

BRICK RUSH

V 1.0

SIMPLE MOBILE ARCADE GAME

**SOURCE CODE
DOCUMENTATION**

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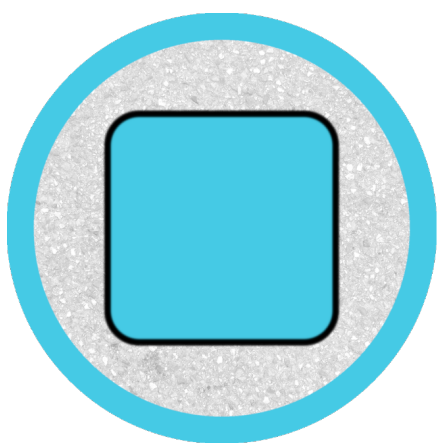
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Chapter 1

Brick Rush



BRICK RUSH

MACIX ENTERTAINMENT

Important links

- [Release](#)
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Abstract

Brick Rush is simple mobile arcade game. The goal of the game is to stop as many falling bricks as possible. Each accurate action guarantees extra point.

Features

The list below presents most important properties:

- Endless progressive game stages.
- Personal account assigned to the user device.
- Global networked leaderboard.

Game visualization

The pictures below show the most important aspects of the program:



Figure 1.1 Splash Screen

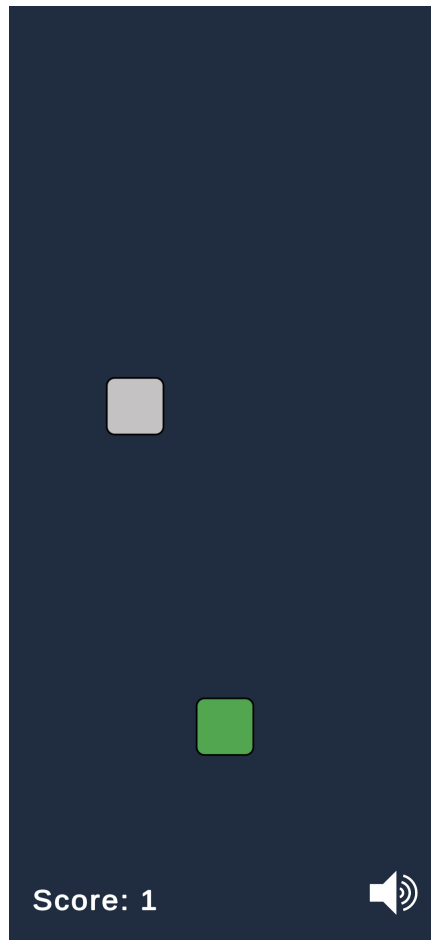


Figure 1.2 Gameplay

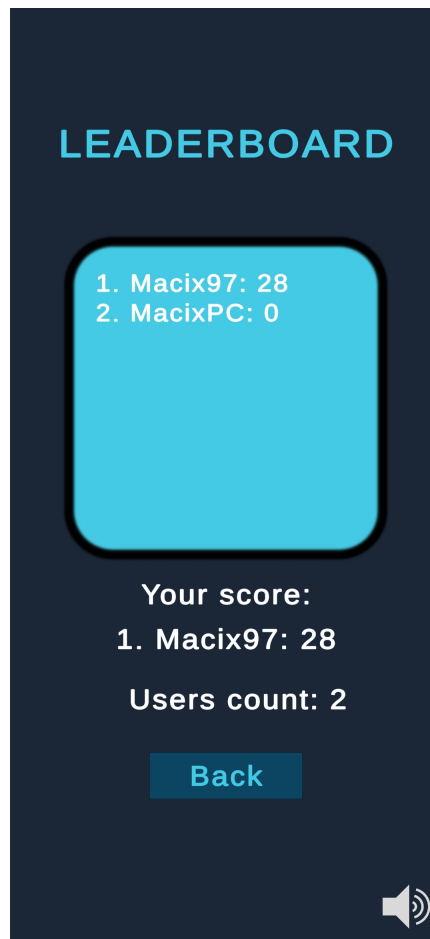


Figure 1.3 Leaderboard

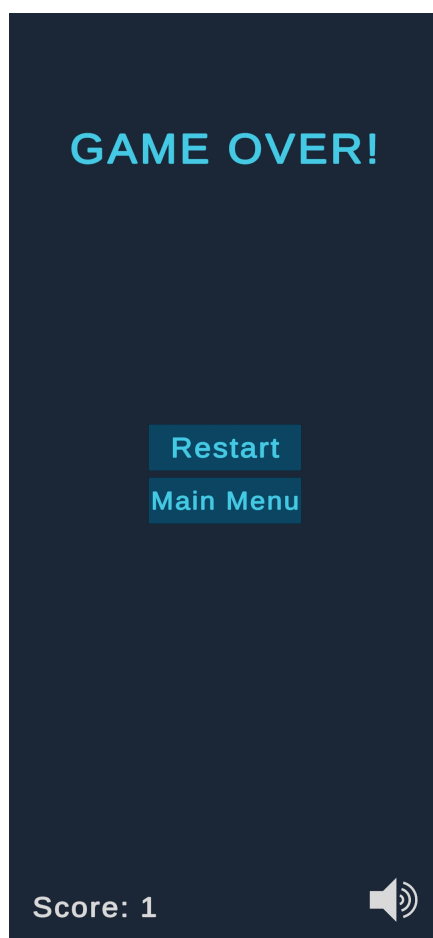


Figure 1.4 Game Over

Used technologies

The list of used solutions:

- Unity 2022.3.16f1 - Efficient and expanded game engine.
- Visual Studio Code 1.88.1 - Primary, lightweight IDE.
- GIMP 2.10 - Open source image editor.

Credits

The author of the project have using some arts shared by CC0 or CC BY license. Without this support, the game would not be possible. A complete list of the used materials and their creators can be found in the credits text file. Moreover, many free resources from the unity asset store were included.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 4

File Index

4.1 File List

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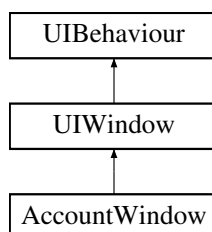
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Chapter 5

Class Documentation

5.1 AccountWindow Class Reference

Inheritance diagram for AccountWindow:



Protected Member Functions

- override void [Awake](#) ()
- override void [Start](#) ()

Private Member Functions

- void [OnCreateButtonClicked](#) ()
- void [OnNameInputFieldChanged](#) (string text)

Private Attributes

- Button [createButton](#)
- TMP_InputField [nameInputField](#)
- TextMeshProUGUI [failText](#)

Additional Inherited Members

5.1.1 Member Function Documentation

5.1.1.1 Awake()

```
override void AccountWindow.Awake ( ) [protected]
```

5.1.1.2 OnCreateButtonClicked()

```
void AccountWindow.OnCreateButtonClicked ( ) [private]
```

5.1.1.3 OnNameInputFieldChanged()

```
void AccountWindow.OnNameInputFieldChanged (
    string text ) [private]
```

5.1.1.4 Start()

```
override void AccountWindow.Start ( ) [protected]
```

5.1.2 Member Data Documentation

5.1.2.1 createButton

```
Button AccountWindow.createButton [private]
```

5.1.2.2 failText

```
TextMeshProUGUI AccountWindow.failText [private]
```

5.1.2.3 nameInputField

```
TMP_InputField AccountWindow.nameInputField [private]
```

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

- Assets/Scripts/[AccountWindow.cs](#)

5.2 AudioManager Class Reference

Static Public Member Functions

- static void [ToggleAudioVolume](#) ()
- static void [SetAudioPause](#) (bool isPause)
- static void [SetAudioVolume](#) (float volume)

Events

- static Action< bool > [OnAudioPauseChanged](#)
- static Action< float > [OnAudioVolumeChanged](#)

5.2.1 Member Function Documentation

5.2.1.1 SetAudioPause()

```
static void AudioManager.SetAudioPause (  
    bool isPause ) [static]
```

5.2.1.2 SetAudioVolume()

```
static void AudioManager.SetAudioVolume (  
    float volume ) [static]
```

5.2.1.3 ToggleAudioVolume()

```
static void AudioManager.ToggleAudioVolume ( ) [static]
```

5.2.2 Event Documentation

5.2.2.1 OnAudioPauseChanged

```
Action<bool> AudioManager.OnAudioPauseChanged [static]
```

5.2.2.2 OnAudioVolumeChanged

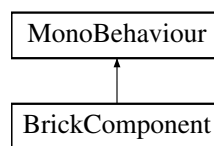
`Action<float> AudioManager.OnAudioVolumeChanged [static]`

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

- Assets/Scripts/[AudioManager.cs](#)

5.3 BrickComponent Class Reference

Inheritance diagram for BrickComponent:



Public Member Functions

- void [SetState](#) ([BrickState](#) newState)

Properties

- [BrickState](#) [State](#) [get]
- [SpriteRenderer](#) [SpriteRenderer](#) [get]

Events

- static Action< [BrickComponent](#) > [OnStateChanged](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnUpdate](#) ()
- void [OnMouseDown](#) ()
- void [OnBecameInvisible](#) ()
- void [OnParticleSystemStopped](#) ()
- void [OnLevelStateChanged](#) ([LevelState](#) levelState)
- void [OnDeactivatingState](#) ()
- void [OnFallingState](#) ()
- void [OnHiddenState](#) ()
- void [SetHiddenState](#) ()
- void [UpdatePosition](#) ()

Private Attributes

- float `hidingDelay` = 1.0f
- `SpriteRenderer` `spriteRenderer`
- new Collider2D `collider`
- new ParticleSystem `particleSystem`
- float `velocity`
- float `currentSpeed`
- float `targetSpeed`
- `BrickState` `state`
- Transform `bodyTransform`

