



FEMORA

V 1.0

HACK AND SLASH ACTION GAME

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Chapter 1

Main Page



FEMORA
MACIX
ENTERTAINMENT

Important links

- [Release](#)
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- [Documentation](#)
- [Author Site](#)

Abstract

Femora is a hack and slash game based on Diablo II created by Blizzard Entertainment. The history takes place in medieval-fantasy universe where Prime Evil tries to destroy the last bastion of humanity. In the game appear a lot of monsters and mechanisms known in titles like Titan Quest or Path of Exile.

Gameplay

Action of the game goes on ancient land named Femora. From a certain date wild horde tries abandoned humanity from their kingdom. The bloody battles are consumed many brave warriors. There is no way to escape this madness. The only one chance is find Prime Evil and break to Pandemonium of Doom. There is one human who can do this - it's you!

Hero class

The player can take on the role of a Paladin - Holy Warrior who wreaks havoc in the ranks of the enemies. He is a specialist in cold weapon and auxiliary magic. This great knight is able to carry heavy armors and giant swords and is extremely resistant to damage. His advantage is combat ability which can be supported by passive fighting skills. Nobody can match him in hand-to-hand combat.

Enemies

There are several creatures threatening humanity:

- Zombie - The weakest spawn of Hell.
- Skeleton - Slow, brawny warrior with a heavy sword.
- Demon Skeleton - Agile swordsman that dealing quick blows.
- Rotfiend - Extremely fast fighter with great strength.
- Pit Fiend - Huge, muscular beast that using gigantic axe.
- Efreeti - Fiery demon that throws fireballs.
- Hell Knight - The most powerful inhabitant of Pandemonium of Doom.

Locations

In the game there are four main areas:

- Refugee Camp - Destroyed defensive fortification inhabited by surviving warriors.
- Stony Plain - Invaded lowland which is covered with lush grass.
- Death Valley - Abandoned desert with no life.
- Hell Pit - Hellish land immersed in flames and lava.

Independent characters

In Refugee Camp there are two traders:

- Mirlanda - Gifted Alchemy preparing potions and decoctions.
- Orik - Skilled Blacksmith forging swords.

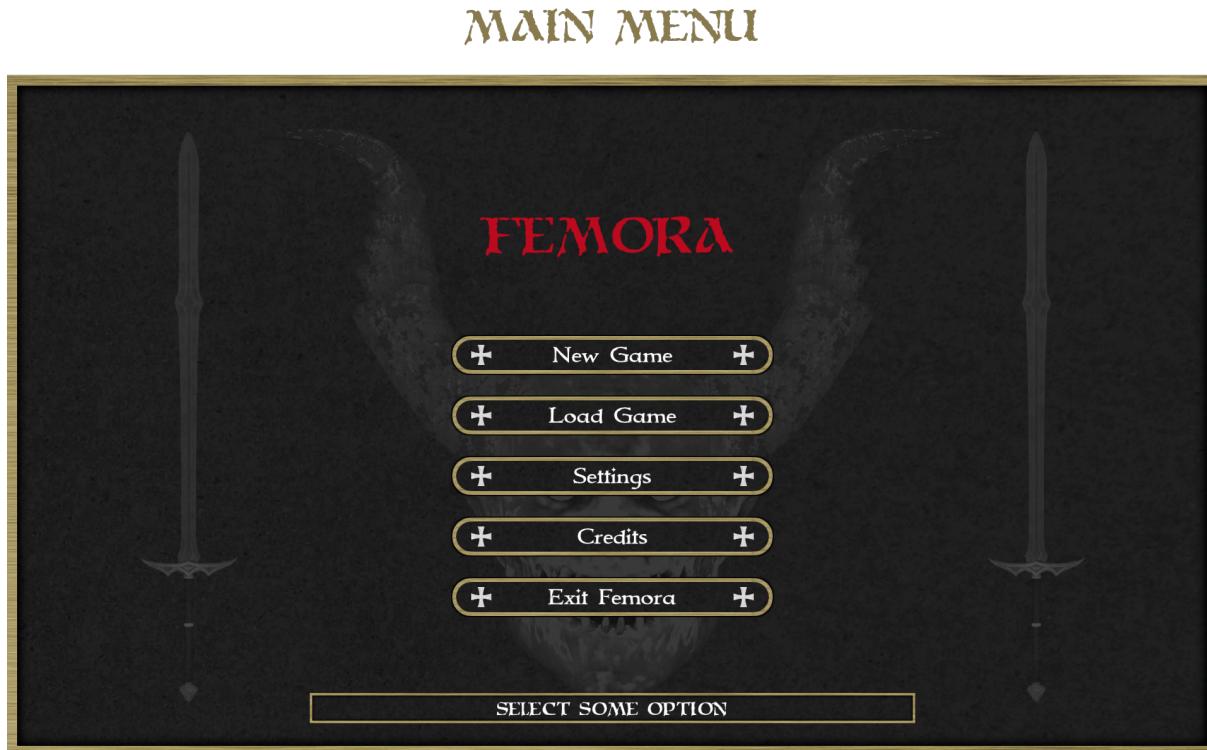
Other features

The game has the following properties:

- The hero acquires experience by killing enemies. After defeating the appropriate number of opponents they can increase their skills.
- The creatures leave items which can be using by hero.
- The player uses health and magic energy. Both of these attributes can be regenerated by elixirs.
- The local currency (Gold) allows the exchange of goods.
- In Femora there are hideouts with treasures.
- The available weapons are divided into categories. Each of them improves the hero's abilities by a certain factor.
- Each of area represents certain difficulty level.
- Each subsequent level requires more experience.
- Realistic day and night cycle provides extra feelings and additional impressions.

Game visualization

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



HERO CHOICE



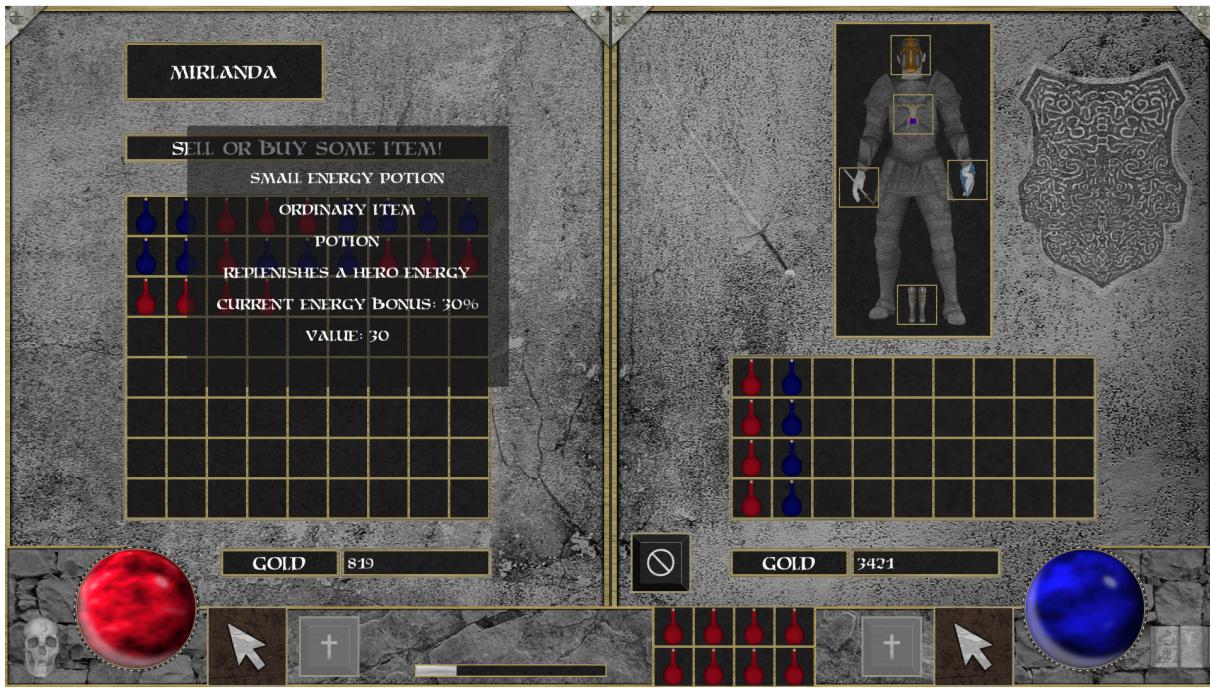
RETURN TO REFUGEE CAMP



DIALOGUE WITH MIRLANDA



TRADE



HERO DEVELOPMENT



COMBAT



GAME OVER



Used technologies

The list of used solutions:

- Unity 2019.2.2f1 - Efficient and expanded game engine.
- Visual Studio Code 1.50.1 - Primary, lightweight IDE.
- Blender 2.83 - 3D computer graphics software used for creating visual effects.
- GIMP 2.10 - Open source image editor.
- Mixamo 2020 - Web service that provides animations with characters.
- Audacity 2.3.2 - Easy-to-use audio editing software.
- MakeHuman 1.2.0 - 3D graphics middleware for prototyping humanoids.

Credits

The author of the project have using many of 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. Information can also be obtained by selecting the appropriate tab from the game menu.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 3

Class Index

3.1 Class List

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EnemySound	
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Chapter 5

Class Documentation

5.1 SettingsDatabase.Ability Struct Reference

Properties

- int `Level` [get, set]
- string[] `Stats` [get, set]
- float `Effect` [get, set]
- float `EnergyCost` [get, set]

5.1.1 Property Documentation

5.1.1.1 Effect

```
float SettingsDatabase.Ability.Effect [get], [set]
```

5.1.1.2 EnergyCost

```
float SettingsDatabase.Ability.EnergyCost [get], [set]
```

5.1.1.3 Level

```
int SettingsDatabase.Ability.Level [get], [set]
```

5.1.1.4 Stats

```
string [] SettingsDatabase.Ability-stats [get], [set]
```

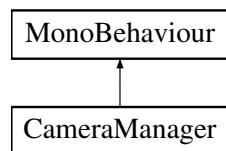
The documentation for this struct was generated from the following file:

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

5.2 CameraManager Class Reference

Controls the isometric camera movement.

Inheritance diagram for CameraManager:



Public Member Functions

- void [ToggleCameraView \(\)](#)
Switches the view from the isometric camera to the first person camera or vice versa

Static Public Attributes

- static readonly string [CameraTag](#) = "Camera"

Properties

- Vector3 [StartPos](#) [get, set]

Private Member Functions

- void [Start \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)
- void [MoveIsometricCamera \(\)](#)
Moves the camera smoothly when the hero is walking.

Private Attributes

- Transform [_target](#)
- Vector3 [_camPos](#)
- Camera [_iso](#)
- Camera [_fpc](#)

Static Private Attributes

- const int `SmoothSpeed` = 5
- const float `CamDist` = 15f

5.2.1 Detailed Description

Controls the isometric camera movement.

5.2.2 Member Function Documentation

5.2.2.1 `Init()`

```
void CameraManager.Init ( ) [private]
```

5.2.2.2 `MoveIsometricCamera()`

```
void CameraManager.MoveIsometricCamera ( ) [private]
```

Moves the camera smoothly when the hero is walking.

5.2.2.3 `Start()`

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

5.2.2.4 `ToggleCameraView()`

```
void CameraManager.ToggleCameraView ( )
```

Switches the view from the isometric camera to the first person camera or vice versa

5.2.2.5 `Update()`

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

5.2.3 Member Data Documentation

5.2.3.1 `_camPos`

```
Vector3 CameraManager._camPos [private]
```

5.2.3.2 `_fpc`

```
Camera CameraManager._fpc [private]
```

5.2.3.3 `_iso`

```
Camera CameraManager._iso [private]
```

5.2.3.4 `_target`

```
Transform CameraManager._target [private]
```

5.2.3.5 `CamDist`

```
const float CameraManager.CamDist = 15f [static], [private]
```

5.2.3.6 `CameraTag`

```
readonly string CameraManager.CameraTag = "Camera" [static]
```

5.2.3.7 `SmoothSpeed`

```
const int CameraManager.SmoothSpeed = 5 [static], [private]
```

5.2.4 Property Documentation

5.2.4.1 StartPos

```
Vector3 CameraManager.StartPos [get], [set]
```

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

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

5.3 SettingsDatabase.Character Struct Reference

Properties

- bool [IsVisited](#) [get, set]

5.3.1 Property Documentation

5.3.1.1 IsVisited

```
bool SettingsDatabase.Character.IsVisited [get], [set]
```

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

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

5.4 ContainerDatabase.Container Struct Reference

Properties

- string [Kind](#) [get, set]
- int [MinItemAmt](#) [get, set]
- int [MaxItemAmt](#) [get, set]
- [ItemDatabase.Item\[\]\[\] ItemPool](#) [get, set]
- int[] [ItemChancePercent](#) [get, set]

5.4.1 Property Documentation

5.4.1.1 ItemChancePercent

```
int [] ContainerDatabase.Container.ItemChancePercent [get], [set]
```

5.4.1.2 ItemPool

```
ItemDatabase.Item [][] ContainerDatabase.Container.ItemPool [get], [set]
```

5.4.1.3 Kind

```
string ContainerDatabase.Container.Kind [get], [set]
```

5.4.1.4 MaxItemAmt

```
int ContainerDatabase.Container.MaxItemAmt [get], [set]
```

5.4.1.5 MinItemAmt

```
int ContainerDatabase.Container.MinItemAmt [get], [set]
```

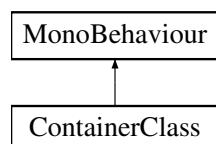
The documentation for this struct was generated from the following file:

- Assets/Scripts/ContainerDatabase.cs

5.5 ContainerClass Class Reference

Describes the object that represents the container.

Inheritance diagram for ContainerClass:



Public Member Functions

- void [GenerateContainerItems \(\)](#)
Generates specific items when the hero is opening some container.

Properties

- string [Kind \[get, set\]](#)
- int [MinItemAmt \[get, set\]](#)
- int [MaxItemAmt \[get, set\]](#)
- [ItemDatabase.Item\[\]\[\] ItemPool \[get, set\]](#)
- int[] [ItemChancePercent \[get, set\]](#)

Private Member Functions

- void [Awake \(\)](#)
- void [Init \(string name\)](#)
- void [InitContainer \(ContainerDatabase.Container container\)](#)
Sets the basic parameters of the container for example kind or items amount inside.

5.5.1 Detailed Description

Describes the object that represents the container.

5.5.2 Member Function Documentation

5.5.2.1 Awake()

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

5.5.2.2 GenerateContainerItems()

```
void ContainerClass.GenerateContainerItems ( )
```

Generates specific items when the hero is opening some container.

5.5.2.3 Init()

```
void ContainerClass.Init (
    string name )  [private]
```

5.5.2.4 InitContainer()

```
void ContainerClass.InitContainer (
    ContainerDatabase.Container container )  [private]
```

Sets the basic parameters of the container for example kind or items amount inside.

Parameters

<i>container</i>	A type of container from database.
------------------	------------------------------------

5.5.3 Property Documentation

5.5.3.1 ItemChancePercent

```
int [] ContainerClass.ItemChancePercent [get], [set]
```

5.5.3.2 ItemPool

```
ItemDatabase.Item [][] ContainerClass.ItemPool [get], [set]
```

5.5.3.3 Kind

```
string ContainerClass.Kind [get], [set]
```

5.5.3.4 MaxItemAmt

```
int ContainerClass.MaxItemAmt [get], [set]
```

5.5.3.5 MinItemAmt

```
int ContainerClass.MinItemAmt [get], [set]
```

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

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

5.6 ContainerDatabase Class Reference

Stores information about individual containers and their parameters.

Classes

- struct [Container](#)

Static Public Attributes

- static readonly string [OrdinaryRank](#) = "Ordinary"
- static readonly string [EliteRank](#) = "Elite"
- static readonly string [LegendaryRank](#) = "Legendary"
- static readonly int [SpreadAngle](#) = 45
- static readonly [Container\[\]](#) [Containers](#)

5.6.1 Detailed Description

Stores information about individual containers and their parameters.

5.6.2 Member Data Documentation

5.6.2.1 Containers

```
readonly Container [] ContainerDatabase.Containers [static]
```

5.6.2.2 EliteRank

```
readonly string ContainerDatabase.EliteRank = "Elite" [static]
```

5.6.2.3 LegendaryRank

```
readonly string ContainerDatabase.LegendaryRank = "Legendary" [static]
```

5.6.2.4 OrdinaryRank

```
readonly string ContainerDatabase.OrdinaryRank = "Ordinary" [static]
```

5.6.2.5 SpreadAngle

```
readonly int ContainerDatabase.SpreadAngle = 45 [static]
```

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

- Assets/Scripts/ContainerDatabase.cs

5.7 CursorDatabase Class Reference

Stores information about individual cursors and their parameters.

Classes

- struct Pointer

Static Public Attributes

- static readonly string Cursors = "Cursors/"
- static readonly Pointer[] Pointers

5.7.1 Detailed Description

Stores information about individual cursors and their parameters.

5.7.2 Member Data Documentation

5.7.2.1 Cursors

```
readonly string CursorDatabase.Cursors = "Cursors/" [static]
```

5.7.2.2 Pointers

```
readonly Pointer[] CursorDatabase.Pointers [static]
```

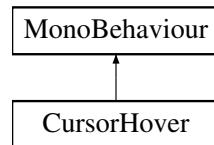
The documentation for this class was generated from the following file:

- Assets/Scripts/CursorDatabase.cs

5.8 CursorHover Class Reference

Manages actions performed with the use of the cursor.

Inheritance diagram for CursorHover:



Public Member Functions

- void [GeneratePanel \(\)](#)
Generates interactable panel with some hint.
- void [DestroyPanel \(\)](#)
Destroys created panel with some hint.
- void [DisableDroppedItem \(\)](#)
Disables some item and hides the hint when it is falling on the ground.
- void [EnableDroppedItem \(\)](#)
Enables some object after playing the falling animation.

Properties

- bool [IsObjectInactive](#) [get, set]

Private Member Functions

- void [Awake \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)
- void [OnMouseOver \(\)](#)
Checks if the cursor hover the object.
- void [OnMouseExit \(\)](#)
Checks if the cursor has left the object.
- void [SwitchPanel \(\)](#)
Shows or hides hints about objects on the ground.

Private Attributes

- bool [_isShowPanel](#)
- bool [_isPanelExist](#)
- [HeroClass _heroClass](#)
- [GameInterface _gameInterface](#)

5.8.1 Detailed Description

Manages actions performed with the use of the cursor.

