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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Logger

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| **lass** | **Description** | |
| GameLogger | Logs Messages and Exceptions from other Classes.  Needs to be instantiated. (How-To in the Code Conventions Doc / Class) | |
|  | **Method** | **Description** |
|  | Public GameLogger()  string classname | Constructor Takes the Classname as Parameter to create the Log File |
|  | Private void CreateLogFile()  string classname | Creates a Log File with the name of the Class Name of the Class |
|  | Private void LogEntry()  string type  string message  int lineNumber | Creates a new Log Entry by creating a new Log Event Object  Type of Log (Exception, Information, Log, ...)  Message or Exception message to log  Linenumber where the Log happens |
|  | Private void AddLogEntry()  LogEvent log | Appends a new Log to the Log File Log Event Object, created in LogEntry() |
|  | Private void RemoveLogEntry()  LogEvent log | Removes all Log Entries that are older than 5 days. This Method is automatically called whenever AddLogEntry() is called.  Path of the Log File |

Story

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| **lass** | **Description** | |
| Story | This class Is a Scriptable Object and implements the ISerializationCallbackReceiver.  Creates the Story and Choice Nodes for the Editor.  Contains several Getters to get the Root node, all the nodes, the Child nodes or the Choice nodes. | |
|  | **Method** | **Description** |
|  | Private void Awake() | Is called every time a Scriptable Object is loaded. |
|  | Private void OnValidate()  string classname | When Exporting the Game, OnValidate() needs to be called from Awake() Method. |
|  | Public void AddNode()  StoryNode parentNode  Bool isChoice | Adds a new node, either Choice or Story node  Parent node to add the new child  Declares if the node to add is a story node or a Choice node |
|  | Private static StoryNode CreateNode()  StoryNode parentNode  Bool isChoice | Creating a new node by setting the name, the position and add it to the parent  Parent node to add the new child  Declares if the node to add is a story node or a Choice node |
|  | Public void DeleteNode()  StoryNode nodeToDelete | Delete selected node  Node to delete |
|  | Public void OnBeforeSerialize() | Method from ISerializationCallbackReceiver  Creates the first node |

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| **lass** | **Description** | |
| StoryEditor |  | |
|  | **Method** | **Description** |
|  | Public static OnOpenAsset()  Int instanceId | Shows the Editor Window, depending if a Story is loaded or not  Instance ID of the Editor Window. |
|  | Private void OnSelectionChanged() | Loads the selected chapter |
|  | Private void OnGUI() | Event Function  Gets called every time a change happens on the Editor. Creates and deletes the nodes. |
|  | Privates static DrawSurface() | Draws the Surface of the Editor Window. |
|  | Private bool DrawNode()  StoryNode node | Reads the node information from the corresponding xml file. Either creates story or choice nodes. |
|  | Private void SetProperties()  StoryNode node | Reads the properties of the Story nodes in the corresponding xml file.  Properties like: (Image, End Of Chapter, Game over, …) |
|  | DrawLinkButtons()  StoryNode node | Draws the Buttons to link or unlink the nodes. |
|  | DrawConnections()  StoryNode node | Draws the connections between the nodes. |

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| **lass** | **Description** | |
| StoryHolder | Logs Messages and Exceptions from other Classes.  Needs to be instantiated. (How-To in the Code Conventions Doc / Class) | |
|  | **Method** | **Description** |
|  | Public GameLogger()  string classname | Constructor Takes the Classname as Parameter to create the Log File |
|  | Private void CreateLogFile()  string classname | Creates a Log File with the name of the Class Name of the Class |
|  | Private void LogEntry()  string type  string message  int lineNumber | Creates a new Log Entry by creating a new Log Event Object  Type of Log (Exception, Information, Log, ...)  Message or Exception message to log  Linenumber where the Log happens |
|  | Private void AddLogEntry()  LogEvent log | Appends a new Log to the Log File Log Event Object, created in LogEntry() |
|  | Private void RemoveLogEntry()  LogEvent log | Removes all Log Entries that are older than 5 days. This Method is automatically called whenever AddLogEntry() is called.  Path of the Log File |

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| **lass** | **Description** | |
| StoryNode | Logs Messages and Exceptions from other Classes.  Needs to be instantiated. (How-To in the Code Conventions Doc / Class) | |
|  | **Method** | **Description** |
|  | Public GameLogger()  string classname | Constructor Takes the Classname as Parameter to create the Log File |
|  | Private void CreateLogFile()  string classname | Creates a Log File with the name of the Class Name of the Class |
|  | Private void LogEntry()  string type  string message  int lineNumber | Creates a new Log Entry by creating a new Log Event Object  Type of Log (Exception, Information, Log, ...)  Message or Exception message to log  Linenumber where the Log happens |
|  | Private void AddLogEntry()  LogEvent log | Appends a new Log to the Log File Log Event Object, created in LogEntry() |
|  | Private void RemoveLogEntry()  LogEvent log | Removes all Log Entries that are older than 5 days. This Method is automatically called whenever AddLogEntry() is called.  Path of the Log File |

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| **lass** | **Description** | |
| StoryUI | Logs Messages and Exceptions from other Classes.  Needs to be instantiated. (How-To in the Code Conventions Doc / Class) | |
|  | **Method** | **Description** |
|  | Public GameLogger()  string classname | Constructor Takes the Classname as Parameter to create the Log File |
|  | Private void CreateLogFile()  string classname | Creates a Log File with the name of the Class Name of the Class |
|  | Private void LogEntry()  string type  string message  int lineNumber | Creates a new Log Entry by creating a new Log Event Object  Type of Log (Exception, Information, Log, ...)  Message or Exception message to log  Linenumber where the Log happens |
|  | Private void AddLogEntry()  LogEvent log | Appends a new Log to the Log File Log Event Object, created in LogEntry() |
|  | Private void RemoveLogEntry()  LogEvent log | Removes all Log Entries that are older than 5 days. This Method is automatically called whenever AddLogEntry() is called.  Path of the Log File |