5.3.1 Member Function Documentation

5.3.1.1 Awake()

```
void BrickComponent.Awake ( ) [private]
```

5.3.1.2 OnBecameInvisible()

```
void BrickComponent.OnBecameInvisible ( ) [private]
```

5.3.1.3 OnDeactivatingState()

```
void BrickComponent.OnDeactivatingState ( ) [private]
```

5.3.1.4 OnDisable()

```
void BrickComponent.OnDisable ( ) [private]
```

5.3.1.5 OnEnable()

```
void BrickComponent.OnEnable ( ) [private]
```

5.3.1.6 OnFallingState()

```
void BrickComponent.OnFallingState ( ) [private]
```

5.3.1.7 OnHiddenState()

```
void BrickComponent.OnHiddenState ( ) [private]
```

5.3.1.8 OnLevelStateChanged()

```
void BrickComponent.OnLevelStateChanged (
    LevelState levelState ) [private]
```

5.3.1.9 OnMouseDown()

```
void BrickComponent.OnMouseDown ( ) [private]
```

5.3.1.10 OnParticleSystemStopped()

```
void BrickComponent.OnParticleSystemStopped ( ) [private]
```

5.3.1.11 OnUpdate()

```
void BrickComponent.OnUpdate ( ) [private]
```

5.3.1.12 SetHiddenState()

```
void BrickComponent.SetHiddenState ( ) [private]
```

5.3.1.13 SetState()

```
void BrickComponent.SetState (
    BrickState newState )
```

5.3.1.14 UpdatePosition()

```
void BrickComponent.UpdatePosition ( ) [private]
```

5.3.2 Member Data Documentation

5.3.2.1 bodyTransform

```
Transform BrickComponent.bodyTransform [private]
```

5.3.2.2 collider

```
new Collider2D BrickComponent.collider [private]
```

5.3.2.3 currentSpeed

```
float BrickComponent.currentSpeed [private]
```

5.3.2.4 hidingDelay

```
float BrickComponent.hidingDelay = 1.0f [private]
```

5.3.2.5 particleSystem

```
new ParticleSystem BrickComponent.particleSystem [private]
```

5.3.2.6 spriteRenderer

`SpriteRenderer` `BrickComponent.spriteRenderer` `[private]`

5.3.2.7 state

`BrickState` `BrickComponent.state` `[private]`

5.3.2.8 targetSpeed

`float` `BrickComponent.targetSpeed` `[private]`

5.3.2.9 velocity

`float` `BrickComponent.velocity` `[private]`

5.3.3 Property Documentation

5.3.3.1 SpriteRenderer

`SpriteRenderer` `BrickComponent.SpriteRenderer` `[get]`

5.3.3.2 State

`BrickState` `BrickComponent.State` `[get]`

5.3.4 Event Documentation

5.3.4.1 OnStateChanged

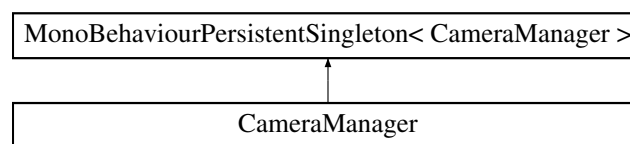
Action<[BrickComponent](#)> `BrickComponent.OnStateChanged` [static]

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

- Assets/Scripts/[BrickComponent.cs](#)

5.4 CameraManager Class Reference

Inheritance diagram for CameraManager:



Static Public Member Functions

- static Vector2 [GetRightTopScreenPosition](#) ()
- static Vector3 [GetCenterTopWorldPosition](#) ()
- static Vector2 [GetScreenSize](#) (Renderer renderer)
- static Vector2 [GetScreenSize](#) (Bounds bounds)

Protected Member Functions

- override void [Awake](#) ()

Properties

- static Camera [MainCamera](#) [get]

Private Attributes

- Camera [mainCamera](#)

Static Private Attributes

- static readonly Vector2 [centerTopViewport](#) = new(0.5F, 1.0F)
- static readonly Vector2 [rightTopViewport](#) = new(1.0F, 1.0F)

5.4.1 Member Function Documentation

5.4.1.1 Awake()

```
override void CameraManager.Awake ( ) [protected]
```

5.4.1.2 GetCenterTopWorldPosition()

```
static Vector3 CameraManager.GetCenterTopWorldPosition ( ) [static]
```

5.4.1.3 GetRightTopScreenPosition()

```
static Vector2 CameraManager.GetRightTopScreenPosition ( ) [static]
```

5.4.1.4 GetScreenSize() [1/2]

```
static Vector2 CameraManager.GetScreenSize (
    Bounds bounds ) [static]
```

5.4.1.5 GetScreenSize() [2/2]

```
static Vector2 CameraManager.GetScreenSize (
    Renderer renderer ) [static]
```

5.4.2 Member Data Documentation

5.4.2.1 centerTopViewport

```
readonly Vector2 CameraManager.centerTopViewport = new(0.5F, 1.0F) [static], [private]
```

5.4.2.2 mainCamera

```
Camera CameraManager.mainCamera [private]
```

5.4.2.3 rightTopViewport

```
readonly Vector2 CameraManager.rightTopViewport = new(1.0F, 1.0F) [static], [private]
```

5.4.3 Property Documentation

5.4.3.1 MainCamera

```
Camera CameraManager.MainCamera [static], [get], [private]
```

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

- Assets/Scripts/[CameraManager.cs](#)

5.5 CollectionExtensions Class Reference

Static Public Member Functions

- static void [Shuffle< T >](#) (this IList< T > list)
- static T [First< T >](#) (this IList< T > list)
- static void [Push< T >](#) (this List< T > list, T element)
- static T [Random< T >](#) (this IList< T > list)
- static T [Random< T >](#) (this List< T > list, bool remove=false)
- static void [SetAsFirst< T >](#) (this IList< T > list, T element)
- static void [SetAsFirst< T >](#) (this IList< T > list, int index)

5.5.1 Member Function Documentation

5.5.1.1 First< T >()

```
static T CollectionExtensions.First< T > (
    this IList< T > list ) [static]
```

5.5.1.2 Push< T >()

```
static void CollectionExtensions.Push< T > (
    this List< T > list,
    T element ) [static]
```

5.5.1.3 Random< T >() [1/2]

```
static T CollectionExtensions.Random< T > (
    this IList< T > list ) [static]
```

5.5.1.4 Random< T >() [2/2]

```
static T CollectionExtensions.Random< T > (
    this List< T > list,
    bool remove = false ) [static]
```

5.5.1.5 SetAsFirst< T >() [1/2]

```
static void CollectionExtensions.SetAsFirst< T > (
    this IList< T > list,
    int index ) [static]
```

5.5.1.6 SetAsFirst< T >() [2/2]

```
static void CollectionExtensions.SetAsFirst< T > (
    this IList< T > list,
    T element ) [static]
```

5.5.1.7 Shuffle< T >()

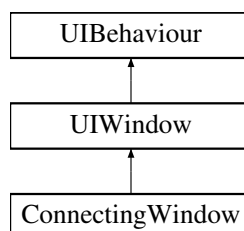
```
static void CollectionExtensions.Shuffle< T > (
    this IList< T > list ) [static]
```

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

- Assets/Scripts/[CollectionExtensions.cs](#)

5.6 ConnectingWindow Class Reference

Inheritance diagram for ConnectingWindow:



Additional Inherited Members

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

- Assets/Scripts/[ConnectingWindow.cs](#)

5.7 CoroutineUtils Class Reference

Static Public Member Functions

- static IEnumerator [WaitForSeconds](#) (float time)
- static IEnumerator [WaitForSecondsRealtime](#) (float time)
- static IEnumerator [WaitForCompletion](#) (this Task task)

5.7.1 Member Function Documentation

5.7.1.1 WaitForCompletion()

```
static IEnumerator CoroutineUtils.WaitForCompletion (  
    this Task task ) [static]
```

5.7.1.2 WaitForSeconds()

```
static IEnumerator CoroutineUtils.WaitForSeconds (  
    float time ) [static]
```

5.7.1.3 WaitForSecondsRealtime()

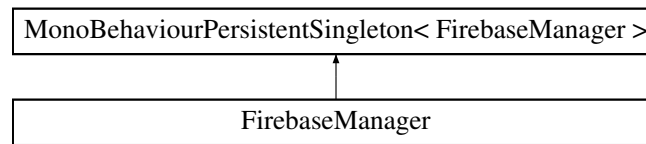
```
static IEnumerator CoroutineUtils.WaitForSecondsRealtime (  
    float time ) [static]
```

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

- Assets/Scripts/[CoroutineUtils.cs](#)

5.8 FirebaseManager Class Reference

Inheritance diagram for FirebaseManager:



Static Public Member Functions

- static void [CheckIsUserAsync](#) (Action< bool > callback=null)
- static void [CreateAccountAsync](#) (string userName, Action< bool > callback=null)
- static void [GetAllUsersAsync](#) (List< [FirebaseUser](#) > users, Action callback=null)
- static void [GetUserScoreAsync](#) (Action< int > callback=null)
- static void [SetUserScoreAsync](#) (int score, Action< bool > callback=null)

Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Properties

- static string [UserID](#) [get]
- static [FirebaseUser](#) [UserData](#) [get]
- DatabaseReference [UsersReference](#) [get]

Events

- static Action [OnDatabaseChanged](#)

Private Member Functions

- IEnumerator [OnCreatingAccount](#) (string userName, Action< bool > callback)
- IEnumerator [OnCheckingUser](#) (Action< bool > callback)
- IEnumerator [OnGettingAllUsers](#) (List< [FirebaseUser](#) > users, Action callback)
- IEnumerator [OnGettingUserScore](#) (Action< int > callback)
- IEnumerator [OnSettingUserScore](#) (int score, Action< bool > callback)
- bool [IsUserNameValid](#) (string userName, DataSnapshot snapshot)
- void [OnDatabaseValueChanged](#) (object sender, ValueChangedEventArgs args)

Private Attributes

- string [databaseURL](#)
- string [usersPath](#) = "users"
- string [userID](#)
- [FirebaseUser](#) [userData](#)
- DatabaseReference [databaseReference](#)
- readonly Dictionary< string, object > [userDictionary](#) = new()

5.8.1 Member Function Documentation

5.8.1.1 Awake()

```
override void FirebaseManager.Awake ( ) [protected]
```

5.8.1.2 CheckIsUserAsync()

```
static void FirebaseManager.CheckIsUserAsync (
    Action< bool > callback = null ) [static]
```