5.8.2 Member Function Documentation

5.8.2.1 Awake()

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

5.8.2.2 DestroyPanel()

```
void CursorHover.DestroyPanel ( )
```

Destroys created panel with some hint.

5.8.2.3 DisableDroppedItem()

```
void CursorHover.DisableDroppedItem ( )
```

Disables some item and hides the hint when it is falling on the ground.

5.8.2.4 EnableDroppedItem()

```
void CursorHover.EnableDroppedItem ( )
```

Enables some object after playing the falling animation.

5.8.2.5 GeneratePanel()

```
void CursorHover.GeneratePanel ( )
```

Generates interactable panel with some hint.

5.8.2.6 Init()

```
void CursorHover.Init ( ) [private]
```

5.8.2.7 OnMouseExit()

```
void CursorHover.OnMouseExit ( ) [private]
```

Checks if the cursor has left the object.

5.8.2.8 OnMouseOver()

```
void CursorHover.OnMouseOver ( ) [private]
```

Checks if the cursor hover the object.

5.8.2.9 SwitchPanel()

```
void CursorHover.SwitchPanel ( ) [private]
```

Shows or hides hints about objects on the ground.

5.8.2.10 Update()

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

5.8.3 Member Data Documentation

5.8.3.1 _gameInterface

```
GameInterface CursorHover._gameInterface [private]
```

5.8.3.2 `_heroClass`

```
HeroClass CursorHover._heroClass [private]
```

5.8.3.3 `_isPanelExist`

```
bool CursorHover._isPanelExist [private]
```

5.8.3.4 `_isShowPanel`

```
bool CursorHover._isShowPanel [private]
```

5.8.4 Property Documentation

5.8.4.1 `IsObjectInactive`

```
bool CursorHover.IsObjectInactive [get], [set]
```

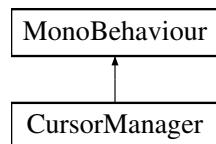
The documentation for this class was generated from the following file:

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

5.9 CursorManager Class Reference

Checks position of the cursor and adapts its texture.

Inheritance diagram for CursorManager:



Private Member Functions

- void [Start \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)
- void [SetCursorTexture \(Texture2D texture\)](#)
Sets proper texture of the cursor.
- void [CheckCursorPosition \(\)](#)
Checks position of the cursor and searches proper textures.

Private Attributes

- readonly int [MaxDist](#) = 100
- [GameInterface _gameInterface](#)
- [RaycastHit _raycastHit](#)
- Camera [_iso](#)

5.9.1 Detailed Description

Checks position of the cursor and adapts its texture.

5.9.2 Member Function Documentation

5.9.2.1 CheckCursorPosition()

```
void CursorManager.CheckCursorPosition ( ) [private]
```

Checks position of the cursor and searches proper textures.

5.9.2.2 Init()

```
void CursorManager.Init ( ) [private]
```

5.9.2.3 SetCursorTexture()

```
void CursorManager.SetCursorTexture ( Texture2D texture ) [private]
```

Sets proper texture of the cursor.

Parameters

<i>texture</i>	A current texture to set.
----------------	---------------------------

5.9.2.4 Start()

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

5.9.2.5 Update()

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

5.9.3 Member Data Documentation**5.9.3.1 gameInterface**

```
GameInterface CursorManager._gameInterface [private]
```

5.9.3.2 iso

```
Camera CursorManager._iso [private]
```

5.9.3.3 raycastHit

```
RaycastHit CursorManager._raycastHit [private]
```

5.9.3.4 MaxDist

```
readonly int CursorManager.MaxDist = 100 [private]
```

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

- Assets/Scripts/CursorManager.cs

5.10 EnemyDatabase.Enemy Struct Reference

Properties

- string **Nature** [get, set]
- string **Type** [get, set]
- int **Level** [get, set]
- int **Experience** [get, set]
- int **MaxHealth** [get, set]
- int **CurHealth** [get, set]
- int **MaxDamage** [get, set]
- int **MinDamage** [get, set]
- float **AttackRate** [get, set]
- float **DetectRay** [get, set]
- float **AttackRay** [get, set]
- string **AttackType** [get, set]
- int **MinItemAmt** [get, set]
- int **MaxItemAmt** [get, set]
- **ItemDatabase.Item[][] ItemPool** [get, set]
- int[] **ItemChancePercent** [get, set]
- float **DeathTime** [get, set]
- float **SpawnTime** [get, set]
- Vector3 **RespawnPosition** [get, set]

5.10.1 Property Documentation

5.10.1.1 AttackRate

```
float EnemyDatabase.Enemy.AttackRate [get], [set]
```

5.10.1.2 AttackRay

```
float EnemyDatabase.Enemy.AttackRay [get], [set]
```

5.10.1.3 AttackType

```
string EnemyDatabase.Enemy.AttackType [get], [set]
```

5.10.1.4 CurHealth

```
int EnemyDatabase.Enemy.CurHealth [get], [set]
```

5.10.1.5 DeathTime

```
float EnemyDatabase.Enemy.DeathTime [get], [set]
```

5.10.1.6 DetectRay

```
float EnemyDatabase.Enemy.DetectRay [get], [set]
```

5.10.1.7 Experience

```
int EnemyDatabase.Enemy.Experience [get], [set]
```

5.10.1.8 ItemChancePercent

```
int [] EnemyDatabase.Enemy.ItemChancePercent [get], [set]
```

5.10.1.9 ItemPool

```
ItemDatabase.Item [][] EnemyDatabase.Enemy.ItemPool [get], [set]
```

5.10.1.10 Level

```
int EnemyDatabase.Enemy.Level [get], [set]
```

5.10.1.11 MaxDamage

```
int EnemyDatabase.Enemy.MaxDamage [get], [set]
```

5.10.1.12 MaxHealth

```
int EnemyDatabase.Enemy.MaxHealth [get], [set]
```

5.10.1.13 MaxItemAmt

```
int EnemyDatabase.Enemy.MaxItemAmt [get], [set]
```

5.10.1.14 MinDamage

```
int EnemyDatabase.Enemy.MinDamage [get], [set]
```

5.10.1.15 MinItemAmt

```
int EnemyDatabase.Enemy.MinItemAmt [get], [set]
```

5.10.1.16 Nature

```
string EnemyDatabase.Enemy.Nature [get], [set]
```

5.10.1.17 RespawnPosition

```
Vector3 EnemyDatabase.Enemy.RespawnPosition [get], [set]
```

5.10.1.18 SpawnTime

```
float EnemyDatabase.Enemy.SpawnTime [get], [set]
```

5.10.1.19 Type

```
string EnemyDatabase.Enemy.Type [get], [set]
```

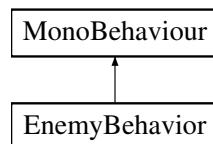
The documentation for this struct was generated from the following file:

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

5.11 EnemyBehavior Class Reference

Describes the behavior of individual opponents.

Inheritance diagram for EnemyBehavior:



Public Member Functions

- void [DealDamage \(\)](#)
Deals damage to the hero.

Private Member Functions

- void [Awake \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)
- void [CheckDist \(\)](#)
Checks distance between the hero and the enemy.
- void [SetProperAnimation \(\)](#)
Plays moving animation of the enemy.
- void [AttackHero \(\)](#)
Checks if the hero is near and tries to attack the target.
- void [StopEnemy \(\)](#)
Stops enemy in some place.

Private Attributes

- NavMeshAgent [_navMeshAgent](#)
- float [_nextAttack](#)
- float [_dist](#)
- Animator [_animator](#)
- bool [_isMoving](#)
- Transform [_target](#)
- EnemyClass [_enemyClass](#)
- EnemyParameter [_enemyParameter](#)
- EnemySound [_enemySound](#)
- HeroClass [_heroClass](#)
- HeroParameter [_heroParameter](#)
- HeroSound [_heroSound](#)
- LocationManager [_locationManager](#)

5.11.1 Detailed Description

Describes the behavior of individual opponents.

5.11.2 Member Function Documentation

5.11.2.1 AttackHero()

```
void EnemyBehavior.AttackHero ( ) [private]
```

Checks if the hero is near and tries to attack the target.

5.11.2.2 Awake()

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

5.11.2.3 CheckDist()

```
void EnemyBehavior.CheckDist ( ) [private]
```

Checks distance between the hero and the enemy.

5.11.2.4 DealDamage()

```
void EnemyBehavior.DealDamage ( )
```

Deals damage to the hero.

5.11.2.5 Init()

```
void EnemyBehavior.Init ( ) [private]
```

5.11.2.6 SetProperAnimation()

```
void EnemyBehavior.SetProperAnimation ( ) [private]
```

Plays moving animation of the enemy.

5.11.2.7 StopEnemy()

```
void EnemyBehavior.StopEnemy ( ) [private]
```

Stops enemy in some place.

5.11.2.8 Update()

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

5.11.3 Member Data Documentation

5.11.3.1 _animator

```
Animator EnemyBehavior._animator [private]
```

5.11.3.2 _dist

```
float EnemyBehavior._dist [private]
```

5.11.3.3 _enemyClass

```
EnemyClass EnemyBehavior._enemyClass [private]
```

5.11.3.4 _enemyParameter

```
EnemyParameter EnemyBehavior._enemyParameter [private]
```

5.11.3.5 _enemySound

```
EnemySound EnemyBehavior._enemySound [private]
```

5.11.3.6 _heroClass

```
HeroClass EnemyBehavior._heroClass [private]
```

5.11.3.7 _heroParameter

```
HeroParameter EnemyBehavior._heroParameter [private]
```

5.11.3.8 _heroSound

```
HeroSound EnemyBehavior._heroSound [private]
```

5.11.3.9 _isMoving

```
bool EnemyBehavior._isMoving [private]
```

5.11.3.10 _locationManager

```
LocationManager EnemyBehavior._locationManager [private]
```

5.11.3.11 _navMeshAgent

```
NavMeshAgent EnemyBehavior._navMeshAgent [private]
```

5.11.3.12 _nextAttack

```
float EnemyBehavior._nextAttack [private]
```

5.11.3.13 _target

```
Transform EnemyBehavior._target [private]
```

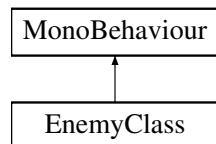
The documentation for this class was generated from the following file:

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

5.12 EnemyClass Class Reference

Describes the basic parameters of the enemy.

Inheritance diagram for EnemyClass:



Static Public Attributes

- static readonly string [EnemyTag](#) = "Enemy"
- static readonly string [AttackMotion](#) = "isAttacking"
- static readonly string [MoveMotion](#) = "isMoving"
- static readonly string [ImpactMotion](#) = "impact"
- static readonly string [DeathMotion](#) = "death"
- static readonly string [RespawnMotion](#) = "respawn"
- static readonly float [DecayTime](#) = 30f
- static readonly float [PutrefactionTime](#) = 60f
- static readonly float [RespawnTime](#) = 120f
- static readonly string [DevilishPortal](#) = "Devilish Portal"

Properties

- string [Nature](#) [get, private set]
- string [Type](#) [get, private set]
- int [Level](#) [get, private set]
- int [Experience](#) [get, private set]
- int [MaxHealth](#) [get, set]
- int [CurHealth](#) [get, set]
- int [MaxDamage](#) [get, set]
- int [MinDamage](#) [get, set]
- float [AttackRate](#) [get, set]
- float [DetectRay](#) [get, set]
- float [AttackRay](#) [get, set]
- string [AttackType](#) [get, set]
- int [MinItemAmt](#) [get, set]
- int [MaxItemAmt](#) [get, set]
- [ItemDatabase.Item\[\]\[\] ItemPool](#) [get, set]
- int[] [ItemChancePercent](#) [get, set]
- float [DeathTime](#) [get, set]
- float [SpawnTime](#) [get, set]
- Vector3 [RespawnPosition](#) [get, set]

Private Member Functions

- void [Awake \(\)](#)
- void [Init \(string name\)](#)
- void [InitEnemy \(EnemyDatabase.Enemy enemy\)](#)

Initiates enemy parameters according to appropriate criteria.

5.12.1 Detailed Description

Describes the basic parameters of the enemy.

5.12.2 Member Function Documentation

5.12.2.1 Awake()

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

5.12.2.2 Init()

```
void EnemyClass.Init (
    string name )  [private]
```

5.12.2.3 InitEnemy()

```
void EnemyClass.InitEnemy (
    EnemyDatabase.Enemy enemy )  [private]
```

Initiates enemy parameters according to appropriate criteria.

Parameters

<code>enemy</code>	A Type of enemy from database.
--------------------	--------------------------------

5.12.3 Member Data Documentation

5.12.3.1 AttackMotion

```
readonly string EnemyClass.AttackMotion = "isAttacking" [static]
```

5.12.3.2 DeathMotion

```
readonly string EnemyClass.DeathMotion = "death" [static]
```

5.12.3.3 DecayTime

```
readonly float EnemyClass.DecayTime = 30f [static]
```

5.12.3.4 DevilishPortal

```
readonly string EnemyClass.DevilishPortal = "Devilish Portal" [static]
```

5.12.3.5 EnemyTag

```
readonly string EnemyClass.EnemyTag = "Enemy" [static]
```

5.12.3.6 ImpactMotion

```
readonly string EnemyClass.ImpactMotion = "impact" [static]
```

5.12.3.7 MoveMotion

```
readonly string EnemyClass.MoveMotion = "isMoving" [static]
```

5.12.3.8 PutrefactionTime

```
readonly float EnemyClass.PutrefactionTime = 60f [static]
```

5.12.3.9 RespawnMotion

```
readonly string EnemyClass.RespawnMotion = "respawn" [static]
```

5.12.3.10 RespawnTime

```
readonly float EnemyClass.RespawnTime = 120f [static]
```

5.12.4 Property Documentation

5.12.4.1 AttackRate

```
float EnemyClass.AttackRate [get], [set]
```

5.12.4.2 AttackRay

```
float EnemyClass.AttackRay [get], [set]
```

5.12.4.3 AttackType

```
string EnemyClass.AttackType [get], [set]
```

5.12.4.4 CurHealth

```
int EnemyClass.CurHealth [get], [set]
```

5.12.4.5 DeathTime

```
float EnemyClass.DeathTime [get], [set]
```

5.12.4.6 DetectRay

```
float EnemyClass.DetectRay [get], [set]
```

5.12.4.7 Experience

```
int EnemyClass.Experience [get], [private set]
```

5.12.4.8 ItemChancePercent

```
int [] EnemyClass.ItemChancePercent [get], [set]
```

5.12.4.9 ItemPool

```
ItemDatabase.Item [][] EnemyClass.ItemPool [get], [set]
```

5.12.4.10 Level

```
int EnemyClass.Level [get], [private set]
```

5.12.4.11 MaxDamage

```
int EnemyClass.MaxDamage [get], [set]
```

5.12.4.12 MaxHealth

```
int EnemyClass.MaxHealth [get], [set]
```

5.12.4.13 MaxItemAmt

```
int EnemyClass.MaxItemAmt [get], [set]
```

5.12.4.14 MinDamage

```
int EnemyClass.MinDamage [get], [set]
```

5.12.4.15 MinItemAmt

```
int EnemyClass.MinItemAmt [get], [set]
```

5.12.4.16 Nature

```
string EnemyClass.Nature [get], [private set]
```

5.12.4.17 RespawnPosition

```
Vector3 EnemyClass.RespawnPosition [get], [set]
```

5.12.4.18 SpawnTime

```
float EnemyClass.SpawnTime [get], [set]
```

5.12.4.19 Type

```
string EnemyClass.Type [get], [private set]
```

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

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

5.13 EnemyDatabase Class Reference

Stores information about individual enemies and their parameters.

Classes

- struct [Enemy](#)

Static Public Attributes

- static readonly string `PhysicalAttack` = "Physical Attack"
- static readonly string `MagicalAttack` = "Magical Attack"
- static readonly string `Zombie` = "Zombie"
- static readonly string `Skeleton` = "Skeleton"
- static readonly string `DemonSkeleton` = "Demon Skeleton"
- static readonly string `Rotfiend` = "Rotfiend"
- static readonly string `PitFiend` = "Pit Fiend"
- static readonly string `Efreeti` = "Efreeti"
- static readonly string `HellKnight` = "Hell Knight"
- static readonly `Enemy[] Enemies`

5.13.1 Detailed Description

Stores information about individual enemies and their parameters.

5.13.2 Member Data Documentation

5.13.2.1 DemonSkeleton

```
readonly string EnemyDatabase.DemonSkeleton = "Demon Skeleton" [static]
```

5.13.2.2 Efreeti

```
readonly string EnemyDatabase.Efreeti = "Efreeti" [static]
```

5.13.2.3 Enemies

```
readonly Enemy[] Enemies [static]
```

5.13.2.4 HellKnight

```
readonly string EnemyDatabase.HellKnight = "Hell Knight" [static]
```

5.13.2.5 MagicalAttack

```
readonly string EnemyDatabase.MagicalAttack = "Magical Attack" [static]
```

5.13.2.6 PhysicalAttack

```
readonly string EnemyDatabase.PhysicalAttack = "Physical Attack" [static]
```

5.13.2.7 PitFiend

```
readonly string EnemyDatabase.PitFiend = "Pit Fiend" [static]
```

5.13.2.8 Rotfiend

```
readonly string EnemyDatabase.Rotfiend = "Rotfiend" [static]
```

5.13.2.9 Skeleton

```
readonly string EnemyDatabase.Skeleton = "Skeleton" [static]
```

5.13.2.10 Zombie

```
readonly string EnemyDatabase.Zombie = "Zombie" [static]
```

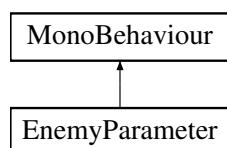
The documentation for this class was generated from the following file:

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

5.14 EnemyParameter Class Reference

Executes additional actions related to the enemy.

Inheritance diagram for EnemyParameter:



Public Member Functions

- void [AdaptHealth](#) (int health)
Calculates current health of the enemy and updates the health bar.
- int [CalcDamage](#) ()
Calculates the attack power of the enemy.
- void [GenerateEnemyItem](#) ()
Generates some items and drops them to the ground after enemy death.
- bool [IsEnemyDead](#) ()
Checks if the enemy is dead.
- void [CheckRespawn](#) ()
Counts time needed to resurrect the enemy.
- void [ExpireParticleSystems](#) ()
Disables the particle systems after enemy death.

