Transform GameCamera.target

Vector target to aim for.

3.8.2.2 float GameCamera.trackSpeed = 10

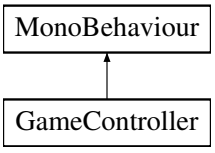
The track speed.

The documentation for this class was generated from the following file:

- GameCamera.cs

3.9 GameController Class Reference

Inheritance diagram for GameController:



Public Member Functions

- void Update ()

  Update per frame, randomizer for spawning between objects
- void Start ()

  initializer to start time for waves, sets hazards to spawn, spawn time, wave time and position to spawn
- IEnumerator **SpawnWaves** ()

Public Attributes

- GameObject Object1

  1st Placement for gameObject spawning.
- GameObject Object2

  2nd Placement for gameObject spawning.
- GameObject Object3

  3rd Placement for gameObject spawning.
- GameObject Object4

  4th Placement for gameObject spawning.
- GameObject Object5

  5th Placement for gameObject spawning.
- GameObject Object6

  6th Placement for gameObject spawning.
- GameObject hazard

  Hazard spot for randomizing between 3 objects.
- Vector3 spawnValues

  The spawn values.
- int hazardCount

  The hazard count.
- float spawnWait

  The spawn wait.
- float startWait

  The start wait.
- float waveWait

  The wave wait.
- int choice

  Float Randomizer for objects summary>

3.9.1 Member Function Documentation

3.9.1.1 void GameController.Start ( ) [inline]

initializer to start time for waves, sets hazards to spawn, spawn time, wave time and position to spawn

3.9.1.2 void GameController.Update ( ) [inline]

Update per frame, randomizer for spawning between objects

3.9.2 Member Data Documentation

3.9.2.1 GameObject GameController.hazard

Hazard spot for randomizing between 3 objects.

3.9.2.2 int GameController.hazardCount

The hazard count.

3.9.2.3 GameObject GameController.Object1

1st Placement for gameObject spawning.

3.9.2.4 GameObject GameController.Object2

2nd Placement for gameObject spawning.

3.9.2.5 GameObject GameController.Object3

3rd Placement for gameObject spawning.

3.9.2.6 GameObject GameController.Object4

4th Placement for gameObject spawning.

3.9.2.7 GameObject GameController.Object5

5th Placement for gameObject spawning.

3.9.2.8 GameObject GameController.Object6

6th Placement for gameObject spawning.

3.9.2.9 Vector3 GameController.spawnValues

The spawn values.

3.9.2.10 float GameController.spawnWait

The spawn wait.

3.9.2.11 float GameController.startWait

The start wait.

3.9.2.12 float GameController.waveWait

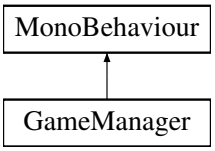
The wave wait.

The documentation for this class was generated from the following file:

- GameController.cs

3.10 GameManager Class Reference

Inheritance diagram for GameManager:



Public Member Functions

- void Start ()

  At start, get attached gameobject and spawn player
- void SpawnPlayer ()

  Spawns the player and sets camera on player

Public Attributes

- GameObject player

  Gameobject spot to place player.
- GameCamera cam

  Gameobject camera.

3.10.1 Member Function Documentation

3.10.1.1 void GameManager.SpawnPlayer ( ) [inline]

Spawns the player and sets camera on player

3.10.1.2 void GameManager.Start ( ) [inline]

At start, get attached gameobject and spawn player

3.10.2 Member Data Documentation

3.10.2.1 GameCamera GameManager.cam

Gameobject camera.

3.10.2.2 GameObject GameManager.player

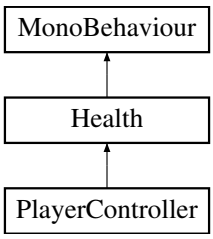
Gameobject spot to place player.

The documentation for this class was generated from the following file:

- GameManager.cs

3.11 Health Class Reference

Inheritance diagram for Health:



Public Member Functions

- void ReceiveDmg (float dmg)

  Damage function, subtracts dmg from current health ///
- bool isDead ()

  Checks if the object is dead depending on current health ///

Public Attributes

- float currentHealth

  The current health.

3.11.1 Member Function Documentation

3.11.1.1 bool Health.isDead ( ) [inline]

Checks if the object is dead depending on current health ///

Returns

`true`, if dead was dead, `false` target is still alive.

3.11.1.2 void Health.ReceiveDmg (float *dmg*) [inline]

Damage function, subtracts dmg from current health ///

Parameters

dmg	Damage to take

3.11.2 Member Data Documentation

3.11.2.1 float Health.currentHealth

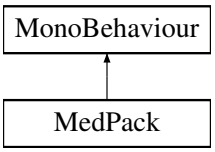
The current health.