5.8.1.3 CreateAccountAsync()

```
static void FirebaseManager.CreateAccountAsync (
    string userName,
    Action< bool > callback = null ) [static]
```

5.8.1.4 GetAllUsersAsync()

```
static void FirebaseManager.GetAllUsersAsync (
    List< FirebaseUser > users,
    Action callback = null ) [static]
```

5.8.1.5 GetUserScoreAsync()

```
static void FirebaseManager.GetUserScoreAsync (
    Action< int > callback = null ) [static]
```

5.8.1.6 IsUserNameValid()

```
bool FirebaseManager.IsUserNameValid (
    string userName,
    DataSnapshot snapshot ) [private]
```

5.8.1.7 OnCheckingUser()

```
IEnumerator FirebaseManager.OnCheckingUser (
    Action< bool > callback ) [private]
```

5.8.1.8 OnCreatingAccount()

```
IEnumerator FirebaseManager.OnCreatingAccount (
    string userName,
    Action< bool > callback ) [private]
```

5.8.1.9 OnDatabaseValueChanged()

```
void FirebaseManager.OnDatabaseValueChanged (
    object sender,
    ValueChangedEventArgs args ) [private]
```

5.8.1.10 OnDestroy()

```
override void FirebaseManager.OnDestroy ( ) [protected]
```

5.8.1.11 OnGettingAllUsers()

```
IEnumerator FirebaseManager.OnGettingAllUsers (
    List< FirebaseUser > users,
    Action callback ) [private]
```

5.8.1.12 OnGettingUserScore()

```
IEnumerator FirebaseManager.OnGettingUserScore (
    Action< int > callback ) [private]
```

5.8.1.13 OnSettingUserScore()

```
IEnumerator FirebaseManager.OnSettingUserScore (
    int score,
    Action< bool > callback ) [private]
```

5.8.1.14 SetUserScoreAsync()

```
static void FirebaseManager.SetUserScoreAsync (
    int score,
    Action< bool > callback = null ) [static]
```

5.8.2 Member Data Documentation

5.8.2.1 databaseReference

```
DatabaseReference FirebaseManager.databaseReference [private]
```

5.8.2.2 databaseURL

```
string FirebaseManager.databaseURL [private]
```

5.8.2.3 userData

```
FirebaseUser FirebaseManager.userData [private]
```

5.8.2.4 userDictionary

```
readonly Dictionary<string, object> FirebaseManager.userDictionary = new() [private]
```

5.8.2.5 userID

```
string FirebaseManager.userID [private]
```

5.8.2.6 usersPath

```
string FirebaseManager.usersPath = "users" [private]
```

5.8.3 Property Documentation

5.8.3.1 UserData

```
FirebaseUser FirebaseManager.UserData [static], [get]
```

5.8.3.2 UserID

```
string FirebaseManager.UserID [static], [get]
```

5.8.3.3 UsersReference

```
DatabaseReference FirebaseManager.UsersReference [get], [private]
```

5.8.4 Event Documentation

5.8.4.1 OnDatabaseChanged

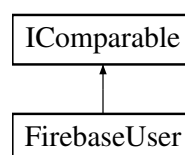
```
Action FirebaseManager.OnDatabaseChanged [static]
```

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

- Assets/Scripts/[FirebaseManager.cs](#)

5.9 FirebaseUser Struct Reference

Inheritance diagram for FirebaseUser:



Public Member Functions

- [FirebaseUser](#) (string [name](#))
- [FirebaseUser](#) (object keyValuePair)
- readonly Dictionary< string, object > [GetDictionary](#) (Dictionary< string, object > dictionary)
- void [SetName](#) (string [name](#))
- int [CompareTo](#) (object instance)

Static Public Attributes

- const string [NameKey](#) = nameof([name](#))
- const string [ScoreKey](#) = nameof([score](#))

Properties

- readonly string [Name](#) [get]
- readonly int [Score](#) [get]

Private Attributes

- string [name](#)
- int [score](#)

5.9.1 Constructor & Destructor Documentation

5.9.1.1 [FirebaseUser\(\)](#) [1/2]

```
FirebaseUser.FirebaseUser (  
    string name )
```

5.9.1.2 [FirebaseUser\(\)](#) [2/2]

```
FirebaseUser.FirebaseUser (  
    object keyValuePair )
```

5.9.2 Member Function Documentation

5.9.2.1 CompareTo()

```
int FirebaseUser.CompareTo (
    object instance )
```

5.9.2.2 GetDictionary()

```
readonly Dictionary< string, object > FirebaseUser.GetDictionary (
    Dictionary< string, object > dictionary )
```

5.9.2.3 SetName()

```
void FirebaseUser.SetName (
    string name )
```

5.9.3 Member Data Documentation

5.9.3.1 name

```
string FirebaseUser.name [private]
```

5.9.3.2 NameKey

```
const string FirebaseUser.NameKey = nameof(name) [static]
```

5.9.3.3 score

```
int FirebaseUser.score [private]
```

5.9.3.4 ScoreKey

```
const string FirebaseUser.ScoreKey = nameof(score) [static]
```


5.9.4 Property Documentation

5.9.4.1 Name

```
readonly string FirebaseUser.Name [get]
```

5.9.4.2 Score

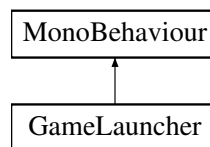
```
readonly int FirebaseUser.Score [get]
```

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

- Assets/Scripts/[FirebaseUser.cs](#)

5.10 GameLauncher Class Reference

Inheritance diagram for GameLauncher:



Private Member Functions

- IEnumerator [Start](#) ()

Private Attributes

- float [splashScreenTime](#) = 2.0f

5.10.1 Member Function Documentation

5.10.1.1 Start()

```
IEnumerator GameLauncher.Start ( ) [private]
```

5.10.2 Member Data Documentation

5.10.2.1 splashScreenTime

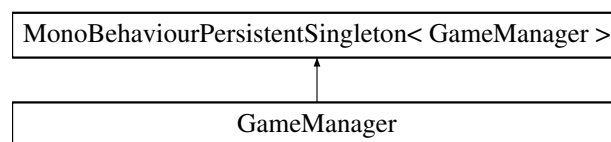
```
float GameLauncher.splashScreenTime = 2.0f [private]
```

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

- Assets/Scripts/[GameLauncher.cs](#)

5.11 GameManager Class Reference

Inheritance diagram for GameManager:



Static Public Member Functions

- static void [SetPreviousState](#) ()
- static void [QuitGame](#) ()
- static void [LoadGame](#) ()
- static void [LoadMainMenu](#) ()
- static void [SetState](#) ([GameState](#) newState)
- static void [StopTimeScale](#) ()
- static void [SetNormalTimeScale](#) ()
- static void [SetTimeScale](#) (float timeScale)

Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Properties

- static [GameSettings](#) [Settings](#) [get]
- static float [RecentTimeScale](#) [get, private set]
- static [GameState](#) [CurrentState](#) [get, private set]
- static [GameState](#) [RecentState](#) [get, private set]
- static bool [IsUserChecked](#) [get, private set]

Events

- static Action [OnUpdate](#)
- static Action< int > [OnNewGameRecord](#)
- static Action< float > [OnTimeScaleChanged](#)

Private Member Functions

- IEnumerator [Start](#) ()
- IEnumerator [OnGameLoop](#) ()
- void [OnLevelStateChanged](#) ([LevelState](#) levelState)
- void [OnSceneLoadingStarted](#) ([SceneName](#) sceneName)
- void [OnBackButtonClicked](#) ()
- void [OnScenePrepared](#) ([SceneName](#) sceneName)
- void [OnSceneLoadingEnded](#) ([SceneName](#) sceneName)

Static Private Member Functions

- static void [OnExitingState](#) ()
- static void [OnEnteringState](#) ()

Private Attributes

- [GameSettings](#) settings
- bool [isUserChecked](#)
- float [recentTimeScale](#)
- [GameState](#) currentState
- [GameState](#) recentState

5.11.1 Member Function Documentation

5.11.1.1 Awake()

```
override void GameManager.Awake ( ) [protected]
```

5.11.1.2 LoadGame()

```
static void GameManager.LoadGame ( ) [static]
```

5.11.1.3 LoadMainMenu()

```
static void GameManager.LoadMainMenu ( ) [static]
```

5.11.1.4 OnBackButtonClicked()

```
void GameManager.OnBackButtonClicked ( ) [private]
```

5.11.1.5 OnDestroy()

```
override void GameManager.OnDestroy ( ) [protected]
```

5.11.1.6 OnEnteringState()

```
static void GameManager.OnEnteringState ( ) [static], [private]
```

5.11.1.7 OnExitingState()

```
static void GameManager.OnExitingState ( ) [static], [private]
```

5.11.1.8 OnGameLoop()

```
IEnumerator GameManager.OnGameLoop ( ) [private]
```

5.11.1.9 OnLevelStateChanged()

```
void GameManager.OnLevelStateChanged (
    LevelState levelState ) [private]
```

5.11.1.10 OnSceneLoadingEnded()

```
void GameManager.OnSceneLoadingEnded (
    SceneName sceneName ) [private]
```

5.11.1.11 OnSceneLoadingStarted()

```
void GameManager.OnSceneLoadingStarted (
    SceneName sceneName ) [private]
```

5.11.1.12 OnScenePrepared()

```
void GameManager.OnScenePrepared (
    SceneName sceneName ) [private]
```

5.11.1.13 QuitGame()

```
static void GameManager.QuitGame ( ) [static]
```

5.11.1.14 SetNormalTimeScale()

```
static void GameManager.SetNormalTimeScale ( ) [static]
```

5.11.1.15 SetPreviousState()

```
static void GameManager.SetPreviousState ( ) [static]
```

5.11.1.16 SetState()

```
static void GameManager.SetState (
    GameState newState ) [static]
```

5.11.1.17 SetTimeScale()

```
static void GameManager.SetTimeScale (
    float timeScale ) [static]
```

5.11.1.18 Start()

```
IEnumerator GameManager.Start ( ) [private]
```

5.11.1.19 StopTimeScale()

```
static void GameManager.StopTimeScale ( ) [static]
```

5.11.2 Member Data Documentation

5.11.2.1 currentState

```
GameState GameManager.currentState [private]
```

5.11.2.2 isUserChecked

```
bool GameManager.isUserChecked [private]
```

5.11.2.3 recentState

```
GameState GameManager.recentState [private]
```

5.11.2.4 recentTimeScale

```
float GameManager.recentTimeScale [private]
```

5.11.2.5 settings

`GameSettings` GameManager.settings [private]