Private Member Functions

- void [Awake](#) ()
- void [Update](#) ()
- void [Init](#) ()
- void [GenerateStain](#) ()
Generates blood stain after enemy death.
- void [DecayEnemy](#) ()
Counts time needed to decay the enemy.
- void [SpawnEnemy](#) ()
Resurrects enemy after some time.

Private Attributes

- int [_damage](#)
- [EnemyClass](#) [_enemyClass](#)
- [HeroClass](#) [_heroClass](#)
- [HeroParameter](#) [_heroParameter](#)
- [GameInterface](#) [_gameInterface](#)
- [MeshRenderer\[\]](#) [_enemyItems](#)
- [ParticleSystem\[\]](#) [_enemyParticleSystems](#)
- [Transform](#) [_enemySpine](#)
- [Material](#) [_deadMaterial](#)
- float [_alpha](#)
- bool [_isSpawning](#)
- bool [_isParticle](#)

5.14.1 Detailed Description

Executes additional actions related to the enemy.

5.14.2 Member Function Documentation

5.14.2.1 AdaptHealth()

```
void EnemyParameter.AdaptHealth (
    int health )
```

Calculates current health of the enemy and updates the health bar.

Parameters

<i>health</i>	The health points to add or subtract.
---------------	---------------------------------------

5.14.2.2 Awake()

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

5.14.2.3 CalcDamage()

```
int EnemyParameter.CalcDamage ( )
```

Calculates the attack power of the enemy.

Returns

The damage as a negative number or -1 when the hero is too mighty.

5.14.2.4 CheckRespawn()

```
void EnemyParameter.CheckRespawn ( )
```

Counts time needed to resurrect the enemy.

5.14.2.5 DecayEnemy()

```
void EnemyParameter.DecayEnemy ( ) [private]
```

Counts time needed to decay the enemy.

5.14.2.6 ExpireParticleSystems()

```
void EnemyParameter.ExpireParticleSystems ( )
```

Disables the particle systems after enemy death.

5.14.2.7 GenerateEnemyItem()

```
void EnemyParameter.GenerateEnemyItem ( )
```

Generates some items and drops them to the ground after enemy death.

5.14.2.8 GenerateStain()

```
void EnemyParameter.GenerateStain ( ) [private]
```

Generates blood stain after enemy death.

5.14.2.9 Init()

```
void EnemyParameter.Init ( ) [private]
```

5.14.2.10 IsEnemyDead()

```
bool EnemyParameter.IsEnemyDead ( )
```

Checks if the enemy is dead.

5.14.2.11 SpawnEnemy()

```
void EnemyParameter.SpawnEnemy ( ) [private]
```

Resurrects enemy after some time.

5.14.2.12 Update()

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

5.14.3 Member Data Documentation

5.14.3.1 `_alpha`

```
float EnemyParameter._alpha [private]
```

5.14.3.2 `_damage`

```
int EnemyParameter._damage [private]
```

5.14.3.3 `_deadMaterial`

```
Material EnemyParameter._deadMaterial [private]
```

5.14.3.4 `_enemyClass`

```
EnemyClass EnemyParameter._enemyClass [private]
```

5.14.3.5 `_enemyItems`

```
MeshRenderer [] EnemyParameter._enemyItems [private]
```

5.14.3.6 `_enemyParticleSystems`

```
ParticleSystem [] EnemyParameter._enemyParticleSystems [private]
```

5.14.3.7 `_enemySpine`

```
Transform EnemyParameter._enemySpine [private]
```

5.14.3.8 `_gameInterface`

```
GameInterface EnemyParameter._gameInterface [private]
```

5.14.3.9 _heroClass

```
HeroClass EnemyParameter._heroClass [private]
```

5.14.3.10 _heroParameter

```
HeroParameter EnemyParameter._heroParameter [private]
```

5.14.3.11 _isParticle

```
bool EnemyParameter._isParticle [private]
```

5.14.3.12 _isSpawning

```
bool EnemyParameter._isSpawning [private]
```

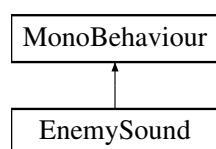
The documentation for this class was generated from the following file:

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

5.15 EnemySound Class Reference

Controls the sounds made by enemies.

Inheritance diagram for EnemySound:



Properties

- `AudioSource AudioSrc [get, set]`
- `SoundDatabase.Sound[] EnemySounds [get, set]`

Private Member Functions

- void [Awake \(\)](#)
- void [Init \(\)](#)
- void [PlayAttackSound \(\)](#)

Plays proper enemy sound during an attack.

5.15.1 Detailed Description

Controls the sounds made by enemies.

5.15.2 Member Function Documentation

5.15.2.1 Awake()

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

5.15.2.2 Init()

```
void EnemySound.Init ( ) [private]
```

5.15.2.3 PlayAttackSound()

```
void EnemySound.PlayAttackSound ( ) [private]
```

Plays proper enemy sound during an attack.

5.15.3 Property Documentation

5.15.3.1 AudioSrc

```
 AudioSource EnemySound.AudioSrc [get], [set]
```

5.15.3.2 EnemySounds

```
SoundDatabase.Sound [] EnemySound.EnemySounds [get], [set]
```

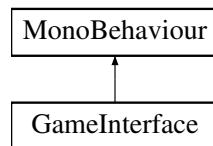
The documentation for this class was generated from the following file:

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

5.16 GameInterface Class Reference

Controls actions related to the game graphics interface and initialize GUI.

Inheritance diagram for GameInterface:



Public Types

- enum class [TransitionState](#) { [BlackToTrans](#) , [TransToBlack](#) , [NoTrans](#) }

Public Member Functions

- void [AnimateBlackTransition](#) ()
Controls displaying and hiding the dark fade.
- void [CheckButtonHitOnTalk](#) ()
Checks if some button is hit during conversation.
- void [CheckExitButtonHit](#) ()
Checks if exit button is hit.
- void [CheckButtonHit](#) ()
Checks if any button is hit during the game.
- bool [IsSkillButtonClickable](#) ()
Checks if main button for skills is interactable.
- bool [IsAttrButtonClickable](#) ()
Checks if main button for skills is interactable.
- void [ShowCharWindow](#) ()
Shows character window.
- void [ShowSkillWindow](#) ()
Shows skill window.
- void [ShowInventoryWindow](#) ()
Shows inventory window.
- void [ActivateElement](#) (Transform trans)
Activates selected UI element.
- void [ShowHintPanel](#) (Transform transform)
Shows specific hint panel.

- void [ShowHealthBar](#) (string tag)
Shows health bar at the top of the screen.
- void [HideCharWindow](#) ()
Hides character window.
- void [HideSkillWindow](#) ()
Hides skill window.
- void [HideInventoryWindow](#) ()
Hides inventory window.
- void [DeactivateElement](#) (Transform trans)
Deactivates selected UI element.
- void [HideHealthBar](#) ()
Hides health bar at the top of the screen.
- void [AdaptHeroClass](#) ()
Sets the proper labels in the character window.
- void [AdaptVitalityParameter](#) ()
Updates the graphics and labels that show info about hero vitality.
- void [AdaptWisdomParameter](#) ()
Updates the graphics and labels that show info about hero wisdom.
- void [AdaptStrengthParameter](#) ()
Updates the graphics and labels that show info about hero strength.
- void [AdaptAgilityParameter](#) ()
Updates the graphics and labels that show info about hero agility.
- void [AdaptExpParameter](#) ()
Updates the graphics and labels that show info about hero experience.
- void [AdaptHeroGoldAmount](#) ()
Updates the label that show info about hero gold.
- void [AdaptPeronGoldAmount](#) ()
Updates the label that show info about person gold.
- void [AdaptHealthBar](#) (Transform target, string tag)
Updates health bar at the top of the screen.
- void [AdaptSkillInfo](#) (Text skillTxt, [HeroSkillDatabase.Skill](#) skill)
Updates info about selected skill in the skill window.
- void [AdaptMouseSkillInfo](#) (Text mouseSkillTxt, [HeroSkillDatabase.Skill](#) mouseSkill)
Updates info about skill that is active at time.
- void [AdaptHintInfo](#) (string objName)
Updates hint that appears in UI interface.
- void [AdaptSlotInfo](#) ([ItemClass](#) itemClass)
Updates info about selected item in the inventory slot.
- void [AdaptTradeInfo](#) (string eventText)
Updates info about events in the trade window.
- void [CheckMouseSkill](#) ()
Checks current selected skills and activate them.
- void [AdaptMouseSkill](#) ()
Updates graphics that represent current active skills.
- void [SetIsoCameraView](#) ()
Sets proper camera view depending on active UI windows.
- void [PrepareUIToTalk](#) ()
Prepares graphical elements before beginning the conversation.
- void [PrepareUIAfterTrade](#) ()
Prepares graphical elements after ending the trading.
- void [PrepareUIToAction](#) ()

- `void SetActiveItems (bool visibility)`
Prepares graphical elements after ending the conversation.
- `void CreateConversationPanel (PersonClass personClass)`
Sets the visibility of active items when the hero begins or ends conversation.
- `void WhiteConvPanel (string objName, Transform panel)`
Creates proper conversation panel before start the conversation.
- `void WhiteTradeHint (string objName, Transform panel)`
Creates proper conversation panel before start the conversation.
- `void GoldConvPanel (string objName, Transform panel)`
Sets white text for the selected trade hint.
- `void GoldTradeHint (string objName, Transform panel)`
Sets gold text for the selected conversation panel.
- `void SetPersonSpeech (int index)`
Sets proper dialogue text after clicking selected conversation option.
- `void SetLocationName (string locationName)`
Sets current location name at the left-up corner of the screen.
- `void ShowMainInfo ()`
Shows the main info that occurs e.g. after changing location.
- `void ShowMenuCrosses (Transform panel)`
Shows crosses next to the selected label in the menu.
- `void HideMainInfo ()`
Hides the main info that occurs e.g. after changing location.
- `void DelayedHideMainInfo (float time)`
Hides the main info that occurs e.g. after changing location with some delay.
- `void HideMenuCrosses (Transform panel)`
Hides crosses next to the selected label in the menu.
- `void AdaptGraphicsDetail ()`
Changes current quality settings.
- `void AdaptSoundsVolume ()`
Changes sounds volume in the game.
- `void AdaptMusicVolume ()`
Changes music volume in the game
- `void SaveGameProgress ()`
Saves game progress before exit the application.
- `void QuitGame ()`
Quits the game to the main menu.
- `void PrepareGame ()`
Prepares the game state before running the scene.

Public Attributes

- `PostProcessProfile[] PostProcessings`

Static Public Attributes

- static readonly string `GameInterfaceController` = "GameInterfaceController"
- static readonly string `GameController` = "Game Controller"
- static readonly int `IgnoreRaycastId` = 2
- static readonly Color `Gold` = new Color(0.53f, 0.47f, 0.29f)
- static readonly Color `White` = new Color(1f, 1f, 1f)
- static readonly string `MenuScene` = "Menu"
- static readonly int `LeftClickId` = -1
- static readonly int `RightClickId` = -2
- static readonly string `SkillButton0` = "SkillButton0"
- static readonly string `Pause` = "Pause"
- static readonly string `LeftMouseBtn` = "Left Click"
- static readonly string `RightMouseBtn` = "Right Click"
- static readonly string `CharWindowBtn` = "Show/Hide Character Window"
- static readonly string `SkillsWindowBtn` = "Show/Hide Skills Window"
- static readonly string `InvWindowBtn` = "Show/Hide Inventory Window"
- static readonly string `AttackBtn` = "Attack"
- static readonly string `UseSkillBtn` = "Skill0"
- static readonly string `PotionBtn` = "PotionSlot0"
- static readonly string `SkillModBtn` = "Skill Modifier"
- static readonly string `ShowHintBtn` = "Show Hint"
- static readonly string `Femora` = "Femora"
- static readonly string `Dead` = "You have died.\nPress ESC to continue.\n"
- static readonly string `Video` = "Video Quality"
- static readonly string `Audio` = "Audio Volume"
- static readonly string `Control` = "Game Control"
- static readonly string `CharacterText` = "Character"
- static readonly string `SkillsText` = "Skills"
- static readonly string `ExitText` = "Exit"
- static readonly string `HitChance` = "Avenge chance to attack "
- static readonly string `DuckChance` = "Avenge chance to dodge "
- static readonly string `StartTrading` = "Sell or buy some item!"
- static readonly string `HeroNoGold` = "Hero has not enough gold!"
- static readonly string `HeroNoCapacity` = "Hero is overloaded!"
- static readonly string `TraderNoGold` = "Trader has not enough gold!"
- static readonly string `TraderNoCapacity` = "Trader is overloaded!"
- static readonly string `SellItem` = "You sold item!"
- static readonly string `BuyItem` = "You bought item!"
- static readonly int `PotionGridCol` = 4
- static readonly int `PotionGridColMod` = 1
- static readonly int `PotionGridRow` = 2
- static readonly float `CameraSplit` = 480f
- static readonly float `CameraNormal` = 0f
- static readonly float `PanelMargin` = 32f
- static readonly int `MaxDist` = 100
- static readonly int `AttackRateMod1000` = 1000
- static readonly int `AttackRateMod100` = 100
- static readonly int `HealthBarMargin` = 48
- static readonly int `ConvPanelSpace` = 64
- static readonly string `SoundSlider` = "SoundSlider"
- static readonly string `MusicSlider` = "MusicSlider"
- static readonly string `HealthOrbFill` = "HealthOrbFill"
- static readonly string `HealthOrbVoid` = "HealthOrbVoid"
- static readonly string `EnergyOrbFill` = "EnergyOrbFill"

- static readonly string `EnergyOrbVoid` = "EnergyOrbVoid"
- static readonly string `ExpBarFill` = "ExpBarFill"
- static readonly string `LeftClickImage` = "LeftClickImage"
- static readonly string `RightClickImage` = "RightClickImage"
- static readonly string `HealthBarFill` = "HealthBarFill"
- static readonly string `HealthBarVoid` = "HealthBarVoid"
- static readonly string `CreatureType` = "CreatureType"
- static readonly string `CreatureNature` = "CreatureNature"
- static readonly string `BlackScreen` = "BlackScreen"
- static readonly string `AttrButton` = "AttrButton"
- static readonly string `VitalityButton` = "VitalityButton"
- static readonly string `WisdomButton` = "WisdomButton"
- static readonly string `StrengthButton` = "StrengthButton"
- static readonly string `AgilityButton` = "AgilityButton"
- static readonly string `CharExitButton` = "CharExitButton"
- static readonly string `SkillButton` = "SkillButton"
- static readonly string `SkillExitButton` = "SkillExitButton"
- static readonly string `InvExitButton` = "InvExitButton"
- static readonly string `TradeHintButton` = "TradeHintButton"
- static readonly string `MainMenu` = "MainMenu"
- static readonly string `VideoMenu` = "VideoMenu"
- static readonly string `AudioMenu` = "AudioMenu"
- static readonly string `ControlMenu` = "ControlMenu"
- static readonly string `CharWindow` = "CharWindow"
- static readonly string `SkillWindow` = "SkillWindow"
- static readonly string `InventoryWindow` = "InventoryWindow"
- static readonly string `MouseSkillPanel` = "MouseSkillPanel"
- static readonly string `SkillPanel` = "SkillPanel"
- static readonly string `SlotPanel` = "SlotPanel"
- static readonly string `HintPanel` = "HintPanel"
- static readonly string `DialogueWindow` = "DialogueWindow"
- static readonly string `TradeWindow` = "TradeWindow"
- static readonly string `BottomPanel` = "BottomPanel"
- static readonly string `PotionGrid` = "PotionGrid"
- static readonly string `TradeHint` = "TradeHint"
- static readonly string `VideoPanel` = "VideoPanel"
- static readonly string `AudioPanel` = "AudioPanel"
- static readonly string `QualityPanel` = "QualityPanel"
- static readonly string `ControlPanel` = "ControlPanel"
- static readonly string `ExitPanel` = "ExitPanel"
- static readonly string `ReturnMenuPanel` = "ReturnMenuPanel"
- static readonly string `ReturnAudioPanel` = "ReturnAudioPanel"
- static readonly string `ReturnVideoPanel` = "ReturnVideoPanel"
- static readonly string `ReturnControlPanel` = "ReturnControlPanel"
- static readonly string `TypeText` = "TypeText"
- static readonly string `SexText` = "SexText"
- static readonly string `NameText` = "Name Text"
- static readonly string `LevelText` = "LevelText"
- static readonly string `TotalExpText` = "TotalExpText"
- static readonly string `NextLvlExpText` = "NextLvlExpText"
- static readonly string `VitalityText` = "VitalityText"
- static readonly string `WisdomText` = "WisdomText"
- static readonly string `StrengthText` = "StrengthText"
- static readonly string `AgilityText` = "AgilityText"
- static readonly string `AttrPtsText` = "AttrPtsText"

- static readonly string `LifeText` = "LifeText"
- static readonly string `MagicText` = "MagicText"
- static readonly string `DamageText` = "DamageText"
- static readonly string `AttackRateText` = "AttackRateText"
- static readonly string `DefenceText` = "DefenceText"
- static readonly string `ResistMagicText` = "ResistMagicText"
- static readonly string `SkillPtsText` = "SkillPtsText"
- static readonly string `CapacityText` = "CapacityText"
- static readonly string `DodgeChanceText` = "DodgeChanceText"
- static readonly string `AttackChanceText` = "AttackChanceText"
- static readonly string `MouseSkillText` = "MouseSkillText"
- static readonly string `SkillText` = "SkillText"
- static readonly string `SlotText` = "SlotText"
- static readonly string `HeroGoldText` = "HeroGoldText"
- static readonly string `HintText` = "HintText"
- static readonly string `PersonNameText` = "PersonNameText"
- static readonly string `PersonSpeechText` = "PersonSpeechText"
- static readonly string `ButtonPressText` = "ButtonPressText"
- static readonly string `TraderNameText` = "TraderNameText"
- static readonly string `TraderGoldText` = "TraderGoldText"
- static readonly string `TradeInfoText` = "TradeInfoText"
- static readonly string `HealthText` = "HealthText"
- static readonly string `EnergyText` = "EnergyText"
- static readonly string `LocationName` = "LocationName"
- static readonly string `MainInfo` = "MainInfo"
- static readonly string `CurSoundsText` = "CurSoundsText"
- static readonly string `CurMusicText` = "CurMusicText"