The documentation for this class was generated from the following file:

- Health.cs

3.12 MedPack Class Reference

Inheritance diagram for MedPack:



Public Member Functions

- void Update ()

  Updates per frame, moves object left
- void OnTriggerEnter (Collider col)

  Object trigger on collision

Public Attributes

- float MedSpeed = 0.1f

  The medpack speed.
- float HealAMT = 2

  The total heal amount.

3.12.1 Member Function Documentation

3.12.1.1 void MedPack.OnTriggerEnter (Collider *col*) [inline]

Object trigger on collision

Parameters

col	Collider col
Return	If col == player, player gets health and this is destroyed

3.12.1.2 void MedPack.Update ( ) [inline]

Updates per frame, moves object left

3.12.2 Member Data Documentation

3.12.2.1 float MedPack.HealAMT = 2

The total heal amount.

3.12.2.2 float MedPack.MedSpeed = 0.1f

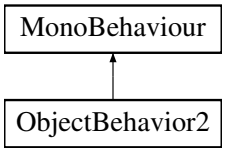
The medpack speed.

The documentation for this class was generated from the following file:

- MedPack.cs

3.13 ObjectBehavior2 Class Reference

Inheritance diagram for ObjectBehavior2:



Public Member Functions

- void Update ()

  Updates per frame. Changes position of object based on speed. Destroys object after 10 seconds.

Public Attributes

- float speed = -20f

  The speed of GameObject.

3.13.1 Member Function Documentation

3.13.1.1 void ObjectBehavior2.Update ( ) [inline]

Updates per frame. Changes position of object based on speed. Destroys object after 10 seconds.

3.13.2 Member Data Documentation

3.13.2.1 float ObjectBehavior2.speed = -20f

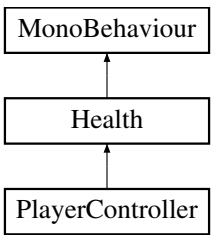
The speed of GameObject.

The documentation for this class was generated from the following file:

- ObjectBehavior2.cs

3.14 PlayerController Class Reference

Inheritance diagram for PlayerController:



Public Member Functions

- void Start ()

  Gets player physics, animator and sets audio sources to listen
- void Update ()

  Update per frame. check if player is dead, sets player speed, checks for user input
- IEnumerator RestartLevel ()

  Restarts the level after a 2 second delay after death.

Public Attributes

- float gravity = 20

  The gravity.
- float speed = 8

  The speed.
- float acceleration = 30

  The acceleration.
- float jumpHeight = 12

  The height of the jump.
- float currentSpeed

  The current speed.
- float targetSpeed

  The target speed.
- Vector2 amountToMove

  The amount to move.
- AudioSource ShotSD

  The shot Sound.
- AudioSource RollSD

  The roll Sound.
- AudioSource JumpSD

  The jump Sound.
- AudioSource DeathSD

  The death Sound.
- PlayerPhysics playerPhysics

  Gets player physics script.
- Animator Player

  Gets player animator.
- float cHealth

  Variable to hold current health
- GameObject Shot

  Sets gameobject shot for prep

3.14.1 Member Function Documentation

3.14.1.1 IEnumerator PlayerController.RestartLevel ( ) [inline]

Restarts the level after a 2 second delay after death.

Returns

The current level.

3.14.1.2 void PlayerController.Start ( ) [inline]

Gets player physics, animator and sets audio sources to listen

3.14.1.3 void PlayerController.Update ( ) [inline]

Update per frame. check if player is dead, sets player speed, checks for user input

3.14.2 Member Data Documentation

3.14.2.1 float PlayerController.acceleration = 30

The acceleration.

3.14.2.2 Vector2 PlayerController.amountToMove

The amount to move.

3.14.2.3 float PlayerController.cHealth

Variable to hold current health

3.14.2.4 float PlayerController.currentSpeed

The current speed.

3.14.2.5 AudioSource PlayerController.DeathSD

The death Sound.

3.14.2.6 float PlayerController.gravity = 20

The gravity.

3.14.2.7 float PlayerController.jumpHeight = 12

The height of the jump.

3.14.2.8 AudioSource PlayerController.JumpSD

The jump Sound.

3.14.2.9 Animator PlayerController.Player

Gets player animator.

3.14.2.10 PlayerPhysics PlayerController.playerPhysics

Gets player physics script.

3.14.2.11 AudioSource PlayerController.RollSD

The roll Sound.

3.14.2.12 GameObject PlayerController.Shot

Sets gameobject shot for prep

3.14.2.13 AudioSource PlayerController.ShotSD

The shot Sound.

3.14.2.14 float PlayerController.speed = 8

The speed.

3.14.2.15 float PlayerController.targetSpeed

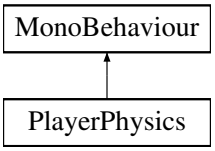
The target speed.