5.11.3 Property Documentation

5.11.3.1 CurrentState

`GameState` GameManager.CurrentState [static], [get], [private set]

5.11.3.2 IsUserChecked

`bool` GameManager.IsUserChecked [static], [get], [private set]

5.11.3.3 RecentState

`GameState` GameManager.RecentState [static], [get], [private set]

5.11.3.4 RecentTimeScale

`float` GameManager.RecentTimeScale [static], [get], [private set]

5.11.3.5 Settings

`GameSettings` GameManager.Settings [static], [get]

5.11.4 Event Documentation

5.11.4.1 OnNewGameRecord

`Action<int>` GameManager.OnNewGameRecord [static]

5.11.4.2 OnTimeScaleChanged

```
Action<float> GameManager.OnTimeScaleChanged [static]
```

5.11.4.3 OnUpdate

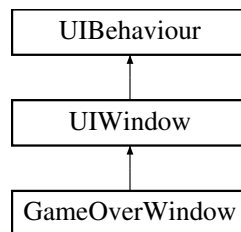
```
Action GameManager.OnUpdate [static]
```

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

- Assets/Scripts/[GameManager.cs](#)

5.12 GameOverWindow Class Reference

Inheritance diagram for GameOverWindow:



Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Private Member Functions

- void [OnNewGameRecord](#) (int score)

Private Attributes

- Button [restartButton](#)
- Button [mainMenuButton](#)
- TextMeshProUGUI [recordText](#)

Additional Inherited Members

5.12.1 Member Function Documentation

5.12.1.1 Awake()

```
override void GameOverWindow.Awake ( ) [protected]
```

5.12.1.2 OnDestroy()

```
override void GameOverWindow.OnDestroy ( ) [protected]
```

5.12.1.3 OnNewGameRecord()

```
void GameOverWindow.OnNewGameRecord (
    int score ) [private]
```

5.12.2 Member Data Documentation

5.12.2.1 mainMenuButton

```
Button GameOverWindow.mainMenuButton [private]
```

5.12.2.2 recordText

```
TextMeshProUGUI GameOverWindow.recordText [private]
```

5.12.2.3 restartButton

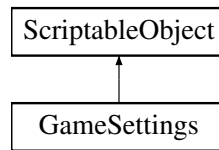
```
Button GameOverWindow.restartButton [private]
```

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

- Assets/Scripts/[GameOverWindow.cs](#)

5.13 GameSettings Class Reference

Inheritance diagram for GameSettings:



Properties

- float `StartPlayDelay` [get]
- int `StartBrickCount` [get]
- int `BrickCountDelta` [get]
- float `LevelBreakTime` [get]
- float `StartBrickSpeed` [get]
- float `StartBrickSpawnInterval` [get]
- float `MinBrickSpawnInterval` [get]
- float `BrickSpeedDelta` [get]
- float `BrickAccelerationTime` [get]
- float `BrickSpawnIntervalDelta` [get]
- float `BrickSpaceFactor` [get]
- int `MinAccountNameLength` [get]

Private Attributes

- float `startPlayDelay` = 0.5f
- int `startBrickCount` = 1
- int `brickCountDelta` = 1
- float `levelBreakTime` = 1.0f
- float `startBrickSpeed` = 1.0f
- float `startBrickSpawnInterval` = 2.0f
- float `minBrickSpawnInterval` = 0.5f
- float `brickSpeedDelta` = 0.5f
- float `brickAccelerationTime` = 0.2f
- float `brickSpawnIntervalDelta` = 0.1f
- float `brickSpaceFactor` = 0.5f
- int `minAccountNameLength` = 2

5.13.1 Member Data Documentation

5.13.1.1 `brickAccelerationTime`

```
float GameSettings.brickAccelerationTime = 0.2f [private]
```

5.13.1.2 brickCountDelta

```
int GameSettings.brickCountDelta = 1 [private]
```

5.13.1.3 brickSpaceFactor

```
float GameSettings.brickSpaceFactor = 0.5f [private]
```

5.13.1.4 brickSpawnIntervalDelta

```
float GameSettings.brickSpawnIntervalDelta = 0.1f [private]
```

5.13.1.5 brickSpeedDelta

```
float GameSettings.brickSpeedDelta = 0.5f [private]
```

5.13.1.6 levelBreakTime

```
float GameSettings.levelBreakTime = 1.0f [private]
```

5.13.1.7 minAccountNameLength

```
int GameSettings.minAccountNameLength = 2 [private]
```

5.13.1.8 minBrickSpawnInterval

```
float GameSettings.minBrickSpawnInterval = 0.5f [private]
```

5.13.1.9 startBrickCount

```
int GameSettings.startBrickCount = 1 [private]
```

5.13.1.10 startBrickSpawnInterval

```
float GameSettings.startBrickSpawnInterval = 2.0f [private]
```

5.13.1.11 startBrickSpeed

```
float GameSettings.startBrickSpeed = 1.0f [private]
```

5.13.1.12 startPlayDelay

```
float GameSettings.startPlayDelay = 0.5f [private]
```

5.13.2 Property Documentation

5.13.2.1 BrickAccelerationTime

```
float GameSettings.BrickAccelerationTime [get]
```

5.13.2.2 BrickCountDelta

```
int GameSettings.BrickCountDelta [get]
```

5.13.2.3 BrickSpaceFactor

```
float GameSettings.BrickSpaceFactor [get]
```

5.13.2.4 BrickSpawnIntervalDelta

```
float GameSettings.BrickSpawnIntervalDelta [get]
```

5.13.2.5 BrickSpeedDelta

```
float GameSettings.BrickSpeedDelta [get]
```

5.13.2.6 LevelBreakTime

```
float GameSettings.LevelBreakTime [get]
```

5.13.2.7 MinAccountNameLength

```
int GameSettings.MinAccountNameLength [get]
```

5.13.2.8 MinBrickSpawnInterval

```
float GameSettings.MinBrickSpawnInterval [get]
```

5.13.2.9 StartBrickCount

```
int GameSettings.StartBrickCount [get]
```

5.13.2.10 StartBrickSpawnInterval

```
float GameSettings.StartBrickSpawnInterval [get]
```

5.13.2.11 StartBrickSpeed

```
float GameSettings.StartBrickSpeed [get]
```

5.13.2.12 StartPlayDelay

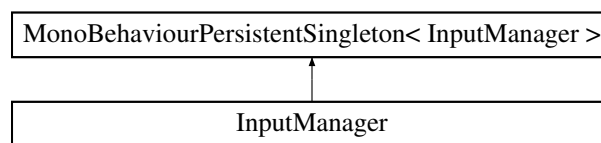
```
float GameSettings.StartPlayDelay [get]
```

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

- Assets/Scripts/[GameSettings.cs](#)

5.14 InputManager Class Reference

Inheritance diagram for InputManager:



Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Properties

- static EventSystem [EventSystem](#) [get]
- static StandaloneInputModule [InputModule](#) [get]

Events

- static Action [OnBackButtonClicked](#)

Private Member Functions

- void [OnUpdate](#) ()

Private Attributes

- [EventSystem](#) `eventSystem`
- [StandaloneInputModule](#) `inputModule`

5.14.1 Member Function Documentation

5.14.1.1 Awake()

```
override void InputManager.Awake ( ) [protected]
```

5.14.1.2 OnDestroy()

```
override void InputManager.OnDestroy ( ) [protected]
```

5.14.1.3 OnUpdate()

```
void InputManager.OnUpdate ( ) [private]
```

5.14.2 Member Data Documentation

5.14.2.1 eventSystem

```
EventSystem InputManager.eventSystem [private]
```

5.14.2.2 inputModule

```
StandaloneInputModule InputManager.inputModule [private]
```

5.14.3 Property Documentation

5.14.3.1 EventSystem

```
EventSystem InputManager.EventSystem [static], [get], [private]
```

5.14.3.2 InputModule

```
StandaloneInputModule InputManager.InputModule [static], [get], [private]
```

5.14.4 Event Documentation

5.14.4.1 OnBackButtonClicked

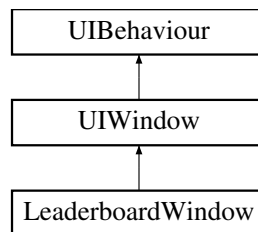
Action InputManager.OnBackButtonClicked [static]

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

- Assets/Scripts/[InputManager.cs](#)

5.15 LeaderboardWindow Class Reference

Inheritance diagram for LeaderboardWindow:



Public Member Functions

- override void [Open](#) (bool instant=false)
- override void [Close](#) (bool instant=false)

Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Private Member Functions

- void [UpdateLeaderboard](#) ()

Private Attributes

- string [displayFormat](#) = "{0}. {1}: {2}"
- Button [backButton](#)
- TextMeshProUGUI [playerText](#)
- TextMeshProUGUI [userCountText](#)
- TextMeshProUGUI [leaderboardText](#)
- readonly StringBuilder [stringBuilder](#) = new()
- readonly List< [FirebaseUser](#) > [users](#) = new()

Additional Inherited Members

5.15.1 Member Function Documentation

5.15.1.1 Awake()

```
override void LeaderboardWindow.Awake ( ) [protected]
```

5.15.1.2 Close()

```
override void LeaderboardWindow.Close (
    bool instant = false ) [virtual]
```

Reimplemented from [UIWindow](#).

5.15.1.3 OnDestroy()

```
override void LeaderboardWindow.OnDestroy ( ) [protected]
```

5.15.1.4 Open()

```
override void LeaderboardWindow.Open (
    bool instant = false ) [virtual]
```

Reimplemented from [UIWindow](#).