Package Attributes

- `HeroSkillDatabase.Skill LeftSkill`
- `HeroSkillDatabase.Skill RightSkill`

Properties

- bool `IsExpHint` [get, set]
- bool `IsTradeHint` [get, set]
- bool `IsDrag` [get, set]
- int `HeroTextCount` [get, set]
- int `CurStatment` [get, set]
- bool `IsGamePaused` [get, set]
- int `QualityLevel` [get, set]
- `TransitionState TransState` [get, set]
- Text `HealthTxt` [get, set]
- Text `EnergyTxt` [get, set]
- Text `CreatureTypeTxt` [get, set]
- Text `CreatureNatureTxt` [get, set]
- Text `TypeTxt` [get, set]
- Text `SexTxt` [get, set]
- Text `NameTxt` [get, set]
- Text `LevelTxt` [get, set]
- Text `TotalExpTxt` [get, set]
- Text `NextLvlExpTxt` [get, set]

- Text `VitalityTxt` [get, set]
- Text `WisdomTxt` [get, set]
- Text `StrengthTxt` [get, set]
- Text `AgilityTxt` [get, set]
- Text `AttrPtsTxt` [get, set]
- Text `SkillPtsTxt` [get, set]
- Text `LifeTxt` [get, set]
- Text `MagicTxt` [get, set]
- Text `DamageTxt` [get, set]
- Text `AttackRateTxt` [get, set]
- Text `DefenceTxt` [get, set]
- Text `ResistMagicTxt` [get, set]
- Text `DodgeChanceTxt` [get, set]
- Text `AttackChanceTxt` [get, set]
- Text `CapacityTxt` [get, set]
- Text `HeroGoldTxt` [get, set]
- Text `HintTxt` [get, set]
- Text `MouseSkillTxt` [get, set]
- Text `SkillTxt` [get, set]
- Text `SlotTxt` [get, set]
- Text `PersonNameTxt` [get, set]
- Text `PersonSpeechTxt` [get, set]
- Text `ButtonPressTxt` [get, set]
- Text `TraderNameTxt` [get, set]
- Text `PersonGoldTxt` [get, set]
- Text `TradeInfoTxt` [get, set]
- Text `LocationNameTxt` [get, set]
- Text `MainInfoTxt` [get, set]
- Text `CurSoundsTxt` [get, set]
- Text `CurMusicTxt` [get, set]
- Button `VitalityBtn` [get, set]
- Button `WisdomBtn` [get, set]
- Button `StrengthBtn` [get, set]
- Button `AgilityBtn` [get, set]
- Button[] `SkillBtns` [get, set]
- Button `AttrBtn` [get, set]
- Button `SkillButtonBtn` [get, set]
- Button `CharExitBtn` [get, set]
- Button `SkillExitBtn` [get, set]
- Button `InvExitBtn` [get, set]
- Image `HealthOrbImg` [get, set]
- Image `HealthOrbVoidImg` [get, set]
- Image `EnergyOrbImg` [get, set]
- Image `EnergyOrbVoidImg` [get, set]
- Image `HealthBarFillImg` [get, set]
- Image `HealthBarVoidImg` [get, set]
- Image `CharWindowImg` [get, set]
- Image `SkillWindowImg` [get, set]
- Image `InventoryWindowImg` [get, set]
- Image `DialogueWindowImg` [get, set]
- Image `TradeWindowImg` [get, set]
- Image `BottomPanellImg` [get, set]
- Image `HintPanellImg` [get, set]
- Image `LeftClickImg` [get, set]
- Image `RightClickImg` [get, set]

- Image `MouseSkillImg` [get, set]
- Image `SkillPanellImg` [get, set]
- Image `SlotPanellImg` [get, set]
- Image `PotionGridImg` [get, set]
- Image `TradeHintImg` [get, set]
- Image `ExpBarImg` [get, set]
- Image `EmptyExpBarImg` [get, set]
- Image `MainMenulImg` [get, set]
- Image `VideoMenulImg` [get, set]
- Image `AudioMenulImg` [get, set]
- Image `ControlMenulImg` [get, set]
- Image `VideoPanellImg` [get, set]
- Image `AudioPanellImg` [get, set]
- Image `ControlPanellImg` [get, set]
- Image `ExitPanellImg` [get, set]
- Image `QualityPanellImg` [get, set]
- Image `ReturnMenuPanellImg` [get, set]
- Image `ReturnVideoPanellImg` [get, set]
- Image `ReturnAudioPanellImg` [get, set]
- Image `ReturnControlPanellImg` [get, set]
- Image `BlackScreenImg` [get, set]
- Slider `SoundSliderSld` [get, set]
- Slider `MusicSliderSld` [get, set]
- AudioSource[] `Sounds` [get, set]
- AudioSource `Music` [get, set]

Private Member Functions

- void `Start ()`
- void `Update ()`
- void `Init ()`
- void `CheckMouseHover ()`

Checks if mouse hover some specific UI element.

Private Attributes

- RaycastHit `_hit`
- bool `_isLeftWindow`
- bool `_isRightWindow`
- CameraManager `_isoCam`
- float `_blackAlpha`
- HeroBehavior `_heroBehavior`
- HeroClass `_heroClass`
- HeroSkill `_heroSkill`
- HeroParameter `_heroParameter`
- HeroInventory `_heroInventory`
- PostProcessVolume `_postProcessVolume`

Static Private Attributes

- const float `_alphaMod` = 7.5f

5.16.1 Detailed Description

Controls actions related to the game graphics interface and initialize GUI.

5.16.2 Member Enumeration Documentation

5.16.2.1 TransitionState

```
enum GameInterface.TransitionState [strong]
```

Enumerator

BlackToTrans	
TransToBlack	
NoTrans	

5.16.3 Member Function Documentation

5.16.3.1 ActivateElement()

```
void GameInterface.ActivateElement (
    Transform trans )
```

Activates selected UI element.

Parameters

trans	A transform from selected UI object.
-------	--------------------------------------

5.16.3.2 AdaptAgilityParameter()

```
void GameInterface.AdaptAgilityParameter ( )
```

Updates the graphics and labels that show info about hero agility.

5.16.3.3 AdaptExpParameter()

```
void GameInterface.AdaptExpParameter ( )
```

Updates the graphics and labels that show info about hero experience.

5.16.3.4 AdaptGraphicsDetail()

```
void GameInterface.AdaptGraphicsDetail ( )
```

Changes current quality settings.

5.16.3.5 AdaptHealthBar()

```
void GameInterface.AdaptHealthBar ( 
    Transform target,
    string tag )
```

Updates health bar at the top of the screen.

Parameters

<i>target</i>	A transform that represents human or enemy.
<i>tag</i>	A tag from the selected object.

5.16.3.6 AdaptHeroClass()

```
void GameInterface.AdaptHeroClass ( )
```

Sets the proper labels in the character window.

5.16.3.7 AdaptHeroGoldAmount()

```
void GameInterface.AdaptHeroGoldAmount ( )
```

Updates the label that show info about hero gold.

5.16.3.8 AdaptHintInfo()

```
void GameInterface.AdaptHintInfo ( 
    string objName )
```

Updates hint that appears in UI interface.

Parameters

<i>objName</i>	A name of object that mouse is hovering.
----------------	--

5.16.3.9 AdaptMouseSkill()

```
void GameInterface.AdaptMouseSkill ( )
```

Updates graphics that represent current active skills.

5.16.3.10 AdaptMouseSkillInfo()

```
void GameInterface.AdaptMouseSkillInfo (
    Text mouseSkillTxt,
    HeroSkillDatabase.Skill mouseSkill )
```

Updates info about skill that is active at time.

Parameters

<i>mouseSkillTxt</i>	A text with proper a description.
<i>mouseSkill</i>	A structure that represents an active skill.

5.16.3.11 AdaptMusicVolume()

```
void GameInterface.AdaptMusicVolume ( )
```

Changes music volume in the game

5.16.3.12 AdaptPeronGoldAmount()

```
void GameInterface.AdaptPeronGoldAmount ( )
```

Updates the label that show info about person gold.

5.16.3.13 AdaptSkillInfo()

```
void GameInterface.AdaptSkillInfo (
    Text skillTxt,
    HeroSkillDatabase.Skill skill )
```

Updates info about selected skill in the skill window.

Parameters

<i>skillTxt</i>	A text with proper a description.
<i>skill</i>	A structure that represents a selected skill.

5.16.3.14 AdaptSlotInfo()

```
void GameInterface.AdaptSlotInfo (
    ItemClass itemClass )
```

Updates info about selected item in the inventory slot.

Parameters

<i>itemClass</i>	An object that represents a specific item.
------------------	--

5.16.3.15 AdaptSoundsVolume()

```
void GameInterface.AdaptSoundsVolume ( )
```

Changes sounds volume in the game.

5.16.3.16 AdaptStrengthParameter()

```
void GameInterface.AdaptStrengthParameter ( )
```

Updates the graphics and labels that show info about hero strength.

5.16.3.17 AdaptTradeInfo()

```
void GameInterface.AdaptTradeInfo (
    string eventText )
```

Updates info about events in the trade window.

Parameters

<i>eventText</i>	A text that should be display.
------------------	--------------------------------

5.16.3.18 AdaptVitalityParameter()

```
void GameInterface.AdaptVitalityParameter ( )
```

Updates the graphics and labels that show info about hero vitality.

5.16.3.19 AdaptWisdomParameter()

```
void GameInterface.AdaptWisdomParameter ( )
```

Updates the graphics and labels that show info about hero wisdom.

5.16.3.20 AnimateBlackTransition()

```
void GameInterface.AnimateBlackTransition ( )
```

Controls displaying and hiding the dark fade.

5.16.3.21 CheckButtonHit()

```
void GameInterface.CheckButtonHit ( )
```

Checks if any button is hit during the game.

5.16.3.22 CheckButtonHitOnTalk()

```
void GameInterface.CheckButtonHitOnTalk ( )
```

Checks if some button is hit during conversation.

5.16.3.23 CheckExitButtonHit()

```
void GameInterface.CheckExitButtonHit ( )
```

Checks if exit button is hit.

5.16.3.24 CheckMouseHover()

```
void GameInterface.CheckMouseHover ( ) [private]
```

Checks if mouse hover some specific UI element.

5.16.3.25 CheckMouseSkill()

```
void GameInterface.CheckMouseSkill ( )
```

Checks current selected skills and activate them.

5.16.3.26 CreateConversationPanel()

```
void GameInterface.CreateConversationPanel (   
    PersonClass personClass )
```

Creates proper conversation panel before start the conversation.

Parameters

<i>personClass</i>	An object specifies the type of the person.
--------------------	---

5.16.3.27 DeactivateElement()

```
void GameInterface.DeactivateElement (   
    Transform trans )
```

Deactivates selected UI element.

Parameters

<i>trans</i>	A transform from selected UI object.
--------------	--------------------------------------

5.16.3.28 DelayedHideMainInfo()

```
void GameInterface.DelayedHideMainInfo (   
    float time )
```

Hides the main info that occurs e.g. after changing location with some delay.

Parameters

<i>time</i>	A delay time in seconds.
-------------	--------------------------

5.16.3.29 GoldConvPanel()

```
void GameInterface.GoldConvPanel (
    string objName,
    Transform panel )
```

Sets gold text for the selected conversation panel.

Parameters

<i>objName</i>	A name of the UI element.
<i>panel</i>	A transform that represents a panel.

5.16.3.30 GoldTradeHint()

```
void GameInterface.GoldTradeHint (
    string objName,
    Transform panel )
```

Sets gold text for the selected trade hint.

Parameters

<i>objName</i>	A name of the UI element.
<i>panel</i>	A transform that represents a panel.

5.16.3.31 HideCharWindow()

```
void GameInterface.HideCharWindow ( )
```

Hides character window.

5.16.3.32 HideHealthBar()

```
void GameInterface.HideHealthBar ( )
```

Hides health bar at the top of the screen.

5.16.3.33 HideInventoryWindow()

```
void GameInterface.HideInventoryWindow ( )
```

Hides inventory window.

5.16.3.34 HideMainInfo()

```
void GameInterface.HideMainInfo ( )
```

Hides the main info that occurs e.g. after changing location.

5.16.3.35 HideMenuCrosses()

```
void GameInterface.HideMenuCrosses (   
    Transform panel )
```

Hides crosses next to the selected label in the menu.

Parameters

<i>panel</i>	A transform that represents a panel.
--------------	--------------------------------------

5.16.3.36 HideSkillWindow()

```
void GameInterface.HideSkillWindow ( )
```

Hides skill window.

5.16.3.37 Init()

```
void GameInterface.Init ( ) [private]
```

5.16.3.38 IsAttrButtonClickable()

```
bool GameInterface.IsAttrButtonClickable ( )
```

Checks if main button for skills is interactable.

Returns

The state of the button.

5.16.3.39 IsSkillButtonClickable()

```
bool GameInterface.IsSkillButtonClickable ( )
```

Checks if main button for skills is interactable.

Returns

The state of the button.

5.16.3.40 PrepareGame()

```
void GameInterface.PrepareGame ( )
```

Prepares the game state before running the scene.

5.16.3.41 PrepareUIAfterTrade()

```
void GameInterface.PrepareUIAfterTrade ( )
```

Prepares graphical elements after ending the trading.

5.16.3.42 PrepareUIToAction()

```
void GameInterface.PrepareUIToAction ( )
```

Prepares graphical elements after ending the conversation.

5.16.3.43 PrepareUIToTalk()

```
void GameInterface.PrepareUIToTalk ( )
```

Prepares graphical elements before beginning the conversation.

5.16.3.44 QuitGame()

```
void GameInterface.QuitGame ( )
```

Quits the game to the main menu.

5.16.3.45 SaveGameProgress()

```
void GameInterface.SaveGameProgress ( )
```

Saves game progress before exit the application.

5.16.3.46 SetActiveItems()

```
void GameInterface.SetActiveItems (
    bool visibility )
```

Sets the visibility of active items when the hero begins or ends conversation.

Parameters

<i>visibility</i>	A boolean that specifies whether the item is visible or not.
-------------------	--

5.16.3.47 SetIsoCameraView()

```
void GameInterface.SetIsoCameraView ( )
```

Sets proper camera view depending on active UI windows.

5.16.3.48 SetLocationName()

```
void GameInterface.SetLocationName (
    string locationName )
```

Sets current location name at the left-up corner of the screen.

Parameters

<i>locationName</i>	A name of current location.
---------------------	-----------------------------

5.16.3.49 SetPersonSpeech()

```
void GameInterface.SetPersonSpeech (
    int index )
```

Sets proper dialogue text after clicking selected conversation option.

Parameters

<i>index</i>	An ID that identifies proper text to display.
--------------	---

5.16.3.50 ShowCharWindow()

```
void GameInterface.ShowCharWindow ( )
```

Shows character window.

5.16.3.51 ShowHealthBar()

```
void GameInterface.ShowHealthBar ( string tag )
```

Shows health bar at the top of the screen.

Parameters

<i>tag</i>	A tag from the selected object.
------------	---------------------------------

5.16.3.52 ShowHintPanel()

```
void GameInterface.ShowHintPanel ( Transform transform )
```

Shows specific hint panel.

Parameters

<i>trans</i>	A transform from the selected UI object.
--------------	--

5.16.3.53 ShowInventoryWindow()

```
void GameInterface.ShowInventoryWindow ( )
```

Shows inventory window.

5.16.3.54 ShowMainInfo()

```
void GameInterface.ShowMainInfo ( )
```

Shows the main info that occurs e.g. after changing location.

5.16.3.55 ShowMenuCrosses()

```
void GameInterface.ShowMenuCrosses (
    Transform panel )
```

Shows crosses next to the selected label in the menu.

Parameters

<i>panel</i>	A transform that represents a panel.
--------------	--------------------------------------

5.16.3.56 ShowSkillWindow()

```
void GameInterface.ShowSkillWindow ( )
```

Shows skill window.

5.16.3.57 Start()

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

5.16.3.58 Update()

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

5.16.3.59 WhiteConvPanel()

```
void GameInterface.WhiteConvPanel (
    string objName,
    Transform panel )
```

Creates proper conversation panel before start the conversation.

Parameters

<i>objName</i>	A name of the UI element.
<i>panel</i>	A transform that represents a panel.

5.16.3.60 WhiteTradeHint()

```
void GameInterface.WhiteTradeHint (
    string objName,
    Transform panel )
```

Sets white text for the selected trade hint.

Parameters

<i>objName</i>	A name of the UI element.
<i>panel</i>	A transform that represents a panel.

