

### Brief 3 Documentation: Offline Ranking Table

There are two scenes. The Leaderboard scene contains the main LeaderboardTable and the LeaderboardTest scene is used to test adding scores.

The LeaderboardTable game object is composed of UI elements. The child object is the LeaderboardEntryContainer, which holds the LeaderboardEntryTemplate. The LeaderboardEntryTemplate is what is used to hold the leaderboard scores. It is duplicated by the LeaderboardTable script and serves as the template for when scores are added.

The LeaderboardTable script is attached to the LeaderboardTable game object. The script works by creating a list of the scores called LeaderboardEntryList. Scores are saved through PlayerPrefs. In the awake function the saved list in the PlayerPrefs is loaded or if the list is empty a new list is created. The list is then sorted and it is displayed by calling on the CreateLeaderboardEntryTransform function. The AddLeaderboardEntry function is used to add a new entry to the list.

For the LeaderboardTableTest scene, the LeaderboardTable script contains the functions of TestAddRandomScore, TestAddHighScore and TestAddLowestScore. These do not fully work. The TestAddRandom score is the one closest to working, but I was unable to finish it. Ideally it should delete the present list and add a new random entry that is sorted. The table should only ever display 5 entries at a time, but when new scores are added in the LeaderboardTableTest scene this does not work correctly.

The brief does not contain a scene to reset the ranking tables or an example program allowing generated ranking tables to be viewed.