5.15.1.5 UpdateLeaderboard()

```
void LeaderboardWindow.UpdateLeaderboard ( ) [private]
```

5.15.2 Member Data Documentation

5.15.2.1 backButton

```
Button LeaderboardWindow.backButton [private]
```

5.15.2.2 displayFormat

```
string LeaderboardWindow.displayFormat = "{0}. {1}: {2}" [private]
```

5.15.2.3 leaderboardText

```
TextMeshProUGUI LeaderboardWindow.leaderboardText [private]
```

5.15.2.4 playerText

```
TextMeshProUGUI LeaderboardWindow.playerText [private]
```

5.15.2.5 stringBuilder

```
readonly StringBuilder LeaderboardWindow.stringBuilder = new() [private]
```

5.15.2.6 userCountText

```
TextMeshProUGUI LeaderboardWindow.userCountText [private]
```

5.15.2.7 users

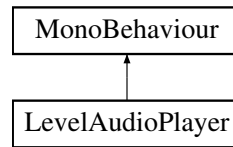
```
readonly List<FirebaseUser> LeaderboardWindow.users = new() [private]
```

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

- Assets/Scripts/[LeaderboardWindow.cs](#)

5.16 LevelAudioPlayer Class Reference

Inheritance diagram for LevelAudioPlayer:



Private Member Functions

- void [Awake](#) ()
- void [OnDestroy](#) ()
- void [OnBrickStateChanged](#) ([BrickComponent](#) brick)
- void [OnLevelStateChanged](#) ([LevelState](#) levelState)
- void [PlayAudio](#) ([AudioClip](#) audioClip, bool randomPitch=false)

Private Attributes

- [AudioClip](#) [brickClip](#)
- [AudioClip](#) [stageClip](#)
- [AudioClip](#) [gameOverClip](#)
- [Vector2](#) [pitchRange](#) = new(0.9f, 1.1f)
- [AudioSource](#) [audioSource](#)

5.16.1 Member Function Documentation

5.16.1.1 Awake()

```
void LevelAudioPlayer.Awake ( ) [private]
```

5.16.1.2 OnBrickStateChanged()

```
void LevelAudioPlayer.OnBrickStateChanged (
    BrickComponent brick ) [private]
```

5.16.1.3 OnDestroy()

```
void LevelAudioPlayer.OnDestroy ( ) [private]
```

5.16.1.4 OnLevelStateChanged()

```
void LevelAudioPlayer.OnLevelStateChanged (
    LevelState levelState ) [private]
```

5.16.1.5 PlayAudio()

```
void LevelAudioPlayer.PlayAudio (
    AudioClip audioClip,
    bool randomPitch = false ) [private]
```

5.16.2 Member Data Documentation

5.16.2.1 audioSource

```
AudioSource LevelAudioPlayer.audioSource [private]
```

5.16.2.2 brickClip

```
AudioClip LevelAudioPlayer.brickClip [private]
```

5.16.2.3 gameOverClip

```
AudioClip LevelAudioPlayer.gameOverClip [private]
```

5.16.2.4 pitchRange

```
Vector2 LevelAudioPlayer.pitchRange = new(0.9f, 1.1f) [private]
```

5.16.2.5 stageClip

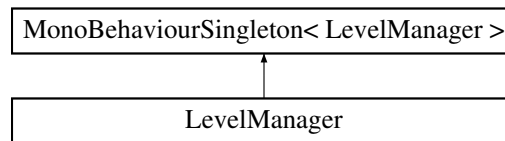
```
AudioClip LevelAudioPlayer.stageClip [private]
```

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

- Assets/Scripts/[LevelAudioPlayer.cs](#)

5.17 LevelManager Class Reference

Inheritance diagram for LevelManager:



Static Public Member Functions

- static void [StartLevel](#) ()

Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Properties

- static int [Score](#) [get]
- static int [CurrentStage](#) [get]
- static float [TargetBrickSpeed](#) [get]
- static [LevelState](#) [State](#) [get]

Events

- static Action< int > [OnScoreUpdated](#)
- static Action< [LevelState](#) > [OnStateChanged](#)

Private Member Functions

- void [Start](#) ()
- void [OnTimerElapsed](#) ()
- void [OnUnspecifiedTimerElapsed](#) ()
- void [OnPlayTimerElapsed](#) ()
- void [OnNextStageTimerElapsed](#) ()
- void [SetState](#) ([LevelState](#) newState)
- void [OnLevelPlayState](#) ()
- void [OnLevelNextStageState](#) ()
- void [OnBrickStateChanged](#) ([BrickComponent](#) brick)
- void [OnBrickIdleState](#) ([BrickComponent](#) brick)
- void [OnBrickDeactivatingState](#) ()
- void [OnBrickFallenState](#) ()
- void [IncreaseScore](#) ()
- void [DecreaseCurrentBrickCount](#) ()
- [BrickComponent](#) [OnCreatePoolObject](#) ()
- void [OnGetPoolObject](#) ([BrickComponent](#) brick)
- void [OnReleasePoolObject](#) ([BrickComponent](#) brick)
- void [OnDestroyPoolObject](#) ([BrickComponent](#) brick)
- Vector2 [GetBrickStartPoint](#) ()
- void [CollectBrickStartPoints](#) ()

Private Attributes

- [BrickComponent](#) `brickPrefab`
- [LevelState](#) `state`
- `int` `score`
- `int` `currentStage`
- `int` `currentBrickCount`
- `int` `remainingBrickCount`
- `int` `targetBrickCount`
- `int` `brickColumnCount`
- `float` `targetBrickSpeed`
- `float` `brickSpawnInterval`
- `float` `brickWorldSpread`
- `float` `brickScreenSpread`
- [Timer](#) `timer`
- `Vector2` `brickStartPoint`
- `Vector2` `brickWorldSize`
- `Vector2` `brickScreenSize`
- `IObjectPool< BrickComponent >` `brickPool`
- `readonly List< Vector3 >` `brickPointsPool` = `new()`
- `readonly List< Vector3 >` `brickStartPoints` = `new()`

Static Private Attributes

- `const int` `StartStage` = 1

5.17.1 Member Function Documentation

5.17.1.1 Awake()

```
override void LevelManager.Awake ( ) [protected], [virtual]
```

Reimplemented from [MonoBehaviourSingleton< LevelManager >](#).

5.17.1.2 CollectBrickStartPoints()

```
void LevelManager.CollectBrickStartPoints ( ) [private]
```

5.17.1.3 DecreaseCurrentBrickCount()

```
void LevelManager.DecreaseCurrentBrickCount ( ) [private]
```

5.17.1.4 GetBrickStartPoint()

```
Vector2 LevelManager.GetBrickStartPoint ( ) [private]
```

5.17.1.5 IncreaseScore()

```
void LevelManager.IncreaseScore ( ) [private]
```

5.17.1.6 OnBrickDeactivatingState()

```
void LevelManager.OnBrickDeactivatingState ( ) [private]
```

5.17.1.7 OnBrickFallenState()

```
void LevelManager.OnBrickFallenState ( ) [private]
```

5.17.1.8 OnBrickIdleState()

```
void LevelManager.OnBrickIdleState (
    BrickComponent brick ) [private]
```

5.17.1.9 OnBrickStateChanged()

```
void LevelManager.OnBrickStateChanged (
    BrickComponent brick ) [private]
```

5.17.1.10 OnCreatePoolObject()

```
BrickComponent LevelManager.OnCreatePoolObject ( ) [private]
```

5.17.1.11 OnDestroy()

```
override void LevelManager.OnDestroy ( ) [protected], [virtual]
```

Reimplemented from [MonoBehaviourSingleton< LevelManager >](#).

5.17.1.12 OnDestroyPoolObject()

```
void LevelManager.OnDestroyPoolObject (
    BrickComponent brick ) [private]
```

5.17.1.13 OnGetPoolObject()

```
void LevelManager.OnGetPoolObject (
    BrickComponent brick ) [private]
```

5.17.1.14 OnLevelNextStageState()

```
void LevelManager.OnLevelNextStageState ( ) [private]
```

5.17.1.15 OnLevelPlayState()

```
void LevelManager.OnLevelPlayState ( ) [private]
```

5.17.1.16 OnNextStageTimerElapsed()

```
void LevelManager.OnNextStageTimerElapsed ( ) [private]
```

5.17.1.17 OnPlayTimerElapsed()

```
void LevelManager.OnPlayTimerElapsed ( ) [private]
```


5.17.1.18 OnReleasePoolObject()

```
void LevelManager.OnReleasePoolObject (
    BrickComponent brick ) [private]
```

5.17.1.19 OnTimerElapsed()

```
void LevelManager.OnTimerElapsed ( ) [private]
```

5.17.1.20 OnUnspecifiedTimerElapsed()

```
void LevelManager.OnUnspecifiedTimerElapsed ( ) [private]
```

5.17.1.21 SetState()

```
void LevelManager.SetState (
    LevelState newState ) [private]
```

5.17.1.22 Start()

```
void LevelManager.Start ( ) [private]
```

5.17.1.23 StartLevel()

```
static void LevelManager.StartLevel ( ) [static]
```

5.17.2 Member Data Documentation

5.17.2.1 brickColumnCount

```
int LevelManager.brickColumnCount [private]
```

5.17.2.2 brickPointsPool

```
readonly List<Vector3> LevelManager.brickPointsPool = new() [private]
```

5.17.2.3 brickPool

```
IObjectPool<BrickComponent> LevelManager.brickPool [private]
```

5.17.2.4 brickPrefab

```
BrickComponent LevelManager.brickPrefab [private]
```

5.17.2.5 brickScreenSize

```
Vector2 LevelManager.brickScreenSize [private]
```

5.17.2.6 brickScreenSpread

```
float LevelManager.brickScreenSpread [private]
```

5.17.2.7 brickSpawnInterval

```
float LevelManager.brickSpawnInterval [private]
```

5.17.2.8 brickStartPoint

```
Vector2 LevelManager.brickStartPoint [private]
```

5.17.2.9 brickStartPoints

```
readonly List<Vector3> LevelManager.brickStartPoints = new() [private]
```

5.17.2.10 brickWorldSize

```
Vector2 LevelManager.brickWorldSize [private]
```

5.17.2.11 brickWorldSpread

```
float LevelManager.brickWorldSpread [private]
```