5.16.4 Member Data Documentation**5.16.4.1 _alphaMod**

```
const float GameInterface._alphaMod = 7.5f [static], [private]
```

5.16.4.2 _blackAlpha

```
float GameInterface._blackAlpha [private]
```

5.16.4.3 _heroBehavior

```
HeroBehavior GameInterface._heroBehavior [private]
```

5.16.4.4 _heroClass

```
HeroClass GameInterface._heroClass [private]
```

5.16.4.5 `_heroInventory`

```
HeroInventory GameInterface._heroInventory [private]
```

5.16.4.6 `_heroParameter`

```
HeroParameter GameInterface._heroParameter [private]
```

5.16.4.7 `_heroSkill`

```
HeroSkill GameInterface._heroSkill [private]
```

5.16.4.8 `_hit`

```
RaycastHit GameInterface._hit [private]
```

5.16.4.9 `_isLeftWindow`

```
bool GameInterface._isLeftWindow [private]
```

5.16.4.10 `_isoCam`

```
CameraManager GameInterface._isoCam [private]
```

5.16.4.11 `_isRightWindow`

```
bool GameInterface._isRightWindow [private]
```

5.16.4.12 `_postProcessVolume`

```
PostProcessVolume GameInterface._postProcessVolume [private]
```

5.16.4.13 AgilityButton

```
readonly string GameInterface.AgilityButton = "AgilityButton" [static]
```

5.16.4.14 AgilityText

```
readonly string GameInterface.AgilityText = "AgilityText" [static]
```

5.16.4.15 AttackBtn

```
readonly string GameInterface.AttackBtn = "Attack" [static]
```

5.16.4.16 AttackChanceText

```
readonly string GameInterface.AttackChanceText = "AttackChanceText" [static]
```

5.16.4.17 AttackRateMod100

```
readonly int GameInterface.AttackRateMod100 = 100 [static]
```

5.16.4.18 AttackRateMod1000

```
readonly int GameInterface.AttackRateMod1000 = 1000 [static]
```

5.16.4.19 AttackRateText

```
readonly string GameInterface.AttackRateText = "AttackRateText" [static]
```

5.16.4.20 AttrButton

```
readonly string GameInterface.AttrButton = "AttrButton" [static]
```

5.16.4.21 AttrPtsText

```
readonly string GameInterface.AttrPtsText = "AttrPtsText" [static]
```

5.16.4.22 Audio

```
readonly string GameInterface.Audio = "Audio Volume" [static]
```

5.16.4.23 AudioMenu

```
readonly string GameInterface.AudioMenu = "AudioMenu" [static]
```

5.16.4.24 AudioPanel

```
readonly string GameInterface.AudioPanel = "AudioPanel" [static]
```

5.16.4.25 BlackScreen

```
readonly string GameInterface.BlackScreen = "BlackScreen" [static]
```

5.16.4.26 BottomPanel

```
readonly string GameInterface.BottomPanel = "BottomPanel" [static]
```

5.16.4.27 ButtonPressText

```
readonly string GameInterface.ButtonPressText = "ButtonPressText" [static]
```

5.16.4.28 BuyItem

```
readonly string GameInterface.BuyItem = "You bought item!" [static]
```

5.16.4.29 CameraNormal

```
readonly float GameInterface.CameraNormal = 0f [static]
```

5.16.4.30 CameraSplit

```
readonly float GameInterface.CameraSplit = 480f [static]
```

5.16.4.31 CapacityText

```
readonly string GameInterface.CapacityText = "CapacityText" [static]
```

5.16.4.32 CharacterText

```
readonly string GameInterface.CharacterText = "Character" [static]
```

5.16.4.33 CharExitButton

```
readonly string GameInterface.CharExitButton = "CharExitButton" [static]
```

5.16.4.34 CharWindow

```
readonly string GameInterface.CharWindow = "CharWindow" [static]
```

5.16.4.35 CharWindowBtn

```
readonly string GameInterface.CharWindowBtn = "Show/Hide Character Window" [static]
```

5.16.4.36 Control

```
readonly string GameInterface.Control = "Game Control" [static]
```

5.16.4.37 ControlMenu

```
readonly string GameInterface.ControlMenu = "ControlMenu" [static]
```

5.16.4.38 ControlPanel

```
readonly string GameInterface.ControlPanel = "ControlPanel" [static]
```

5.16.4.39 ConvPanelSpace

```
readonly int GameInterface.ConvPanelSpace = 64 [static]
```

5.16.4.40 CreatureNature

```
readonly string GameInterface.CreatureNature = "CreatureNature" [static]
```

5.16.4.41 CreatureType

```
readonly string GameInterface.CreatureType = "CreatureType" [static]
```

5.16.4.42 CurMusicText

```
readonly string GameInterface.CurMusicText = "CurMusicText" [static]
```

5.16.4.43 CurSoundsText

```
readonly string GameInterface.CurSoundsText = "CurSoundsText" [static]
```

5.16.4.44 DamageText

```
readonly string GameInterface.DamageText = "DamageText" [static]
```

5.16.4.45 Dead

```
readonly string GameInterface.Dead = "You have died.\nPress ESC to continue.\n" [static]
```

5.16.4.46 DefenceText

```
readonly string GameInterface.DefenceText = "DefenceText" [static]
```

5.16.4.47 DialogueWindow

```
readonly string GameInterface.DialogueWindow = "DialogueWindow" [static]
```

5.16.4.48 DodgeChanceText

```
readonly string GameInterface.DodgeChanceText = "DodgeChanceText" [static]
```

5.16.4.49 DuckChance

```
readonly string GameInterface.DuckChance = "Avarge chance to dodge " [static]
```

5.16.4.50 EnergyOrbFill

```
readonly string GameInterface.EnergyOrbFill = "EnergyOrbFill" [static]
```

5.16.4.51 EnergyOrbVoid

```
readonly string GameInterface.EnergyOrbVoid = "EnergyOrbVoid" [static]
```

5.16.4.52 EnergyText

```
readonly string GameInterface.EnergyText = "EnergyText" [static]
```

5.16.4.53 ExitPanel

```
readonly string GameInterface.ExitPanel = "ExitPanel" [static]
```

5.16.4.54 ExitText

```
readonly string GameInterface.ExitText = "Exit" [static]
```

5.16.4.55 ExpBarFill

```
readonly string GameInterface.ExpBarFill = "ExpBarFill" [static]
```

5.16.4.56 Femora

```
readonly string GameInterface.Femora = "Femora" [static]
```

5.16.4.57 GameController

```
readonly string GameInterface.GameController = "Game Controller" [static]
```

5.16.4.58 GameInterfaceController

```
readonly string GameInterface.GameInterfaceController = "GameInterfaceController" [static]
```

5.16.4.59 Gold

```
readonly Color GameInterface.Gold = new Color(0.53f, 0.47f, 0.29f) [static]
```

5.16.4.60 HealthBarFill

```
readonly string GameInterface.HealthBarFill = "HealthBarFill" [static]
```

5.16.4.61 HealthBarMargin

```
readonly int GameInterface.HealthBarMargin = 48 [static]
```

5.16.4.62 HealthBarVoid

```
readonly string GameInterface.HealthBarVoid = "HealthBarVoid" [static]
```

5.16.4.63 HealthOrbFill

```
readonly string GameInterface.HealthOrbFill = "HealthOrbFill" [static]
```

5.16.4.64 HealthOrbVoid

```
readonly string GameInterface.HealthOrbVoid = "HealthOrbVoid" [static]
```

5.16.4.65 HealthText

```
readonly string GameInterface.HealthText = "HealthText" [static]
```

5.16.4.66 HeroGoldText

```
readonly string GameInterface.HeroGoldText = "HeroGoldText" [static]
```

5.16.4.67 HeroNoCapacity

```
readonly string GameInterface.HeroNoCapacity = "Hero is overloaded!" [static]
```

5.16.4.68 HeroNoGold

```
readonly string GameInterface.HeroNoGold = "Hero has not enough gold!" [static]
```

5.16.4.69 HintPanel

```
readonly string GameInterface.HintPanel = "HintPanel" [static]
```

5.16.4.70 HintText

```
readonly string GameInterface.HintText = "HintText" [static]
```

5.16.4.71 HitChance

```
readonly string GameInterface.HitChance = "Avarge chance to attack " [static]
```

5.16.4.72 IgnoreRaycastId

```
readonly int GameInterface.IgnoreRaycastId = 2 [static]
```

5.16.4.73 InventoryWindow

```
readonly string GameInterface.InventoryWindow = "InventoryWindow" [static]
```

5.16.4.74 InvExitButton

```
readonly string GameInterface.InvExitButton = "InvExitButton" [static]
```

5.16.4.75 InvWindowBtn

```
readonly string GameInterface.InvWindowBtn = "Show/Hide Inventory Window" [static]
```

5.16.4.76 LeftClickId

```
readonly int GameInterface.LeftClickId = -1 [static]
```

5.16.4.77 LeftClickImage

```
readonly string GameInterface.LeftClickImage = "LeftClickImage" [static]
```

5.16.4.78 LeftMouseBtn

```
readonly string GameInterface.LeftMouseBtn = "Left Click" [static]
```

5.16.4.79 LeftSkill

```
HeroSkillDatabase.Skill GameInterface.LeftSkill [package]
```

5.16.4.80 LevelText

```
readonly string GameInterface.LevelText = "LevelText" [static]
```

5.16.4.81 LifeText

```
readonly string GameInterface.LifeText = "LifeText" [static]
```

5.16.4.82 LocationName

```
readonly string GameInterface.LocationName = "LocationName" [static]
```

5.16.4.83 MagicText

```
readonly string GameInterface.MagicText = "MagicText" [static]
```

5.16.4.84 MainInfo

```
readonly string GameInterface.MainInfo = "MainInfo" [static]
```

5.16.4.85 **MainMenu**

```
readonly string GameInterface.MainMenu = "MainMenu" [static]
```

5.16.4.86 **MaxDist**

```
readonly int GameInterface.MaxDist = 100 [static]
```

5.16.4.87 **MenuScene**

```
readonly string GameInterface.MenuScene = "Menu" [static]
```

5.16.4.88 **MouseSkillPanel**

```
readonly string GameInterface.MouseSkillPanel = "MouseSkillPanel" [static]
```

5.16.4.89 **MouseSkillText**

```
readonly string GameInterface.MouseSkillText = "MouseSkillText" [static]
```

5.16.4.90 **MusicSlider**

```
readonly string GameInterface.MusicSlider = "MusicSlider" [static]
```

5.16.4.91 **NameText**

```
readonly string GameInterface.NameText = "NameText" [static]
```

5.16.4.92 **NextLvlExpText**

```
readonly string GameInterface.NextLvlExpText = "NextLvlExpText" [static]
```

5.16.4.93 PanelMargin

```
readonly float GameInterface.PanelMargin = 32f [static]
```

5.16.4.94 Pause

```
readonly string GameInterface.Pause = "Pause" [static]
```

5.16.4.95 PersonNameText

```
readonly string GameInterface.PersonNameText = "PersonNameText" [static]
```

5.16.4.96 PersonSpeechText

```
readonly string GameInterface.PersonSpeechText = "PersonSpeechText" [static]
```

5.16.4.97 PostProcessings

```
PostProcessProfile [] GameInterface.PostProcessings
```

5.16.4.98 PotionBtn

```
readonly string GameInterface.PotionBtn = "PotionSlot0" [static]
```

5.16.4.99 PotionGrid

```
readonly string GameInterface.PotionGrid = "PotionGrid" [static]
```

5.16.4.100 PotionGridCol

```
readonly int GameInterface.PotionGridCol = 4 [static]
```

5.16.4.101 **PotionGridColMod**

```
readonly int GameInterface.PotionGridColMod = 1 [static]
```

5.16.4.102 **PotionGridRow**

```
readonly int GameInterface.PotionGridRow = 2 [static]
```

5.16.4.103 **QualityPanel**

```
readonly string GameInterface.QualityPanel = "QualityPanel" [static]
```

5.16.4.104 **ResistMagicText**

```
readonly string GameInterface.ResistMagicText = "ResistMagicText" [static]
```

5.16.4.105 **ReturnAudioPanel**

```
readonly string GameInterface.ReturnAudioPanel = "ReturnAudioPanel" [static]
```

5.16.4.106 **ReturnControlPanel**

```
readonly string GameInterface.ReturnControlPanel = "ReturnControlPanel" [static]
```

5.16.4.107 **ReturnMenuPanel**

```
readonly string GameInterface.ReturnMenuPanel = "ReturnMenuPanel" [static]
```

5.16.4.108 **ReturnVideoPanel**

```
readonly string GameInterface.ReturnVideoPanel = "ReturnVideoPanel" [static]
```

5.16.4.109 RightClickId

```
readonly int GameInterface.RightClickId = -2 [static]
```

5.16.4.110 RightClickImage

```
readonly string GameInterface.RightClickImage = "RightClickImage" [static]
```

5.16.4.111 RightMouseBtn

```
readonly string GameInterface.RightMouseBtn = "Right Click" [static]
```

5.16.4.112 RightSkill

```
HeroSkillDatabase.Skill GameInterface.RightSkill [package]
```

5.16.4.113 SellItem

```
readonly string GameInterface.SellItem = "You sold item!" [static]
```

5.16.4.114 SexText

```
readonly string GameInterface.SexText = "SexText" [static]
```

5.16.4.115 ShowHintBtn

```
readonly string GameInterface.ShowHintBtn = "Show Hint" [static]
```

5.16.4.116 SkillButton

```
readonly string GameInterface.SkillButton = "SkillButton" [static]
```

5.16.4.117 SkillButtonId

```
readonly string GameInterface.SkillButtonId = "SkillButton0" [static]
```

5.16.4.118 SkillExitButton

```
readonly string GameInterface.SkillExitButton = "SkillExitButton" [static]
```

5.16.4.119 SkillModBtn

```
readonly string GameInterface.SkillModBtn = "Skill Modifier" [static]
```

5.16.4.120 SkillPanel

```
readonly string GameInterface.SkillPanel = "SkillPanel" [static]
```

5.16.4.121 SkillPtsText

```
readonly string GameInterface.SkillPtsText = "SkillPtsText" [static]
```

5.16.4.122 SkillsText

```
readonly string GameInterface.SkillsText = "Skills" [static]
```

5.16.4.123 SkillsWindowBtn

```
readonly string GameInterface.SkillsWindowBtn = "Show/Hide Skills Window" [static]
```

5.16.4.124 SkillText

```
readonly string GameInterface.SkillText = "SkillText" [static]
```

5.16.4.125 SkillWindow

```
readonly string GameInterface.SkillWindow = "SkillWindow" [static]
```

5.16.4.126 SlotPanel

```
readonly string GameInterface.SlotPanel = "SlotPanel" [static]
```

5.16.4.127 SlotText

```
readonly string GameInterface.SlotText = "SlotText" [static]
```

5.16.4.128 SoundSlider

```
readonly string GameInterface.SoundSlider = "SoundSlider" [static]
```

5.16.4.129 StartTrading

```
readonly string GameInterface.StartTrading = "Sell or buy some item!" [static]
```

5.16.4.130 StrengthButton

```
readonly string GameInterface.StrengthButton = "StrengthButton" [static]
```

5.16.4.131 StrengthText

```
readonly string GameInterface.StrengthText = "StrengthText" [static]
```

5.16.4.132 TotalExpText

```
readonly string GameInterface.TotalExpText = "TotalExpText" [static]
```

5.16.4.133 TradeHint

```
readonly string GameInterface.TradeHint = "TradeHint" [static]
```

5.16.4.134 TradeHintButton

```
readonly string GameInterface.TradeHintButton = "TradeHintButton" [static]
```

5.16.4.135 TradeInfoText

```
readonly string GameInterface.TradeInfoText = "TradeInfoText" [static]
```

5.16.4.136 TraderGoldText

```
readonly string GameInterface.TraderGoldText = "TraderGoldText" [static]
```

5.16.4.137 TraderNameText

```
readonly string GameInterface.TraderNameText = "TraderNameText" [static]
```

5.16.4.138 TraderNoCapacity

```
readonly string GameInterface.TraderNoCapacity = "Trader is overloaded!" [static]
```

5.16.4.139 TraderNoGold

```
readonly string GameInterface.TraderNoGold = "Trader has not enough gold!" [static]
```

5.16.4.140 TradeWindow

```
readonly string GameInterface.TradeWindow = "TradeWindow" [static]
```

5.16.4.141 TypeText

```
readonly string GameInterface.TypeText = "TypeText" [static]
```

5.16.4.142 UseSkillBtn

```
readonly string GameInterface.UseSkillBtn = "Skill0" [static]
```

5.16.4.143 Video

```
readonly string GameInterface.Video = "Video Quality" [static]
```

5.16.4.144 VideoMenu

```
readonly string GameInterface.VideoMenu = "VideoMenu" [static]
```

5.16.4.145 VideoPanel

```
readonly string GameInterface.VideoPanel = "VideoPanel" [static]
```

5.16.4.146 VitalityButton

```
readonly string GameInterface.VitalityButton = "VitalityButton" [static]
```

5.16.4.147 VitalityText

```
readonly string GameInterface.VitalityText = "VitalityText" [static]
```

5.16.4.148 White

```
readonly Color GameInterface.White = new Color(1f, 1f, 1f) [static]
```

5.16.4.149 **WisdomButton**

```
readonly string GameInterface.WisdomButton = "WisdomButton" [static]
```

5.16.4.150 **WisdomText**

```
readonly string GameInterface.WisdomText = "WisdomText" [static]
```

5.16.5 Property Documentation

5.16.5.1 **AgilityBtn**

```
Button GameInterface.AgilityBtn [get], [set]
```

5.16.5.2 **AgilityTxt**

```
Text GameInterface.AgilityTxt [get], [set]
```

5.16.5.3 **AttackChanceTxt**

```
Text GameInterface.AttackChanceTxt [get], [set]
```

5.16.5.4 **AttackRateTxt**

```
Text GameInterface.AttackRateTxt [get], [set]
```