The documentation for this class was generated from the following file:

- PlayerController.cs

3.15 PlayerPhysics Class Reference

Inheritance diagram for PlayerPhysics:



Public Member Functions

- void Start ()

  Initialization, gets collider of player and its values(size and center)
- void Move (Vector2 moveAmount)

  Move the specified moveAmount.
- void **SetCollider** (Vector3 size, Vector3 centre)
- void **ResetCollider** ()

Public Attributes

- LayerMask collisionMask

  Set the layer for collisionmask, player will collide with this layer
- bool grounded

  Boolean to check if object is in contact with object from bottom
- bool movementStopped

  Boolean to check player is no longer moving

3.15.1 Member Function Documentation

3.15.1.1 void PlayerPhysics.Move (Vector2 *moveAmount*) [inline]

Move the specified moveAmount.

Parameters

moveAmount	Move amount.

3.15.1.2 void PlayerPhysics.Start ( ) [inline]

Initialization, gets collider of player and its values(size and center)

3.15.2 Member Data Documentation

3.15.2.1 LayerMask PlayerPhysics.collisionMask

Set the layer for collisionmask, player will collide with this layer

3.15.2.2 bool PlayerPhysics.grounded

Boolean to check if object is in contact with object from bottom

3.15.2.3 bool PlayerPhysics.movementStopped

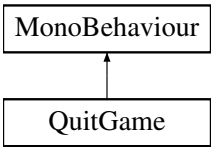
Boolean to check player is no longer moving

The documentation for this class was generated from the following file:

- PlayerPhysics.cs

3.16 QuitGame Class Reference

Inheritance diagram for QuitGame:



Public Member Functions

- void ExitGameOnClick ()

  Exits the game on click.

3.16.1 Member Function Documentation

3.16.1.1 void QuitGame.ExitGameOnClick ( ) [inline]

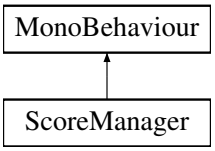
Exits the game on click.

The documentation for this class was generated from the following file:

- QuitGame.cs

3.17 ScoreManager Class Reference

Inheritance diagram for ScoreManager:



Public Member Functions

- void Awake ()

  Initiates score and grabs text component
- void Update ()

  At every frame, update score

Public Attributes

- Text text

  Text holder to display score

Static Public Attributes

- static int score

  Variable to hold score

3.17.1 Member Function Documentation

3.17.1.1 void ScoreManager.Awake ( ) [inline]

Initiates score and grabs text component

3.17.1.2 void ScoreManager.Update ( ) [inline]

At every frame, update score

3.17.2 Member Data Documentation

3.17.2.1 int ScoreManager.score [static]

Variable to hold score

3.17.2.2 Text ScoreManager.text

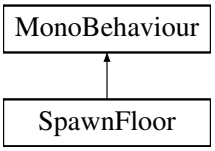
Text holder to display score

The documentation for this class was generated from the following file:

- ScoreManager.cs

3.18 SpawnFloor Class Reference

Inheritance diagram for SpawnFloor:



Public Member Functions

- void Start ()

  Initialize to start time for waves. Sets Spawn position and spawns based on spawnWait ///
- IEnumerator **Spawnfloor** ()

Public Attributes

- GameObject floor

  The GameObject that acts as the main floor of the game.
- Vector3 spawnValues

  The spawn position values.
- float spawnWait

  The delay between object spawn times.
- float startWait

  The delay between the start of the game and the start of the floor spawning.

3.18.1 Member Function Documentation

3.18.1.1 void SpawnFloor.Start ( ) [inline]

Initialize to start time for waves. Sets Spawn position and spawns based on spawnWait ///

3.18.2 Member Data Documentation

3.18.2.1 GameObject SpawnFloor.floor

The GameObject that acts as the main floor of the game.

3.18.2.2 Vector3 SpawnFloor.spawnValues

The spawn position values.

3.18.2.3 float SpawnFloor.spawnWait

The delay between object spawn times.

3.18.2.4 float SpawnFloor.startWait

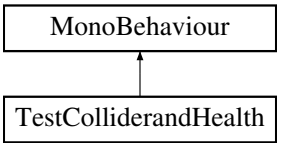
The delay between the start of the game and the start of the floor spawning.

The documentation for this class was generated from the following file:

- SpawnFloor.cs

3.19 TestColliderandHealth Class Reference

Inheritance diagram for TestColliderandHealth:



Public Member Functions

- void Update ()

  Update per frame to move object left to collide with player

Public Attributes

- float PreviousHealth = 0

  Holder float to check previous health.
- float NewHealth = 0

  Holder to check new health.

3.19.1 Member Function Documentation

3.19.1.1 void TestColliderandHealth.Update ( ) [inline]

Update per frame to move object left to collide with player

3.19.2 Member Data Documentation

3.19.2.1 float TestColliderandHealth.NewHealth = 0

Holder to check new health.

3.19.2.2 float TestColliderandHealth.PreviousHealth = 0

Holder float to check previous health.

The documentation for this class was generated from the following file:

- TestColliderandHealth.cs

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