5.17.2.12 currentBrickCount

```
int LevelManager.currentBrickCount [private]
```

5.17.2.13 currentStage

```
int LevelManager.currentStage [private]
```

5.17.2.14 remainingBrickCount

```
int LevelManager.remainingBrickCount [private]
```

5.17.2.15 score

```
int LevelManager.score [private]
```

5.17.2.16 StartStage

```
const int LevelManager.StartStage = 1 [static], [private]
```

5.17.2.17 state

```
LevelState LevelManager.state [private]
```

5.17.2.18 targetBrickCount

```
int LevelManager.targetBrickCount [private]
```

5.17.2.19 targetBrickSpeed

```
float LevelManager.targetBrickSpeed [private]
```

5.17.2.20 timer

```
Timer LevelManager.timer [private]
```

5.17.3 Property Documentation

5.17.3.1 CurrentStage

```
int LevelManager.CurrentStage [static], [get]
```

5.17.3.2 Score

```
int LevelManager.Score [static], [get]
```

5.17.3.3 State

```
LevelState LevelManager.State [static], [get]
```

5.17.3.4 TargetBrickSpeed

```
float LevelManager.TargetBrickSpeed [static], [get]
```

5.17.4 Event Documentation

5.17.4.1 OnScoreUpdated

`Action<int> LevelManager.OnScoreUpdated [static]`

5.17.4.2 OnStateChanged

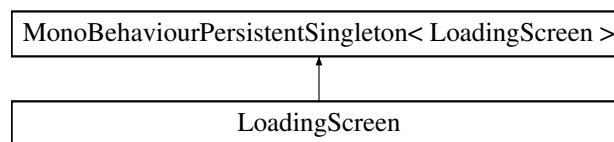
`Action<LevelState> LevelManager.OnStateChanged [static]`

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

- Assets/Scripts/[LevelManager.cs](#)

5.18 LoadingScreen Class Reference

Inheritance diagram for LoadingScreen:



Static Public Member Functions

- static void [SetProgressBar](#) (float progress)
- static void [SetCanvasActive](#) (bool active)
- static void [SetViewGroupActive](#) (bool active)
- static IEnumerator [OnFading](#) (float targetAlpha)

Protected Member Functions

- override void [Awake](#) ()

Properties

- static Image [FadelImage](#) [get]
- static float [FadingTime](#) [get]
- static float [BreakTime](#) [get]

Private Attributes

- [ProgressBar](#) `progressBar`
- [Image](#) `fadelImage`
- [CanvasGroup](#) `viewGroup`
- [float](#) `fadingTime` = 0.3f
- [float](#) `breakTime` = 0.1f
- [Canvas](#) `canvas`

5.18.1 Member Function Documentation

5.18.1.1 Awake()

```
override void LoadingScreen.Awake ( ) [protected]
```

5.18.1.2 OnFading()

```
static IEnumerator LoadingScreen.OnFading (
    float targetAlpha ) [static]
```

5.18.1.3 SetCanvasActive()

```
static void LoadingScreen.SetCanvasActive (
    bool active ) [static]
```

5.18.1.4 SetProgressBar()

```
static void LoadingScreen.SetProgressBar (
    float progress ) [static]
```

5.18.1.5 SetViewGroupActive()

```
static void LoadingScreen.SetViewGroupActive (
    bool active ) [static]
```

5.18.2 Member Data Documentation

5.18.2.1 breakTime

`float LoadingScreen.breakTime = 0.1f [private]`

5.18.2.2 canvas

`Canvas LoadingScreen.canvas [private]`

5.18.2.3 fadeImage

`Image LoadingScreen.fadeImage [private]`

5.18.2.4 fadingTime

`float LoadingScreen.fadingTime = 0.3f [private]`

5.18.2.5 progressBar

`ProgressBar LoadingScreen.progressBar [private]`

5.18.2.6 viewGroup

`CanvasGroup LoadingScreen.viewGroup [private]`

5.18.3 Property Documentation

5.18.3.1 BreakTime

```
float LoadingScreen.BreakTime [static], [get], [private]
```

5.18.3.2 FadeImage

```
Image LoadingScreen.FadeImage [static], [get], [private]
```

5.18.3.3 FadingTime

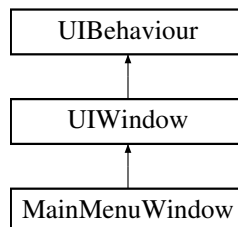
```
float LoadingScreen.FadingTime [static], [get], [private]
```

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

- Assets/Scripts/[LoadingScreen.cs](#)

5.19 MainMenuWindow Class Reference

Inheritance diagram for MainMenuWindow:



Protected Member Functions

- override void [Awake](#) ()

Private Attributes

- Button [startButton](#)
- Button [leaderboardButton](#)
- Button [quitButton](#)

Additional Inherited Members

5.19.1 Member Function Documentation

5.19.1.1 Awake()

```
override void MainMenuWindow.Awake ( ) [protected]
```

5.19.2 Member Data Documentation

5.19.2.1 leaderboardButton

```
Button MainMenuWindow.leaderboardButton [private]
```

5.19.2.2 quitButton

```
Button MainMenuWindow.quitButton [private]
```

5.19.2.3 startButton

```
Button MainMenuWindow.startButton [private]
```

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

- Assets/Scripts/[MainMenuWindow.cs](#)

5.20 MathExtensions Class Reference

Static Public Member Functions

- static Vector3 [Abs](#) (this Vector3 vector)
- static bool [IsEven](#) (this int value)
- static float [Abs](#) (this float value)

5.20.1 Member Function Documentation

5.20.1.1 Abs() [1/2]

```
static float MathExtensions.Abs (
    this float value ) [static]
```

5.20.1.2 Abs() [2/2]

```
static Vector3 MathExtensions.Abs (
    this Vector3 vector ) [static]
```

5.20.1.3 IsEven()

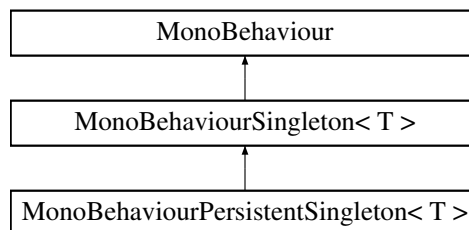
```
static bool MathExtensions.IsEven (
    this int value ) [static]
```

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

- Assets/Scripts/[MathExtensions.cs](#)

5.21 MonoBehaviourPersistentSingleton< T > Class Template Reference

Inheritance diagram for MonoBehaviourPersistentSingleton< T >:



Protected Member Functions

- override void [Awake](#) ()

Additional Inherited Members

5.21.1 Member Function Documentation

5.21.1.1 Awake()

```
override void MonoBehaviourPersistentSingleton< T >.Awake ( ) [protected], [virtual]
```

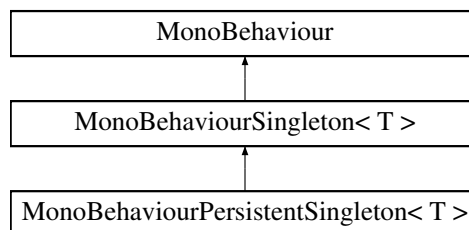
Reimplemented from [MonoBehaviourSingleton< T >](#).

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

- Assets/Scripts/[MonoBehaviourPersistentSingleton.cs](#)

5.22 MonoBehaviourSingleton< T > Class Template Reference

Inheritance diagram for MonoBehaviourSingleton< T >:



Protected Member Functions

- virtual void [Awake](#) ()
- virtual void [OnDestroy](#) ()

Properties

- static T [Instance](#) [get, private set]

5.22.1 Member Function Documentation

5.22.1.1 Awake()

```
virtual void MonoBehaviourSingleton< T >.Awake ( ) [protected], [virtual]
```

Reimplemented in [LevelManager](#), and [MonoBehaviourPersistentSingleton< T >](#).

5.22.1.2 OnDestroy()

```
virtual void MonoBehaviourSingleton< T >.OnDestroy ( ) [protected], [virtual]
```

Reimplemented in [LevelManager](#).

5.22.2 Property Documentation

5.22.2.1 Instance

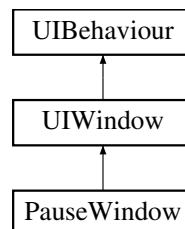
```
T MonoBehaviourSingleton< T >.Instance [static], [get], [private set], [protected]
```

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

- Assets/Scripts/[MonoBehaviourSingleton.cs](#)

5.23 PauseWindow Class Reference

Inheritance diagram for PauseWindow:



Protected Member Functions

- override void [Awake](#) ()

Private Attributes

- Button [resumeButton](#)
- Button [exitButton](#)

Additional Inherited Members

5.23.1 Member Function Documentation

5.23.1.1 Awake()

```
override void PauseWindow.Awake ( ) [protected]
```

5.23.2 Member Data Documentation

5.23.2.1 exitButton

```
Button PauseWindow.exitButton [private]
```

5.23.2.2 resumeButton

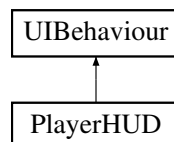
```
Button PauseWindow.resumeButton [private]
```

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

- Assets/Scripts/[PauseWindow.cs](#)

5.24 PlayerHUD Class Reference

Inheritance diagram for PlayerHUD:



Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Private Member Functions

- void [SetScoreText](#) (int score)

Private Attributes

- TextMeshProUGUI [scoreValueText](#)

5.24.1 Member Function Documentation

5.24.1.1 Awake()

```
override void PlayerHUD.Awake ( ) [protected]
```

5.24.1.2 OnDestroy()

```
override void PlayerHUD.OnDestroy ( ) [protected]
```

5.24.1.3 SetScoreText()

```
void PlayerHUD.SetScoreText (
    int score ) [private]
```

5.24.2 Member Data Documentation

5.24.2.1 scoreValueText

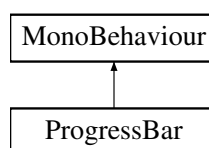
```
TextMeshProUGUI PlayerHUD.scoreValueText [private]
```

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

- Assets/Scripts/[PlayerHUD.cs](#)