5.16.5.5 **AttrBtn**

```
Button GameInterface.AttrBtn [get], [set]
```

5.16.5.6 AttrPtsTxt

```
Text GameInterface.AttrPtsTxt [get], [set]
```

5.16.5.7 AudioMenuImg

```
Image GameInterface.AudioMenuImg [get], [set]
```

5.16.5.8 AudioPanelImg

```
Image GameInterface.AudioPanelImg [get], [set]
```

5.16.5.9 BlackScreenImg

```
Image GameInterface.BlackScreenImg [get], [set]
```

5.16.5.10 BottomPanelImg

```
Image GameInterface.BottomPanelImg [get], [set]
```

5.16.5.11 ButtonPressTxt

```
Text GameInterface.ButtonPressTxt [get], [set]
```

5.16.5.12 CapacityTxt

```
Text GameInterface.CapacityTxt [get], [set]
```

5.16.5.13 CharExitBtn

```
Button GameInterface.CharExitBtn [get], [set]
```

5.16.5.14 CharWindowImg

```
Image GameInterface.CharWindowImg [get], [set]
```

5.16.5.15 ControlMenuImg

```
Image GameInterface.ControlMenuImg [get], [set]
```

5.16.5.16 ControlPanelImg

```
Image GameInterface.ControlPanelImg [get], [set]
```

5.16.5.17 CreatureNatureTxt

```
Text GameInterface.CreatureNatureTxt [get], [set]
```

5.16.5.18 CreatureTypeTxt

```
Text GameInterface.CreatureTypeTxt [get], [set]
```

5.16.5.19 CurMusicTxt

```
Text GameInterface.CurMusicTxt [get], [set]
```

5.16.5.20 CurSoundsTxt

```
Text GameInterface.CurSoundsTxt [get], [set]
```

5.16.5.21 CurStatement

```
int GameInterface.CurStatement [get], [set]
```

5.16.5.22 DamageTxt

```
Text GameInterface.DamageTxt [get], [set]
```

5.16.5.23 DefenceTxt

```
Text GameInterface.DefenceTxt [get], [set]
```

5.16.5.24 DialogueWindowImg

```
Image GameInterface.DialogueWindowImg [get], [set]
```

5.16.5.25 DodgeChanceTxt

```
Text GameInterface.DodgeChanceTxt [get], [set]
```

5.16.5.26 EmptyExpBarImg

```
Image GameInterface.EmptyExpBarImg [get], [set]
```

5.16.5.27 EnergyOrbImg

```
Image GameInterface.EnergyOrbImg [get], [set]
```

5.16.5.28 EnergyOrbVoidImg

```
Image GameInterface.EnergyOrbVoidImg [get], [set]
```

5.16.5.29 EnergyTxt

```
Text GameInterface.EnergyTxt [get], [set]
```

5.16.5.30 ExitPanelImg

```
Image GameInterface.ExitPanelImg [get], [set]
```

5.16.5.31 ExpBarImg

```
Image GameInterface.ExpBarImg [get], [set]
```

5.16.5.32 HealthBarFillImg

```
Image GameInterface.HealthBarFillImg [get], [set]
```

5.16.5.33 HealthBarVoidImg

```
Image GameInterface.HealthBarVoidImg [get], [set]
```

5.16.5.34 HealthOrbImg

```
Image GameInterface.HealthOrbImg [get], [set]
```

5.16.5.35 HealthOrbVoidImg

```
Image GameInterface.HealthOrbVoidImg [get], [set]
```

5.16.5.36 HealthTxt

```
Text GameInterface.HealthTxt [get], [set]
```

5.16.5.37 HeroGoldTxt

```
Text GameInterface.HeroGoldTxt [get], [set]
```

5.16.5.38 HeroTextCount

```
int GameInterface.HeroTextCount [get], [set]
```

5.16.5.39 HintPanelImg

```
Image GameInterface.HintPanelImg [get], [set]
```

5.16.5.40 HintTxt

```
Text GameInterface.HintTxt [get], [set]
```

5.16.5.41 InventoryWindowImg

```
Image GameInterface.InventoryWindowImg [get], [set]
```

5.16.5.42 InvExitBtn

```
Button GameInterface.InvExitBtn [get], [set]
```

5.16.5.43 IsDrag

```
bool GameInterface.IsDrag [get], [set]
```

5.16.5.44 IsExpHint

```
bool GameInterface.IsExpHint [get], [set]
```

5.16.5.45 IsGamePaused

```
bool GameInterface.IsGamePaused [get], [set]
```

5.16.5.46 IsTradeHint

```
bool GameInterface.IsTradeHint [get], [set]
```

5.16.5.47 LeftClickImg

```
Image GameInterface.LeftClickImg [get], [set]
```

5.16.5.48 LevelTxt

```
Text GameInterface.LevelTxt [get], [set]
```

5.16.5.49 LifeTxt

```
Text GameInterface.LifeTxt [get], [set]
```

5.16.5.50 LocationNameTxt

```
Text GameInterface.LocationNameTxt [get], [set]
```

5.16.5.51 MagicTxt

```
Text GameInterface.MagicTxt [get], [set]
```

5.16.5.52 MainInfoTxt

```
Text GameInterface.MainInfoTxt [get], [set]
```

5.16.5.53 MainMenuImg

```
Image GameInterface.MainMenuImg [get], [set]
```

5.16.5.54 MouseSkillImg

```
Image GameInterface.MouseSkillImg [get], [set]
```

5.16.5.55 MouseSkillTxt

```
Text GameInterface.MouseSkillTxt [get], [set]
```

5.16.5.56 Music

```
 AudioSource GameInterface.Music [get], [set]
```

5.16.5.57 MusicSliderSld

```
 Slider GameInterface.MusicSliderSld [get], [set]
```

5.16.5.58 NameTxt

```
 Text GameInterface.NameTxt [get], [set]
```

5.16.5.59 NextLvlExpTxt

```
 Text GameInterface.NextLvlExpTxt [get], [set]
```

5.16.5.60 PersonGoldTxt

```
 Text GameInterface.PersonGoldTxt [get], [set]
```

5.16.5.61 PersonNameTxt

```
 Text GameInterface.PersonNameTxt [get], [set]
```

5.16.5.62 PersonSpeechTxt

```
Text GameInterface.PersonSpeechTxt [get], [set]
```

5.16.5.63 PotionGridImg

```
Image GameInterface.PotionGridImg [get], [set]
```

5.16.5.64 QualityLevel

```
int GameInterface.QualityLevel [get], [set]
```

5.16.5.65 QualityPanelImg

```
Image GameInterface.QualityPanelImg [get], [set]
```

5.16.5.66 ResistMagicTxt

```
Text GameInterface.ResistMagicTxt [get], [set]
```

5.16.5.67 ReturnAudioPanelImg

```
Image GameInterface.ReturnAudioPanelImg [get], [set]
```

5.16.5.68 ReturnControlPanelImg

```
Image GameInterface.ReturnControlPanelImg [get], [set]
```

5.16.5.69 ReturnMenuPanelImg

```
Image GameInterface.ReturnMenuPanelImg [get], [set]
```

5.16.5.70 ReturnVideoPanelImg

```
Image GameInterface.ReturnVideoPanelImg [get], [set]
```

5.16.5.71 RightClickImg

```
Image GameInterface.RightClickImg [get], [set]
```

5.16.5.72 SexTxt

```
Text GameInterface.SexTxt [get], [set]
```

5.16.5.73 SkillBtns

```
Button [] GameInterface.SkillBtns [get], [set]
```

5.16.5.74 SkillButtonBtn

```
Button GameInterface.SkillButtonBtn [get], [set]
```

5.16.5.75 SkillExitBtn

```
Button GameInterface.SkillExitBtn [get], [set]
```

5.16.5.76 SkillPanelImg

```
Image GameInterface.SkillPanelImg [get], [set]
```

5.16.5.77 SkillPtsTxt

```
Text GameInterface.SkillPtsTxt [get], [set]
```

5.16.5.78 SkillTxt

```
Text GameInterface.SkillTxt [get], [set]
```

5.16.5.79 SkillWindowImg

```
Image GameInterface.SkillWindowImg [get], [set]
```

5.16.5.80 SlotPanelImg

```
Image GameInterface.SlotPanelImg [get], [set]
```

5.16.5.81 SlotTxt

```
Text GameInterface.SlotTxt [get], [set]
```

5.16.5.82 Sounds

```
 AudioSource [] GameInterface.Sounds [get], [set]
```

5.16.5.83 SoundSliderSld

```
 Slider GameInterface.SoundSliderSld [get], [set]
```

5.16.5.84 StrengthBtn

```
 Button GameInterface.StrengthBtn [get], [set]
```

5.16.5.85 StrengthTxt

```
Text GameInterface.StrengthTxt [get], [set]
```

5.16.5.86 TotalExpTxt

```
Text GameInterface.TotalExpTxt [get], [set]
```

5.16.5.87 TradeHintImg

```
Image GameInterface.TradeHintImg [get], [set]
```

5.16.5.88 TradeInfoTxt

```
Text GameInterface.TradeInfoTxt [get], [set]
```

5.16.5.89 TraderNameTxt

```
Text GameInterface.TraderNameTxt [get], [set]
```

5.16.5.90 TradeWindowImg

```
Image GameInterface.TradeWindowImg [get], [set]
```

5.16.5.91 TransState

```
TransitionState GameInterface.TransState [get], [set]
```

5.16.5.92 TypeTxt

```
Text GameInterface.TypeTxt [get], [set]
```

5.16.5.93 VideoMenuImg

```
Image GameInterface.VideoMenuImg [get], [set]
```

5.16.5.94 VideoPanelImg

```
Image GameInterface.VideoPanelImg [get], [set]
```

5.16.5.95 VitalityBtn

```
Button GameInterface.VitalityBtn [get], [set]
```

5.16.5.96 VitalityTxt

```
Text GameInterface.VitalityTxt [get], [set]
```

5.16.5.97 WisdomBtn

```
Button GameInterface.WisdomBtn [get], [set]
```

5.16.5.98 WisdomTxt

```
Text GameInterface.WisdomTxt [get], [set]
```

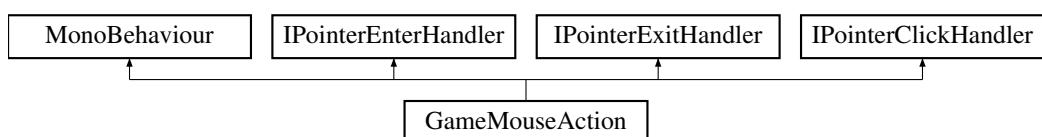
The documentation for this class was generated from the following file:

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

5.17 GameMouseAction Class Reference

Intercepts actions performed with the mouse pointer during the game.

Inheritance diagram for GameMouseAction:



Public Member Functions

- void [OnPointerEnter](#) (PointerEventData eventData)
- void [OnPointerExit](#) (PointerEventData eventData)
- void [OnPointerClick](#) (PointerEventData eventData)

Static Public Member Functions

- static bool [IsMouseOverUI](#) ()
Checks if the mouse is over some game UI element.

Static Public Attributes

- static readonly string [Bar](#) = "Bar"
- static readonly string [Chance](#) = "Chance"
- static readonly string [Click](#) = "Click"
- static readonly string [Orb](#) = "Orb"

Private Member Functions

- void [Start](#) ()
- void [Init](#) ()
- void [DisableOldSkill](#) ([HeroSkillDatabase.Skill](#) skill)
Disables outdated bonuses after improving the selected skill.
- void [EnableNewSkill](#) ([HeroSkillDatabase.Skill](#) skill)
Enables new bonuses after improving the selected skill.
- void [ShowSkillPanel](#) (Image panel, Image image)
Shows skill panel with proper text and in the specific position.

Private Attributes

- [HeroClass](#) _heroClass
- [HeroParameter](#) _heroParameter
- [HeroSkill](#) _heroSkill
- [HeroSound](#) _heroSound
- [GameInterface](#) _gameInterface

5.17.1 Detailed Description

Intercepts actions performed with the mouse pointer during the game.

5.17.2 Member Function Documentation

5.17.2.1 DisableOldSkill()

```
void GameMouseAction.DisableOldSkill (
    HeroSkillDatabase.Skill skill ) [private]
```

Disables outdated bonuses after improving the selected skill.

Parameters

<i>skill</i>	A structure that represents a proper skill.
--------------	---

5.17.2.2 EnableNewSkill()

```
void GameMouseAction.EnableNewSkill (
    HeroSkillDatabase.Skill skill ) [private]
```

Enables new bonuses after improving the selected skill.

Parameters

<i>skill</i>	A structure that represents a proper skill.
--------------	---

5.17.2.3 Init()

```
void GameMouseAction.Init ( ) [private]
```

5.17.2.4 IsMouseOverUI()

```
static bool GameMouseAction.IsMouseOverUI ( ) [static]
```

Checks if the mouse is over some game UI element.

Returns

The boolean that is true if mouse is over UI or false if not.

5.17.2.5 OnPointerClick()

```
void GameMouseAction.OnPointerClick (
    PointerEventData eventData )
```

5.17.2.6 OnPointerEnter()

```
void GameMouseAction.OnPointerEnter (
    PointerEventData eventData )
```

5.17.2.7 OnPointerExit()

```
void GameMouseAction.OnPointerExit (
    PointerEventData eventData )
```

5.17.2.8 ShowSkillPanel()

```
void GameMouseAction.ShowSkillPanel (
    Image panel,
    Image image ) [private]
```

Shows skill panel with proper text and in the specific position.

Parameters

<i>panel</i>	An image that represents a skill panel.
<i>image</i>	An image that represents a specific skill button.

5.17.2.9 Start()

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

5.17.3 Member Data Documentation

5.17.3.1 _gameInterface

```
GameInterface GameMouseAction._gameInterface [private]
```

5.17.3.2 _heroClass

```
HeroClass GameMouseAction._heroClass [private]
```

5.17.3.3 _heroParameter

```
HeroParameter GameMouseAction._heroParameter [private]
```

5.17.3.4 _heroSkill

```
HeroSkill GameMouseAction._heroSkill [private]
```

5.17.3.5 _heroSound

```
HeroSound GameMouseAction._heroSound [private]
```

5.17.3.6 Bar

```
readonly string GameMouseAction.Bar = "Bar" [static]
```

5.17.3.7 Chance

```
readonly string GameMouseAction.Chance = "Chance" [static]
```

5.17.3.8 Click

```
readonly string GameMouseAction.Click = "Click" [static]
```

5.17.3.9 Orb

```
readonly string GameMouseAction.Orb = "Orb" [static]
```

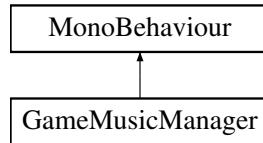
The documentation for this class was generated from the following file:

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

5.18 GameMusicManager Class Reference

Manages sounds that are playing during the game.

Inheritance diagram for GameMusicManager:



Public Member Functions

- void [SetProperSong \(\)](#)
Sets the proper song that is playing in the game locations.

Private Member Functions

- void [Awake \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)

Private Attributes

- AudioSource [_audioSrc](#)
- HeroClass [_heroClass](#)
- HeroParameter [_heroParameter](#)
- HeroInventory [_heroInventory](#)
- GameInterface [_gameInterface](#)
- bool [_isDead](#)

5.18.1 Detailed Description

Manages sounds that are playing during the game.

5.18.2 Member Function Documentation

5.18.2.1 Awake()

```
void GameMusicManager::Awake ( ) [private]
```

5.18.2.2 `Init()`

```
void GameMusicManager.Init ( ) [private]
```

5.18.2.3 `SetProperSong()`

```
void GameMusicManager.SetProperSong ( )
```

Sets the proper song that is playing in the game locations.

5.18.2.4 `Update()`

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

5.18.3 Member Data Documentation

5.18.3.1 `_audioSrc`

```
 AudioSource GameMusicManager._audioSrc [private]
```

5.18.3.2 `_gameInterface`

```
GameInterface GameMusicManager._gameInterface [private]
```

5.18.3.3 `_heroClass`

```
HeroClass GameMusicManager._heroClass [private]
```

5.18.3.4 `_heroInventory`

```
HeroInventory GameMusicManager._heroInventory [private]
```

5.18.3.5 _heroParameter

```
HeroParameter GameMusicManager._heroParameter [private]
```

5.18.3.6 _isDead

```
bool GameMusicManager._isDead [private]
```

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

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

5.19 HeroDatabase.Hero Struct Reference

Properties

- string [Type](#) [get, set]
- string [Sex](#) [get, set]
- string [Name](#) [get, set]
- bool [IsTalking](#) [get, set]
- int [Level](#) [get, set]
- long [TotalExp](#) [get, set]
- long [NextLvlExp](#) [get, set]
- long [LvlStart](#) [get, set]
- long [LvlEnd](#) [get, set]
- int [AttributePts](#) [get, set]
- int [SkillPts](#) [get, set]
- int [SpentSkillPts](#) [get, set]
- int [Vitality](#) [get, set]
- int [Wisdom](#) [get, set]
- int [Strength](#) [get, set]
- int [Agility](#) [get, set]
- int [MaxHealth](#) [get, set]
- int [CurHealth](#) [get, set]
- int [MaxEnergy](#) [get, set]
- int [CurEnergy](#) [get, set]
- int [MaxDamage](#) [get, set]
- int [MinDamage](#) [get, set]
- float [AttackRate](#) [get, set]
- float [SkillRate](#) [get, set]
- float [ActionChanceBonus](#) [get, set]
- int [StartAttackChance](#) [get, set]
- int [AttackChance](#) [get, set]
- int [StartDodgeChance](#) [get, set]
- int [DodgeChance](#) [get, set]
- float [AttackDist](#) [get, set]
- float [InteractDist](#) [get, set]
- int [Defence](#) [get, set]
- int [ResistMagic](#) [get, set]
- float [Capacity](#) [get, set]
- string [LastEnemyType](#) [get, set]
- int [LastEnemyLvl](#) [get, set]
- float [WalkSpeed](#) [get, set]
- float [RunSpeed](#) [get, set]
- string [CurLocation](#) [get, set]

5.19.1 Property Documentation

5.19.1.1 ActionChanceBonus

```
float HeroDatabase.Hero.ActionChanceBonus [get], [set]
```

5.19.1.2 Agility

```
int HeroDatabase.Hero.Agility [get], [set]
```

5.19.1.3 AttackChance

```
int HeroDatabase.Hero.AttackChance [get], [set]
```

5.19.1.4 AttackDist

```
float HeroDatabase.Hero.AttackDist [get], [set]
```

5.19.1.5 AttackRate

```
float HeroDatabase.Hero.AttackRate [get], [set]
```

5.19.1.6 AttributePts

```
int HeroDatabase.Hero.AttributePts [get], [set]
```

5.19.1.7 Capacity

```
float HeroDatabase.Hero.Capacity [get], [set]
```

5.19.1.8 CurEnergy

```
int HeroDatabase.Hero.CurEnergy [get], [set]
```

5.19.1.9 CurHealth

```
int HeroDatabase.Hero.CurHealth [get], [set]
```

5.19.1.10 CurLocation

```
string HeroDatabase.Hero.CurLocation [get], [set]
```

5.19.1.11 Defence

```
int HeroDatabase.Hero.Defence [get], [set]
```

5.19.1.12 DodgeChance

```
int HeroDatabase.Hero.DodgeChance [get], [set]
```

5.19.1.13 InteractDist

```
float HeroDatabase.Hero.InteractDist [get], [set]
```

5.19.1.14 IsTalking

```
bool HeroDatabase.Hero.IsTalking [get], [set]
```

5.19.1.15 LastEnemyLvl

```
int HeroDatabase.Hero.LastEnemyLvl [get], [set]
```

5.19.1.16 LastEnemyType

```
string HeroDatabase.Hero.LastEnemyType [get], [set]
```

5.19.1.17 Level

```
int HeroDatabase.Hero.Level [get], [set]
```

5.19.1.18 LvlEnd

```
long HeroDatabase.Hero.LvlEnd [get], [set]
```

5.19.1.19 LvlStart

```
long HeroDatabase.Hero.LvlStart [get], [set]
```

5.19.1.20 MaxDamage

```
int HeroDatabase.Hero.MaxDamage [get], [set]
```

5.19.1.21 MaxEnergy

```
int HeroDatabase.Hero.MaxEnergy [get], [set]
```

5.19.1.22 MaxHealth

```
int HeroDatabase.Hero.MaxHealth [get], [set]
```

5.19.1.23 MinDamage

```
int HeroDatabase.Hero.MinDamage [get], [set]
```

5.19.1.24 Name

```
string HeroDatabase.Hero.Name [get], [set]
```

5.19.1.25 NextLvLExp

```
long HeroDatabase.Hero.NextLvLExp [get], [set]
```

5.19.1.26 ResistMagic

```
int HeroDatabase.Hero.ResistMagic [get], [set]
```

5.19.1.27 RunSpeed

```
float HeroDatabase.Hero.RunSpeed [get], [set]
```

5.19.1.28 Sex

```
string HeroDatabase.Hero.Sex [get], [set]
```

5.19.1.29 SkillPts

```
int HeroDatabase.Hero.SkillPts [get], [set]
```

5.19.1.30 SkillRate

```
float HeroDatabase.Hero.SkillRate [get], [set]
```

5.19.1.31 SpentSkillPts

```
int HeroDatabase.Hero.SpentSkillPts [get], [set]
```

5.19.1.32 StartAttackChance

```
int HeroDatabase.Hero.StartAttackChance [get], [set]
```

5.19.1.33 StartDodgeChance

```
int HeroDatabase.Hero.StartDodgeChance [get], [set]
```

5.19.1.34 Strength

```
int HeroDatabase.Hero.Strength [get], [set]
```

5.19.1.35 TotalExp

```
long HeroDatabase.Hero.TotalExp [get], [set]
```

5.19.1.36 Type

```
string HeroDatabase.Hero.Type [get], [set]
```

5.19.1.37 Vitality

```
int HeroDatabase.Hero.Vitality [get], [set]
```

5.19.1.38 WalkSpeed

```
float HeroDatabase.Hero.WalkSpeed [get], [set]
```

5.19.1.39 Wisdom

```
int HeroDatabase.Hero.Wisdom [get], [set]
```

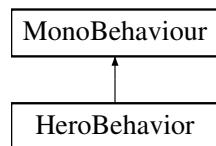
The documentation for this struct was generated from the following file:

- Assets/Scripts/HeroDatabase.cs

5.20 HeroBehavior Class Reference

Describes the behavior of the main hero.

