# **Class Documentation for «Project TextingSpree»**

During the development, there is going to be a lot of code involved (you don’t say!). Logically we are going to create a lot of new classes during this entire project and documenting them all inline in the code files. But this is not enough and quite risky, to be honest. Should any of the code files be deleted or otherwise compromised, then the documentation of the classes and their functions is gone.

To prevent this scenario, we created this document. In the following table, we are going to document every self-developed class that we are going to use as well as their main methods. This way, we can recreate any method and class that we use in the development, should anything happen to the code files at any time. This is also a good place to look up the methods in a more detailed description and see what exactly this class is for. As an example, we are going to use the **PlayerConversant** class. Keep in mind that for every new class, a new table must be generated.

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| **Class** | **Description** | |
| PlayerConversant | This class inherits from MonoBehaviour class and it is used for the player to be able to speak in the game. | |
|  | **Method** | **Description** |
|  | public void StartDialogue(AIConversant x, Dialogue y) | Insert super duper important and technical message here! |
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