5.25 ProgressBar Class Reference

Inheritance diagram for ProgressBar:



Public Member Functions

- void [SetFill](#) (float fillAmount)

Private Attributes

- Image [fillImage](#)

5.25.1 Member Function Documentation

5.25.1.1 SetFill()

```
void ProgressBar.SetFill (
    float fillAmount )
```

5.25.2 Member Data Documentation

5.25.2.1 fillImage

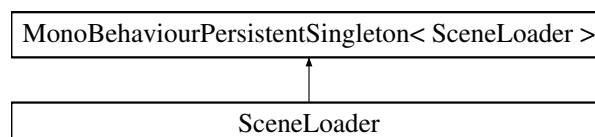
```
Image ProgressBar.fillImage [private]
```

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

- Assets/Scripts/[ProgressBar.cs](#)

5.26 SceneLoader Class Reference

Inheritance diagram for SceneLoader:



Static Public Member Functions

- static void [ReloadScene](#) ()
- static void [LoadScene](#) ([SceneName](#) sceneName, bool additive=false)
- static AsyncOperation [LoadSceneAsync](#) ([SceneName](#) sceneName, bool additive=false)
- static void [StartSceneLoading](#) ([SceneName](#) sceneName)

Properties

- static [SceneName](#) [ActiveScene](#) [get]

Events

- static Action< [SceneName](#) > [OnSceneLoadingStarted](#)
- static Action< [SceneName](#) > [OnScenePrepared](#)
- static Action< [SceneName](#) > [OnSceneLoadingEnded](#)

Private Member Functions

- IEnumerator [Start](#) ()
- IEnumerator [OnLoading](#) ()

Private Attributes

- bool [isLoading](#)
- [SceneName](#) [sceneToLoad](#)

Additional Inherited Members

5.26.1 Member Function Documentation

5.26.1.1 LoadScene()

```
static void SceneLoader.LoadScene (
    SceneName sceneName,
    bool additive = false ) [static]
```

5.26.1.2 LoadSceneAsync()

```
static AsyncOperation SceneLoader.LoadSceneAsync (
    SceneName sceneName,
    bool additive = false ) [static]
```

5.26.1.3 OnLoading()

```
IEnumerator SceneLoader.OnLoading ( ) [private]
```


5.26.1.4 ReloadScene()

```
static void SceneLoader.ReloadScene ( ) [static]
```

5.26.1.5 Start()

```
IEnumerator SceneLoader.Start ( ) [private]
```

5.26.1.6 StartSceneLoading()

```
static void SceneLoader.StartSceneLoading (
    SceneName sceneName ) [static]
```

5.26.2 Member Data Documentation

5.26.2.1 isLoading

```
bool SceneLoader.isLoading [private]
```

5.26.2.2 sceneToLoad

```
SceneName SceneLoader.sceneToLoad [private]
```

5.26.3 Property Documentation

5.26.3.1 ActiveScene

```
SceneName SceneLoader.ActiveScene [static], [get]
```

5.26.4 Event Documentation

5.26.4.1 OnSceneLoadingEnded

```
Action<SceneName> SceneLoader.OnSceneLoadingEnded [static]
```

5.26.4.2 OnSceneLoadingStarted

```
Action<SceneName> SceneLoader.OnSceneLoadingStarted [static]
```

5.26.4.3 OnScenePrepared

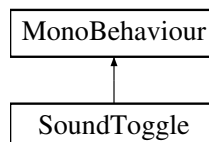
```
Action<SceneName> SceneLoader.OnScenePrepared [static]
```

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

- Assets/Scripts/[SceneLoader.cs](#)

5.27 SoundToggle Class Reference

Inheritance diagram for SoundToggle:



Private Member Functions

- void [Awake](#) ()
- void [Start](#) ()
- void [OnDestroy](#) ()
- void [SetAudioSprite](#) (float volume)
- void [OnButtonClicked](#) ()

Private Attributes

- Sprite [offSprite](#)
- Image [audioImage](#)
- Button [button](#)

5.27.1 Member Function Documentation

5.27.1.1 Awake()

```
void SoundToggle.Awake ( ) [private]
```

5.27.1.2 OnButtonClicked()

```
void SoundToggle.OnButtonClicked ( ) [private]
```

5.27.1.3 OnDestroy()

```
void SoundToggle.OnDestroy ( ) [private]
```

5.27.1.4 SetAudioSprite()

```
void SoundToggle.SetAudioSprite (
    float volume ) [private]
```

5.27.1.5 Start()

```
void SoundToggle.Start ( ) [private]
```

5.27.2 Member Data Documentation

5.27.2.1 audioImage

```
Image SoundToggle.audioImage [private]
```

5.27.2.2 button

```
Button SoundToggle.button [private]
```

5.27.2.3 offSprite

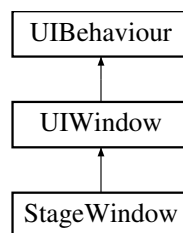
```
Sprite SoundToggle.offSprite [private]
```

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

- Assets/Scripts/[SoundToggle.cs](#)

5.28 StageWindow Class Reference

Inheritance diagram for StageWindow:



Public Member Functions

- override void [Open](#) (bool instant)

Protected Member Functions

- override void [Awake](#) ()

Private Attributes

- float [speedMultiplier](#) = 1.0f
- TextMeshProUGUI [stageValueText](#)

Additional Inherited Members

5.28.1 Member Function Documentation

5.28.1.1 Awake()

```
override void StageWindow.Awake ( ) [protected]
```

5.28.1.2 Open()

```
override void StageWindow.Open (
    bool instant ) [virtual]
```

Reimplemented from [UIWindow](#).

5.28.2 Member Data Documentation

5.28.2.1 speedMultiplier

```
float StageWindow.speedMultiplier = 1.0f [private]
```

5.28.2.2 stageValueText

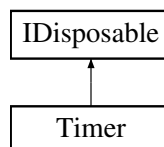
```
TextMeshProUGUI StageWindow.stageValueText [private]
```

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

- Assets/Scripts/[StageWindow.cs](#)

5.29 Timer Class Reference

Inheritance diagram for Timer:



Public Member Functions

- [Timer](#) (float [targetTime](#), Action [action](#))
- void [Dispose](#) ()
- void [Restart](#) (float [targetTime](#)=default, Action [action](#)=default)
- void [Stop](#) ()
- void [Resume](#) ()

Private Member Functions

- void [OnUpdate](#) ()

Private Attributes

- bool [elapsed](#)
- float [targetTime](#)
- float [currentTime](#)
- Action [action](#)

5.29.1 Constructor & Destructor Documentation

5.29.1.1 Timer()

```
Timer.Timer (
    float targetTime,
    Action action )
```

5.29.2 Member Function Documentation

5.29.2.1 Dispose()

```
void Timer.Dispose ( )
```

5.29.2.2 OnUpdate()

```
void Timer.OnUpdate ( ) [private]
```

5.29.2.3 Restart()

```
void Timer.Restart (
    float targetTime = default,
    Action action = default )
```

5.29.2.4 Resume()

```
void Timer.Resume ( )
```

5.29.2.5 Stop()

```
void Timer.Stop ( )
```

5.29.3 Member Data Documentation

5.29.3.1 action

```
Action Timer.action [private]
```

5.29.3.2 currentTime

```
float Timer.currentTime [private]
```

5.29.3.3 elapsed

```
bool Timer.elapsed [private]
```

5.29.3.4 targetTime

```
float Timer.targetTime [private]
```

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

- Assets/Scripts/[Timer.cs](#)

5.30 UIExtensions Class Reference

Static Public Member Functions

- static void [SetAlpha](#) (this Image image, float alpha)
- static void [SetActive](#) (this CanvasGroup canvasGroup, bool active)

5.30.1 Member Function Documentation

5.30.1.1 SetActive()

```
static void UIExtensions.SetActive (
    this CanvasGroup canvasGroup,
    bool active ) [static]
```

5.30.1.2 SetAlpha()

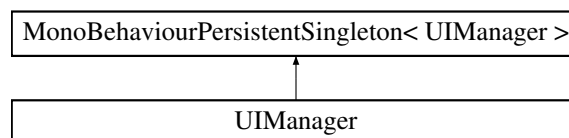
```
static void UIExtensions.SetAlpha (
    this Image image,
    float alpha ) [static]
```

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

- Assets/Scripts/[UIExtensions.cs](#)

5.31 UIManager Class Reference

Inheritance diagram for UIManager:



Static Public Member Functions

- static void [OpenWindow< T >](#) (bool instant=false)
- static void [CloseWindow< T >](#) (bool instant=false)

Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Properties

- static Dictionary< Type, [UIWindow](#) > [AllWindows](#) [get]

Private Member Functions

- void [AddWindow](#) ([UIWindow](#) window)
- void [RemoveWindow](#) ([UIWindow](#) window)
- void [OnWindowStateChange](#)d ([UIWindow](#) window)

Private Attributes

- readonly Dictionary< Type, [UIWindow](#) > [allWindows](#) = new()
- readonly List< [UIWindow](#) > [windowsBuffer](#) = new()

5.31.1 Member Function Documentation

5.31.1.1 AddWindow()

```
void UIManager.AddWindow (  
    UIWindow window ) [private]
```

5.31.1.2 Awake()

```
override void UIManager.Awake ( ) [protected]
```

5.31.1.3 CloseWindow< T >()

```
static void UIManager.CloseWindow< T > (  
    bool instant = false ) [static]
```

Type Constraints

T: [UIWindow](#)

5.31.1.4 OnDestroy()

```
override void UIManager.OnDestroy ( ) [protected]
```

5.31.1.5 OnWindowStateChanged()

```
void UIManager.OnWindowStateChanged (
    UIWindow window ) [private]
```

5.31.1.6 OpenWindow< T >()

```
static void UIManager.OpenWindow< T > (
    bool instant = false ) [static]
```

Type Constraints

T: [UIWindow](#)

5.31.1.7 RemoveWindow()

```
void UIManager.RemoveWindow (
    UIWindow window ) [private]
```

5.31.2 Member Data Documentation

5.31.2.1 allWindows

```
readonly Dictionary<Type, UIWindow> UIManager.allWindows = new() [private]
```