Inheritance diagram for HeroBehavior:



Public Member Functions

- void [CheckMouseClick](#) (string mouseButton, [HeroSkillDatabase.Skill](#) mouseSkill)
Checks if mouse button is clicking.
- void [DisableReleasableSkill](#) ()
Disables releasable skills before saving the game.
- void [DealDamage](#) ()
Deals damage to the enemy.
- void [ResetHeroPath](#) ()
Resets hero path in specific situation.

Properties

- [PersonClass PersonClass](#) [get, set]

Private Member Functions

- void [Start](#) ()
- void [Update](#) ()
- void [Init](#) ()
- void [CheckHeroAction](#) ()
Checks what hero is doing now depending on recognized object.
- void [SwitchMovingMode](#) ()
Switches current moving mode (walk or run).
- void [SetProperMoveAnimation](#) ()
Sets proper move animation depending on moving mode.
- void [TargetEnemy](#) ()

- void **TargetContainer** ()
Targets specific container.
- void **TargetItem** ()
Targets specific item.
- void **TargetPerson** ()
Targets specific person.
- void **MoveHero** ()
Targets specific position.
- void **AttackEnemy** ()
Attacks specific enemy marked as target.
- void **OpenContainer** ()
Opens specific container marked as target.
- void **PickUpItem** ()
Picks up specific item marked as target.
- void **GoToPerson** ()
Moves the hero to specific person marked as target.
- void **MoveToPosition** ()
Moves the hero to specific position marked as target.
- void **CheckSkillUse** (`HeroSkillDatabase.Skill` mouseSkill)
Checks if some skill is active and if mouse button is clicked.
- void **CheckSkillTimer** ()
Counts down until the activated skill expires.
- void **CheckHeroBehave** ()
Checks what hero is doing now depending on clicked object.
- void **UseReleasableSkill** (`HeroSkillDatabase.Skill` skill, ref float nextSkillUse, ref float skillDuration, ref bool isSkillActive)
Activates the effect of the selected releasable skill.

Private Attributes

- readonly int **MaxDist** = 100
- bool **_isMoving**
- bool **_isRunningMode**
- float[] **_nextSkillsUse**
- float[] **_skillsDuration**
- bool[] **_isSkillsActive**
- float **_nextAttack**
- float **_nextCast**
- string **_mouseClickButton**
- bool **_isTerrain**
- bool **_isEnemy**
- bool **_isContainer**
- bool **_isPerson**
- bool **_isItem**
- bool **_isSkillUse**
- NavMeshAgent **_agent**
- NavMeshPath **_path**
- RaycastHit **_raycastHit**
- Transform **_target**
- `HeroClass` **_heroClass**
- `HeroInventory` **_heroInventory**

- `HeroSkill _heroSkill`
- `HeroParameter _heroParameter`
- `EnemyParameter _enemyParameter`
- `GamelInterface _gamelInterface`
- `GameMouseAction _gameMouseAction`
- `Animator _heroAnimator`
- `HeroSound _heroSound`
- `CameraManager _isoCam`

5.20.1 Detailed Description

Describes the behavior of the main hero.

5.20.2 Member Function Documentation

5.20.2.1 AttackEnemy()

```
void HeroBehavior.AttackEnemy ( ) [private]
```

Attacks specific enemy marked as target.

5.20.2.2 CheckHeroAction()

```
void HeroBehavior.CheckHeroAction ( ) [private]
```

Checks what hero is doing now depending on recognized object.

5.20.2.3 CheckHeroBehave()

```
void HeroBehavior.CheckHeroBehave ( ) [private]
```

Checks what hero is doing now depending on clicked object.

5.20.2.4 CheckMouseClick()

```
void HeroBehavior.CheckMouseClick (
    string mouseButton,
    HeroSkillDatabase.Skill mouseSkill )
```

Checks if mouse button is clicking.

Parameters

<i>mouseButton</i>	A text that represents the key code of the left mouse button.
<i>mouseSkill</i>	A structure that represents an active skill.

5.20.2.5 CheckSkillTimer()

```
void HeroBehavior.CheckSkillTimer ( ) [private]
```

Counts down until the activated skill expires.

5.20.2.6 CheckSkillUse()

```
void HeroBehavior.CheckSkillUse ( 
    HeroSkillDatabase.Skill mouseSkill ) [private]
```

Checks if some skill is active and if mouse button is clicked.

Parameters

<i>mouseSkill</i>	A structure that represents an active skill.
-------------------	--

5.20.2.7 DealDamage()

```
void HeroBehavior.DealDamage ( )
```

Deals damage to the enemy.

5.20.2.8 DisableReleasableSkill()

```
void HeroBehavior.DisableReleasableSkill ( )
```

Disables releasable skills before saving the game.

5.20.2.9 GoToPerson()

```
void HeroBehavior.GoToPerson ( ) [private]
```

Moves the hero to specific person marked as target.

5.20.2.10 Init()

```
void HeroBehavior.Init ( ) [private]
```

5.20.2.11 MoveHero()

```
void HeroBehavior.MoveHero ( ) [private]
```

Targets specific position.

5.20.2.12 MoveToPosition()

```
void HeroBehavior.MoveToPosition ( ) [private]
```

Moves the hero to specific position marked as target.

5.20.2.13 OpenContainer()

```
void HeroBehavior.OpenContainer ( ) [private]
```

Opens specific container marked as target.

5.20.2.14 PickUpItem()

```
void HeroBehavior.PickUpItem ( ) [private]
```

Picks up specific item marked as target.

5.20.2.15 ResetHeroPath()

```
void HeroBehavior.ResetHeroPath ( )
```

Resets hero path in specific situation.

5.20.2.16 SetProperMoveAnimation()

```
void HeroBehavior.SetProperMoveAnimation ( ) [private]
```

Sets proper move animation depending on moving mode.

5.20.2.17 Start()

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

5.20.2.18 SwitchMovingMode()

```
void HeroBehavior.SwitchMovingMode ( ) [private]
```

Switches current moving mode (walk or run).

5.20.2.19 TargetContainer()

```
void HeroBehavior.TargetContainer ( ) [private]
```

Targets specific container.

5.20.2.20 TargetEnemy()

```
void HeroBehavior.TargetEnemy ( ) [private]
```

Targets specific enemy.

5.20.2.21 TargetItem()

```
void HeroBehavior.TargetItem ( ) [private]
```

Targets specific item.

5.20.2.22 TargetPerson()

```
void HeroBehavior.TargetPerson ( ) [private]
```

Targets specific person.

5.20.2.23 Update()

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

5.20.2.24 UseReleasableSkill()

```
void HeroBehavior.UseReleasableSkill (
    HeroSkillDatabase.Skill skill,
    ref float nextSkillUse,
    ref float skillDuration,
    ref bool isSkillActive ) [private]
```

Activates the effect of the selected releasable skill.

Parameters

<i>skill</i>	A structure that represents an skill.
<i>nextSkillUse</i>	A number that contains time to next use in seconds.
<i>skillDuration</i>	A number that contains skill duration in seconds.
<i>isSkillActive</i>	A boolean that determines if a skill is active

5.20.3 Member Data Documentation

5.20.3.1 _agent

```
NavMeshAgent HeroBehavior._agent [private]
```

5.20.3.2 `_enemyParameter`

```
EnemyParameter HeroBehavior._enemyParameter [private]
```

5.20.3.3 `_gameInterface`

```
GameInterface HeroBehavior._gameInterface [private]
```

5.20.3.4 `_gameMouseAction`

```
GameMouseAction HeroBehavior._gameMouseAction [private]
```

5.20.3.5 `_heroAnimator`

```
Animator HeroBehavior._heroAnimator [private]
```

5.20.3.6 `_heroClass`

```
HeroClass HeroBehavior._heroClass [private]
```

5.20.3.7 `_heroInventory`

```
HeroInventory HeroBehavior._heroInventory [private]
```

5.20.3.8 `_heroParameter`

```
HeroParameter HeroBehavior._heroParameter [private]
```

5.20.3.9 `_heroSkill`

```
HeroSkill HeroBehavior._heroSkill [private]
```

5.20.3.10 _heroSound

```
HeroSound HeroBehavior._heroSound [private]
```

5.20.3.11 _isContainer

```
bool HeroBehavior._isContainer [private]
```

5.20.3.12 _isEnemy

```
bool HeroBehavior._isEnemy [private]
```

5.20.3.13 _isItem

```
bool HeroBehavior._isItem [private]
```

5.20.3.14 _isMoving

```
bool HeroBehavior._isMoving [private]
```

5.20.3.15 _isoCam

```
CameraManager HeroBehavior._isoCam [private]
```

5.20.3.16 _isPerson

```
bool HeroBehavior._isPerson [private]
```

5.20.3.17 _isRunningMode

```
bool HeroBehavior._isRunningMode [private]
```

5.20.3.18 _isSkillsActive

```
bool [] HeroBehavior._isSkillsActive [private]
```

5.20.3.19 _isSkillUse

```
bool HeroBehavior._isSkillUse [private]
```

5.20.3.20 _isTerrain

```
bool HeroBehavior._isTerrain [private]
```

5.20.3.21 _mouseClickButton

```
string HeroBehavior._mouseClickButton [private]
```

5.20.3.22 _nextAttack

```
float HeroBehavior._nextAttack [private]
```

5.20.3.23 _nextCast

```
float HeroBehavior._nextCast [private]
```

5.20.3.24 _nextSkillsUse

```
float [] HeroBehavior._nextSkillsUse [private]
```

5.20.3.25 _path

```
NavMeshPath HeroBehavior._path [private]
```

5.20.3.26 _raycastHit

```
RaycastHit HeroBehavior._raycastHit [private]
```

5.20.3.27 _skillsDuration

```
float [] HeroBehavior._skillsDuration [private]
```

5.20.3.28 _target

```
Transform HeroBehavior._target [private]
```

5.20.3.29 MaxDist

```
readonly int HeroBehavior.MaxDist = 100 [private]
```

5.20.4 Property Documentation

5.20.4.1 PersonClass

```
PersonClass HeroBehavior.PersonClass [get], [set]
```

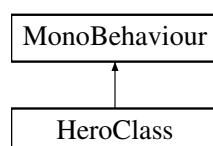
The documentation for this class was generated from the following file:

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

5.21 HeroClass Class Reference

Describes the basic parameters of the hero.

Inheritance diagram for HeroClass:



Public Member Functions

- void `Init ()`
- void `InitHero (HeroDatabase.Hero hero)`
Initiates hero parameters according to appropriate criteria.

Static Public Attributes

- static readonly string `HeroTag` = "Hero"
- static readonly string `VitalityId` = "Vitality"
- static readonly string `WisdomId` = "Wisdom"
- static readonly string `StrengthId` = "Strength"
- static readonly string `AgilityId` = "Agility"
- static readonly string `MaxHealthId` = "Maximal Health"
- static readonly string `CurHealthId` = "Current Health"
- static readonly string `MaxEnergyId` = "Maximal Energy"
- static readonly string `CurEnergyId` = "Current Energy"
- static readonly string `MinDamageId` = "Minimal Damage"
- static readonly string `MaxDamageId` = "Maximal Damage"
- static readonly string `AttackRateId` = "Attack Rate"
- static readonly string `AttackDistId` = "Attack Distance"
- static readonly string `DefenceId` = "Defence"
- static readonly string `ResistMagicId` = "Resist Magic"
- static readonly string `CapacityId` = "Capacity"
- static readonly int `MaxActionChance` = 90
- static readonly int `MinActionChance` = 10
- static readonly int `HealthMod` = 2
- static readonly int `EnergyMod` = 2
- static readonly int `MaxDamageMod` = 1
- static readonly int `MinDamageMod` = 1
- static readonly int `CapacityMod` = 2
- static readonly float `AttackRateMod` = 0.001f
- static readonly float `ActionChanceMod` = 0.5f
- static readonly string `RunMotion` = "isRunning"
- static readonly string `WalkMotion` = "isWalking"
- static readonly string `AttackMotion` = "isAttacking"
- static readonly string `SkillMotion` = "isCasting"
- static readonly string `DeathMotion` = "death"
- static readonly string `RiseMotion` = "rise"
- static readonly string `AttackRateFloat` = "attackRate"

Properties

- string `Type` [get, set]
- string `Sex` [get, set]
- string `Name` [get, set]
- bool `IsTalking` [get, set]
- int `Level` [get, set]
- long `TotalExp` [get, set]
- long `NextLvlExp` [get, set]
- long `LvlStart` [get, set]
- long `LvlEnd` [get, set]
- int `AttributePts` [get, set]

- int `SkillPts` [get, set]
- int `SpentSkillPts` [get, set]
- int `Vitality` [get, set]
- int `Wisdom` [get, set]
- int `Strength` [get, set]
- int `Agility` [get, set]
- int `MaxHealth` [get, set]
- int `CurHealth` [get, set]
- int `MaxEnergy` [get, set]
- int `CurEnergy` [get, set]
- int `MaxDamage` [get, set]
- int `MinDamage` [get, set]
- float `AttackRate` [get, set]
- float `SkillRate` [get, set]
- float `ActionChanceBonus` [get, set]
- int `StartAttackChance` [get, set]
- int `AttackChance` [get, set]
- int `StartDodgeChance` [get, set]
- int `DodgeChance` [get, set]
- float `AttackDist` [get, set]
- float `InteractDist` [get, set]
- int `Defence` [get, set]
- int `ResistMagic` [get, set]
- float `Capacity` [get, set]
- string `LastEnemyType` [get, set]
- int `LastEnemyLvl` [get, set]
- float `WalkSpeed` [get, set]
- float `RunSpeed` [get, set]
- string `CurLocation` [get, set]
- Vector3 `StartPos` [get, set]
- Vector3 `StartRot` [get, set]

Private Member Functions

- void `Awake()`

5.21.1 Detailed Description

Describes the basic parameters of the hero.

5.21.2 Member Function Documentation

5.21.2.1 Awake()

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

5.21.2.2 Init()

```
void HeroClass.Init ( )
```

5.21.2.3 InitHero()

```
void HeroClass.InitHero (   
    HeroDatabase.Hero hero )
```

Initiates hero parameters according to appropriate criteria.

Parameters

<i>hero</i>	A Type of hero from database.
-------------	-------------------------------