5.31.2.2 windowsBuffer

```
readonly List<UIWindow> UIManager.windowsBuffer = new() [private]
```

5.31.3 Property Documentation

5.31.3.1 AllWindows

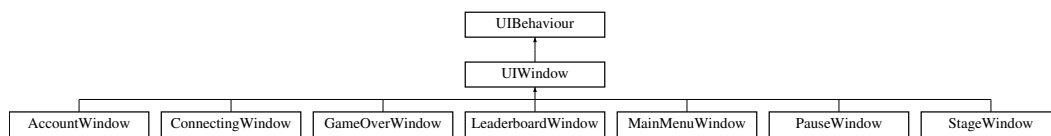
Dictionary<Type, [UIWindow](#)> UIManager.AllWindows [static], [get], [private]

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

- Assets/Scripts/[UIManager.cs](#)

5.32 UIWindow Class Reference

Inheritance diagram for UIWindow:



Public Member Functions

- virtual void [Open](#) (bool instant=false)
- virtual void [Close](#) (bool instant=false)
- void [SetInteractable](#) (bool interactable)

Protected Member Functions

- override void [Awake](#) ()
- override void [Start](#) ()
- override void [OnDestroy](#) ()

Properties

- Animator [Animator](#) [get]
- bool [IsOpen](#) [get]
- Type [Type](#) [get, private set]
- int [SortingOrder](#) [get, set]

Events

- static Action< [UIWindow](#) > [OnStarting](#)
- static Action< [UIWindow](#) > [OnDestroyed](#)
- static Action< [UIWindow](#) > [OnStateChanged](#)

Private Types

- enum [State](#)

Private Member Functions

- void [SetState](#) ([State](#) newState)

Private Attributes

- bool [on](#)
- Canvas [canvas](#)
- [Animator](#) [animator](#)
- CanvasGroup [canvasGroup](#)
- [State](#) [state](#) = State.Unspecified

5.32.1 Member Enumeration Documentation

5.32.1.1 State

```
enum UIWindow.State [private]
```

5.32.2 Member Function Documentation

5.32.2.1 Awake()

```
override void UIWindow.Awake ( ) [protected]
```

5.32.2.2 Close()

```
virtual void UIWindow.Close (
    bool instant = false ) [virtual]
```

Reimplemented in [LeaderboardWindow](#).

5.32.2.3 OnDestroy()

```
override void UIWindow.OnDestroy ( ) [protected]
```

5.32.2.4 Open()

```
virtual void UIWindow.Open (
    bool instant = false ) [virtual]
```

Reimplemented in [StageWindow](#), and [LeaderboardWindow](#).

5.32.2.5 SetInteractable()

```
void UIWindow.SetInteractable (
    bool interactable )
```

5.32.2.6 SetState()

```
void UIWindow.SetState (
    State newState ) [private]
```

5.32.2.7 Start()

```
override void UIWindow.Start ( ) [protected]
```

5.32.3 Member Data Documentation

5.32.3.1 animator

```
Animator UIWindow.animator [private]
```

5.32.3.2 canvas

```
Canvas UIWindow.canvas [private]
```

5.32.3.3 canvasGroup

CanvasGroup UIWindow.canvasGroup [private]

5.32.3.4 on

bool UIWindow.on [private]

5.32.3.5 state

State UIWindow.state = State.Unspecified [private]

5.32.4 Property Documentation

5.32.4.1 Animator

Animator UIWindow.Animator [get], [protected]

5.32.4.2 IsOpen

bool UIWindow.IsOpen [get]

5.32.4.3 SortingOrder

int UIWindow.SortingOrder [get], [set]

5.32.4.4 Type

Type UIWindow.Type [get], [private set]

5.32.5 Event Documentation

5.32.5.1 OnDestroyed

```
Action<UIWindow> UIWindow.OnDestroyed [static]
```

5.32.5.2 OnStarting

```
Action<UIWindow> UIWindow.OnStarting [static]
```

5.32.5.3 OnStateChanged

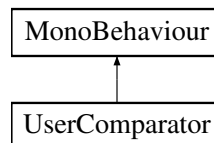
```
Action<UIWindow> UIWindow.OnStateChanged [static]
```

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

- Assets/Scripts/[UIWindow.cs](#)

5.33 UserComparator Class Reference

Inheritance diagram for UserComparator:



Private Member Functions

- void [Start](#) ()
- void [Update](#) ()

5.33.1 Member Function Documentation

5.33.1.1 Start()

```
void UserComparator.Start ( ) [private]
```

5.33.1.2 Update()

```
void UserComparator.Update ( ) [private]
```

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

- Assets/Scripts/[UserComparator.cs](#)

Chapter 6

File Documentation

6.1 Assets/Scripts/AccountWindow.cs File Reference

Classes

- class [AccountWindow](#)

6.2 Assets/Scripts/AudioManager.cs File Reference

Classes

- class [AudioManager](#)

6.3 Assets/Scripts/BrickComponent.cs File Reference

Classes

- class [BrickComponent](#)

Typedefs

- using [Random](#) = UnityEngine.Random

6.3.1 Typedef Documentation

6.3.1.1 Random

```
using Random = UnityEngine.Random
```

6.4 Assets/Scripts/BrickState.cs File Reference

Enumerations

- enum [BrickState](#) {
[Idle](#) = 0 , [Falling](#) = 1 , [Deactivating](#) = 2 , [Hidden](#) = 3 ,
[Fallen](#) = 4 }

6.4.1 Enumeration Type Documentation

6.4.1.1 BrickState

enum [BrickState](#)

Enumerator

Idle	
Falling	
Deactivating	
Hidden	
Fallen	

6.5 Assets/Scripts/CameraManager.cs File Reference

Classes

- class [CameraManager](#)

6.6 Assets/Scripts/CollectionExtensions.cs File Reference

Classes

- class [CollectionExtensions](#)

6.7 Assets/Scripts/ConnectingWindow.cs File Reference

Classes

- class [ConnectingWindow](#)

6.8 Assets/Scripts/CoroutineUtils.cs File Reference

Classes

- class [CoroutineUtils](#)

6.9 Assets/Scripts/FirebaseManager.cs File Reference

Classes

- class [FirebaseManager](#)

6.10 Assets/Scripts/FirebaseUser.cs File Reference

Classes

- struct [FirebaseUser](#)

6.11 Assets/Scripts/GameLauncher.cs File Reference

Classes

- class [GameLauncher](#)

6.12 Assets/Scripts/GameManager.cs File Reference

Classes

- class [GameManager](#)

6.13 Assets/Scripts/GameOverWindow.cs File Reference

Classes

- class [GameOverWindow](#)

6.14 Assets/Scripts/GameSettings.cs File Reference

Classes

- class [GameSettings](#)

6.15 Assets/Scripts/GameState.cs File Reference

Enumerations

- enum [GameState](#) {
 [Unspecified](#) , [Initialization](#) , [CreateAccount](#) , [MainMenu](#) ,
 [PlayStart](#) , [Play](#) , [Pause](#) , [GameOver](#) ,
 [Loading](#) , [Leaderboard](#) }

6.15.1 Enumeration Type Documentation

6.15.1.1 GameState

enum [GameState](#)

Enumerator

Unspecified	
Initialization	
CreateAccount	
MainMenu	
PlayStart	
Play	
Pause	
GameOver	
Loading	
Leaderboard	

6.16 Assets/Scripts/InputManager.cs File Reference

Classes

- class [InputManager](#)

6.17 Assets/Scripts/LeaderboardWindow.cs File Reference

Classes

- class [LeaderboardWindow](#)

6.18 Assets/Scripts/LevelAudioPlayer.cs File Reference

Classes

- class [LevelAudioPlayer](#)

6.19 Assets/Scripts/LevelManager.cs File Reference

Classes

- class [LevelManager](#)

6.20 Assets/Scripts/LevelState.cs File Reference

Enumerations

- enum [LevelState](#) { [Unspecified](#) = 0 , [Play](#) = 1 , [NextStage](#) = 2 , [GameOver](#) = 3 }

6.20.1 Enumeration Type Documentation

6.20.1.1 LevelState

enum [LevelState](#)

Enumerator

Unspecified	
Play	
NextStage	
GameOver	

6.21 Assets/Scripts/LoadingScreen.cs File Reference

Classes

- class [LoadingScreen](#)

6.22 Assets/Scripts/MainMenuWindow.cs File Reference

Classes

- class [MainMenuWindow](#)

6.23 Assets/Scripts/MathExtensions.cs File Reference

Classes

- class [MathExtensions](#)

6.24 Assets/Scripts/MonoBehaviourPersistentSingleton.cs File Reference

Classes

- class [MonoBehaviourPersistentSingleton< T >](#)

6.25 Assets/Scripts/MonoBehaviourSingleton.cs File Reference

Classes

- class [MonoBehaviourSingleton< T >](#)

6.26 Assets/Scripts/PauseWindow.cs File Reference

Classes

- class [PauseWindow](#)

6.27 Assets/Scripts/PlayerHUD.cs File Reference

Classes

- class [PlayerHUD](#)

6.28 Assets/Scripts/ProgressBar.cs File Reference

Classes

- class [ProgressBar](#)

6.29 Assets/Scripts/SceneLoader.cs File Reference

Classes

- class [SceneLoader](#)

6.30 Assets/Scripts/SceneName.cs File Reference

Enumerations

- enum [SceneName](#) {
 [Start](#) = 0 , [Game](#) = 1 , [MainMenu](#) = 2 , [PersistentMenagers](#) = 3 ,
 [Loading](#) = 4 }

6.30.1 Enumeration Type Documentation

6.30.1.1 SceneName

enum [SceneName](#)

Enumerator

Start	
Game	
MainMenu	
PersistentMenagers	
Loading	

6.31 Assets/Scripts/SoundToggle.cs File Reference

Classes

- class [SoundToggle](#)

6.32 Assets/Scripts/StageWindow.cs File Reference

Classes

- class [StageWindow](#)

6.33 Assets/Scripts/TaskExtensions.cs File Reference

6.34 Assets/Scripts/Timer.cs File Reference

Classes

- class [Timer](#)

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