5.21.3 Member Data Documentation

5.21.3.1 ActionChanceMod

```
readonly float HeroClass.ActionChanceMod = 0.5f [static]
```

5.21.3.2 AgilityId

```
readonly string HeroClass.AgilityId = "Agility" [static]
```

5.21.3.3 AttackDistId

```
readonly string HeroClass.AttackDistId = "Attack Distance" [static]
```

5.21.3.4 AttackMotion

```
readonly string HeroClass.AttackMotion = "isAttacking" [static]
```

5.21.3.5 AttackRateFloat

```
readonly string HeroClass.AttackRateFloat = "attackRate" [static]
```

5.21.3.6 AttackRateId

```
readonly string HeroClass.AttackRateId = "Attack Rate" [static]
```

5.21.3.7 AttackRateMod

```
readonly float HeroClass.AttackRateMod = 0.001f [static]
```

5.21.3.8 CapacityId

```
readonly string HeroClass.CapacityId = "Capacity" [static]
```

5.21.3.9 CapacityMod

```
readonly int HeroClass.CapacityMod = 2 [static]
```

5.21.3.10 CurEnergyId

```
readonly string HeroClass.CurEnergyId = "Current Energy" [static]
```

5.21.3.11 CurHealthId

```
readonly string HeroClass.CurHealthId = "Current Health" [static]
```

5.21.3.12 DeathMotion

```
readonly string HeroClass.DeathMotion = "death" [static]
```

5.21.3.13 Defenceld

```
readonly string HeroClass.DefenceId = "Defence" [static]
```

5.21.3.14 EnergyMod

```
readonly int HeroClass.EnergyMod = 2 [static]
```

5.21.3.15 HealthMod

```
readonly int HeroClass.HealthMod = 2 [static]
```

5.21.3.16 HeroTag

```
readonly string HeroClass.HeroTag = "Hero" [static]
```

5.21.3.17 MaxActionChance

```
readonly int HeroClass.MaxActionChance = 90 [static]
```

5.21.3.18 MaxDamageld

```
readonly string HeroClass.MaxDamageId = "Maximal Damage" [static]
```

5.21.3.19 MaxDamageMod

```
readonly int HeroClass.MaxDamageMod = 1 [static]
```

5.21.3.20 MaxEnergyId

```
readonly string HeroClass.MaxEnergyId = "Maximal Energy" [static]
```

5.21.3.21 MaxHealthId

```
readonly string HeroClass.MaxHealthId = "Maximal Health" [static]
```

5.21.3.22 MinActionChance

```
readonly int HeroClass.MinActionChance = 10 [static]
```

5.21.3.23 MinDamageId

```
readonly string HeroClass.MinDamageId = "Minimal Damage" [static]
```

5.21.3.24 MinDamageMod

```
readonly int HeroClass.MinDamageMod = 1 [static]
```

5.21.3.25 ResistMagicId

```
readonly string HeroClass.ResistMagicId = "Resist Magic" [static]
```

5.21.3.26 RiseMotion

```
readonly string HeroClass.RiseMotion = "rise" [static]
```

5.21.3.27 RunMotion

```
readonly string HeroClass.RunMotion = "isRunning" [static]
```

5.21.3.28 SkillMotion

```
readonly string HeroClass.SkillMotion = "isCasting" [static]
```

5.21.3.29 StrengthId

```
readonly string HeroClass.StrengthId = "Strength" [static]
```

5.21.3.30 VitalityId

```
readonly string HeroClass.VitalityId = "Vitality" [static]
```

5.21.3.31 WalkMotion

```
readonly string HeroClass.WalkMotion = "isWalking" [static]
```

5.21.3.32 WisdomId

```
readonly string HeroClass.WisdomId = "Wisdom" [static]
```

5.21.4 Property Documentation

5.21.4.1 ActionChanceBonus

```
float HeroClass.ActionChanceBonus [get], [set]
```

5.21.4.2 Agility

```
int HeroClass.Agility [get], [set]
```

5.21.4.3 AttackChance

```
int HeroClass.AttackChance [get], [set]
```

5.21.4.4 AttackDist

```
float HeroClass.AttackDist [get], [set]
```

5.21.4.5 AttackRate

```
float HeroClass.AttackRate [get], [set]
```

5.21.4.6 AttributePts

```
int HeroClass.AttributePts [get], [set]
```

5.21.4.7 Capacity

```
float HeroClass.Capacity [get], [set]
```

5.21.4.8 CurEnergy

```
int HeroClass.CurEnergy [get], [set]
```

5.21.4.9 CurHealth

```
int HeroClass.CurHealth [get], [set]
```

5.21.4.10 CurLocation

```
string HeroClass.CurLocation [get], [set]
```

5.21.4.11 Defence

```
int HeroClass.Defence [get], [set]
```

5.21.4.12 DodgeChance

```
int HeroClass.DodgeChance [get], [set]
```

5.21.4.13 InteractDist

```
float HeroClass.InteractDist [get], [set]
```

5.21.4.14 IsTalking

```
bool HeroClass.IsTalking [get], [set]
```

5.21.4.15 LastEnemyLvl

```
int HeroClass.LastEnemyLvl [get], [set]
```

5.21.4.16 LastEnemyType

```
string HeroClass.LastEnemyType [get], [set]
```

5.21.4.17 Level

```
int HeroClass.Level [get], [set]
```

5.21.4.18 LvlEnd

```
long HeroClass.LvlEnd [get], [set]
```

5.21.4.19 LvlStart

```
long HeroClass.LvlStart [get], [set]
```

5.21.4.20 MaxDamage

```
int HeroClass.MaxDamage [get], [set]
```

5.21.4.21 MaxEnergy

```
int HeroClass.MaxEnergy [get], [set]
```

5.21.4.22 MaxHealth

```
int HeroClass.MaxHealth [get], [set]
```

5.21.4.23 MinDamage

```
int HeroClass.MinDamage [get], [set]
```

5.21.4.24 Name

```
string HeroClass.Name [get], [set]
```

5.21.4.25 NextLvLExp

```
long HeroClass.NextLvLExp [get], [set]
```

5.21.4.26 ResistMagic

```
int HeroClass.ResistMagic [get], [set]
```

5.21.4.27 RunSpeed

```
float HeroClass.RunSpeed [get], [set]
```

5.21.4.28 Sex

```
string HeroClass.Sex [get], [set]
```

5.21.4.29 SkillPts

```
int HeroClass.SkillPts [get], [set]
```

5.21.4.30 SkillRate

```
float HeroClass.SkillRate [get], [set]
```

5.21.4.31 SpentSkillPts

```
int HeroClass.SpentSkillPts [get], [set]
```

5.21.4.32 StartAttackChance

```
int HeroClass.StartAttackChance [get], [set]
```

5.21.4.33 StartDodgeChance

```
int HeroClass.StartDodgeChance [get], [set]
```

5.21.4.34 StartPos

```
Vector3 HeroClass.StartPos [get], [set]
```

5.21.4.35 StartRot

```
Vector3 HeroClass.StartRot [get], [set]
```

5.21.4.36 Strength

```
int HeroClass.Strength [get], [set]
```

5.21.4.37 TotalExp

```
long HeroClass.TotalExp [get], [set]
```

5.21.4.38 Type

```
string HeroClass.Type [get], [set]
```

5.21.4.39 Vitality

```
int HeroClass.Vitality [get], [set]
```

5.21.4.40 WalkSpeed

```
float HeroClass.WalkSpeed [get], [set]
```

5.21.4.41 Wisdom

```
int HeroClass.Wisdom [get], [set]
```

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

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

5.22 HeroDatabase Class Reference

Stores information about individual heroes and their parameters.

Classes

- struct [Hero](#)

Static Public Attributes

- static readonly string [Paladin](#) = "Paladin"
- static readonly [Hero\[\]](#) [Heroes](#)

5.22.1 Detailed Description

Stores information about individual heroes and their parameters.

5.22.2 Member Data Documentation

5.22.2.1 Heroes

```
readonly Hero [] HeroDatabase.Heroes [static]
```

5.22.2.2 Paladin

```
readonly string HeroDatabase.Paladin = "Paladin" [static]
```

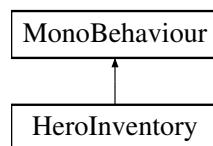
The documentation for this class was generated from the following file:

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

5.23 HeroInventory Class Reference

Describes the functioning of the hero inventory.

Inheritance diagram for HeroInventory:



Classes

- struct [Slot](#)

Public Member Functions

- void [CheckHeroInventory](#) (ref Transform target)
Checks current state of the hero inventory.
- void [AdaptHeroGold](#) (int amount)
Updates prosperity of the hero.
- void [AdaptPersonGold](#) (int amount)
Updates prosperity of the proper person.
- bool [IsItemPickup](#) (int cnt, ref [ItemClass](#) itemClass, [Slot\[\]](#) slots, ref Transform target)
Checks if the item can be picked up.
- int [IsItemMove](#) (string gridId, int cnt1, string objSlot, ref [ItemClass](#) itemClass, [Slot\[\]](#) slots)
Checks if the item is dragging between the hero inventory slots.
- int [CheckItemMove](#) (string objSlot)
Checks if some item is moving in hero inventory.
- int [CheckItemDrop](#) (string objName)
Checks if some item is dropping from hero inventory.
- void [ShowItemSlotInfo](#) (GameObject itemSlot)
Shows info about the item in the slot.
- void [UsePotionQuick](#) (string objName, int index)
Uses some potion by clicking hotkey.
- bool [IsItemUse](#) (string objName)
Checks if some potion in the hero inventory might be used.
- int [CheckItemEquip](#) (string objName)
Checks if some item in the hero inventory might be equipped.
- int [GetInvSlotIndex](#) (string objName)
Gets proper hero inventory slot identifier.
- int [GetPotionSlotIndex](#) (string objName)
Gets proper hero potion slot identifier.
- int [GetTradeSlotIndex](#) (string objName)
Gets proper trade slot identifier.
- void [EnableEquipmentSlot](#) (string objName, [ItemClass](#) itemClass)
Activates selected equipment slot.
- GameObject [GetProperGameObject](#) (string objName)
Gets game object with specific identifier.
- bool [ValidateItemMove](#) (string objName, [Slot](#) equipmentSlot)
Validates moving items between the equipment slots.
- int [ValidateItemEquip](#) (string objName, string itemTypeld, string equiopmentSlotId, [ItemClass](#) itemClass, ref [Slot](#) slot)
Validates equipping the item by the hero.
- bool [CheckActiveItemMoveDrop](#) (string objName, string equipmentSlotId, ref [Slot](#) equipmentSlot, [ItemClass](#) itemClass)
Checks if active item is moving to the inventory slot or dropping to the ground.
- void [CheckTradeGridCollision](#) ()
Checks if some item is moving from the hero inventory slot to some trade slot while trading.
- void [CheckItemBuying](#) (string objName, [ItemClass](#) itemClass)
Checks if the hero wants to buy some item.
- void [CheckItemSelling](#) (string objName, [ItemClass](#) itemClass)
Checks if the hero wants to sell some item.
- void [BuyItem](#) (string objName, int cnt, [Slot\[\]](#) slots, ref [ItemClass](#) itemClass)
finalizes the purchase of the item.
- void [SellItem](#) (string objName, int cnt1, ref [ItemClass](#) itemClass)

- finalizes the sale of the item.
- void [SetItemMesh](#) ([ItemClass](#) itemClass)
Sets proper appearance of the hero.
- Vector3 [DrawItemPosition](#) ()
Draws some position when the item is dropping.
- void [GenerateTradeItems](#) ()
Generates the items when the hero is trading.
- void [DestroyTradeItems](#) ()
Destroys the item after trading.
- void [InitSlotItem](#) ([Slot](#) slot)
Initializes the item slot before beginning the game.

Parameters

slot	A structure that represents proper equipment slot.
------	--

- int [StealHeroGold](#) ()
Steals the hero gold after their death.
- void [PlayProperSound](#) (string name)
Steals the hero gold after their death.

Static Public Attributes

- static readonly int [DropItem](#) = 0
- static readonly int [ResetItem](#) = 1
- static readonly int [MoveItem](#) = 2
- static readonly int [LeaveItem](#) = 3
- static readonly string [InventoryGridId](#) = "InventoryGrid"
- static readonly string [PotionGridId](#) = "PotionGrid"
- static readonly string [TradeGridId](#) = "TradeGrid"
- static readonly string [InvSlotId](#) = "InvSlot0"
- static readonly string [PotionSlotId](#) = "PotionSlot0"
- static readonly string [TradeSlotId](#) = "TradeSlot0"
- static readonly int [InvSlots](#) = 36
- static readonly int [PotionSlots](#) = 8
- static readonly int [TradeSlots](#) = 72
- static readonly int [MaxGoldAmount](#) = 100000
- static readonly int [stealMod](#) = 25
- static readonly int [MinDropDist](#) = -1
- static readonly int [AvgDropDist](#) = 1
- static readonly int [MaxDropDist](#) = 2
- static readonly int [MaxTradeItem](#) = 40
- static readonly int [MinTradeItem](#) = 4
- static readonly string [HeadSlotId](#) = "HeadSlot"
- static readonly string [TorsoSlotId](#) = "TorsoSlot"
- static readonly string [RightHandSlotId](#) = "RightHandSlot"
- static readonly string [LeftHandSlotId](#) = "LeftHandSlot"
- static readonly string [FeetSlotId](#) = "FeetSlot"

Package Attributes

- Slot HeadSlot
- Slot TorsoSlot
- Slot RightHandSlot
- Slot LeftHandSlot
- Slot FeetSlot

Properties

- int ActiveInvSlots [get, set]
- int ActivePotionSlots [get, set]
- int ActiveTradeSlots [get, set]
- Slot[] Herolnv [get, set]
- Slot[] HeroPotions [get, set]
- Slot[] PersonInv [get, set]
- int Gold [get, set]
- bool IsHair [get, set]
- bool IsOrdinary [get, set]
- bool IsElite [get, set]
- bool IsLegendary [get, set]

Private Member Functions

- void Awake ()
- void Init ()
- void InitEquipmentSlot (ref Slot slot, string slotId)

Sets proper appearance of the hero.

Private Attributes

- RectTransform _invGridRect
- RectTransform _potionGridRect
- RectTransform _tradeGridRect
- HeroBehavior _heroBehavior
- HeroClass _heroClass
- HeroParameter _heroParameter
- HeroSound _heroSound
- GameInterface _gameInterface
- Transform _bottomPanelTrans

5.23.1 Detailed Description

Describes the functioning of the hero inventory.

5.23.2 Member Function Documentation

5.23.2.1 AdaptHeroGold()

```
void HeroInventory.AdaptHeroGold (
    int amount )
```

Updates prosperity of the hero.

Parameters

<i>amount</i>	A number that represents gold amount.
---------------	---------------------------------------

5.23.2.2 AdaptPersonGold()

```
void HeroInventory.AdaptPersonGold (
    int amount )
```

Updates prosperity of the proper person.

Parameters

<i>amount</i>	A number that represents gold amount.
---------------	---------------------------------------

5.23.2.3 Awake()

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

5.23.2.4 BuyItem()

```
void HeroInventory.BuyItem (
    string objName,
    int cnt,
    Slot[] slots,
    ref ItemClass itemClass )
```

finalizes the purchase of the item.

Parameters

<i>objName</i>	A label that identifies the proper item slot.
<i>cnt</i>	A number that identifies a specific slot in the slots array.
<i>slots</i>	The structures that represent proper inventory slots.
<i>itemClass</i>	An object that represents a specific item.

5.23.2.5 CheckActiveItemMoveDrop()

```
bool HeroInventory.CheckActiveItemMoveDrop (
    string objName,
```

```
    string equipmentSlotId,
    ref Slot equipmentSlot,
    ItemClass itemClass )
```

Checks if active item is moving to the inventory slot or dropping to the ground.

Parameters

<i>objName</i>	A label that identifies the proper item slot.
<i>equipmentSlotId</i>	A label that identifies the equipment slot.
<i>equipmentSlot</i>	A structure that represents proper inventory slot.
<i>itemClass</i>	An object that represents a specific item.

Returns

The boolean that is true if the item leave in the slot or drop from the slot or false if not.

5.23.2.6 CheckHeroInventory()

```
void HeroInventory.CheckHeroInventory (
    ref Transform target )
```

Checks current state of the hero inventory.

Parameters

<i>target</i>	A transform that represents the clicked object.
---------------	---

5.23.2.7 CheckItemBuying()

```
void HeroInventory.CheckItemBuying (
    string objName,
    ItemClass itemClass )
```

Checks if the hero wants to buy some item.

Parameters

<i>objName</i>	A label that identifies the proper item slot.
<i>itemClass</i>	An object that represents a specific item.

5.23.2.8 CheckItemDrop()

```
int HeroInventory.CheckItemDrop (
    string objName )
```

Checks if some item is dropping from hero inventory.

Parameters

<i>objName</i>	A label that identifies the proper item.
----------------	--

Returns

The number that represents the state of doing action.

5.23.2.9 CheckItemEquip()

```
int HeroInventory.CheckItemEquip (
    string objName )
```

Checks if some item in the hero inventory might be equipped.

Parameters

<i>objName</i>	A label that identifies the proper item.
----------------	--

Returns

The number that represents the state of doing action.

5.23.2.10 CheckItemMove()

```
int HeroInventory.CheckItemMove (
    string objSlot )
```

Checks if some item is moving in hero inventory.

Parameters

<i>objSlot</i>	A label that identifies the proper slot.
----------------	--

Returns

The number that represents the state of doing action.

5.23.2.11 CheckItemSelling()

```
void HeroInventory.CheckItemSelling (
    string objName,
    ItemClass itemClass )
```

Checks if the hero wants to sell some item.

Parameters

<i>objName</i>	A label that identifies the proper item slot.
<i>itemClass</i>	An object that represents a specific item.

5.23.2.12 CheckTradeGridCollision()

```
void HeroInventory.CheckTradeGridCollision ( )
```

Checks if some item is moving from the hero inventory slot to some trade slot while trading.

5.23.2.13 DestroyTradeItems()

```
void HeroInventory.DestroyTradeItems ( )
```

Destroys the item after trading.

5.23.2.14 DrawItemPosition()

```
Vector3 HeroInventory.DrawItemPosition ( )
```

Draws some position when the item is dropping.

5.23.2.15 EnableEquipmentSlot()

```
void HeroInventory.EnableEquipmentSlot (
    string objName,
    ItemClass itemClass )
```

Activates selected equipment slot.

Parameters

<i>objName</i>	A label that identifies the proper slot.
<i>itemClass</i>	An object that represents a specific item.

5.23.2.16 GenerateTradeItems()

```
void HeroInventory.GenerateTradeItems ( )
```

Generates the items when the hero is trading.

5.23.2.17 GetInvSlotIndex()

```
int HeroInventory.GetInvSlotIndex (
    string objName )
```

Gets proper hero inventory slot identifier.

Parameters

<i>objName</i>	A label that identifies the proper slot.
----------------	--

Returns

The number that represents the index of the slot in the array.

5.23.2.18 GetPotionSlotIndex()

```
int HeroInventory.GetPotionSlotIndex (
    string objName )
```

Gets proper hero potion slot identifier.

Parameters

<i>objName</i>	A label that identifies the proper slot.
----------------	--

Returns

The number that represents the index of the slot in the array.

5.23.2.19 GetProperGameObject()

```
GameObject HeroInventory.GetProperGameObject (
    string objName )
```

Gets game object with specific identifier.

Parameters

<i>objName</i>	A label that identifies the proper game object.
----------------	---

Returns

The entity that represents the object in the engine.

5.23.2.20 GetTradeSlotIndex()

```
int HeroInventory.GetTradeSlotIndex (
    string objName )
```

Gets proper trade slot identifier.

Parameters

<i>objName</i>	A label that identifies the proper slot.
----------------	--

Returns

The number that represents the index of the slot in the array.

5.23.2.21 Init()

```
void HeroInventory.Init ( ) [private]
```

5.23.2.22 InitEquipmentSlot()

```
void HeroInventory.InitEquipmentSlot (
    ref Slot slot,
    string slotId ) [private]
```

Sets proper appearance of the hero.

Parameters

<i>slot</i>	A structure that represents proper equipment slot.
<i>slot</i> ← <i>Id</i>	A label that identifies the proper slot.

5.23.2.23 InitSlotItem()

```
void HeroInventory.InitSlotItem (
    Slot slot )
```

Initializes the item slot before beginning the game.

Parameters

<i>slot</i>	A structure that represents proper equipment slot.
-------------	--

5.23.2.24 IsItemMove()

```
int HeroInventory.IsItemMove (
    string gridId,
    int cnt1,
    string objSlot,
    ref ItemClass itemClass,
    Slot[] slots )
```

Checks if the item is dragging between the hero inventory slots.

Parameters

<i>gridId</i>	A label that identifies a specific grid.
<i>cnt1</i>	A number that identifies a specific slot in the slots array.
<i>objSlot</i>	A label that identifies a single slot.
<i>itemClass</i>	An object that represents a specific item.
<i>slots</i>	A structure that represents proper inventory slots.

Returns

The number that represents the state of doing action.

5.23.2.25 IsItemPickup()

```
bool HeroInventory.IsItemPickup (
    int cnt,
    ref ItemClass itemClass,
    Slot[] slots,
    ref Transform target )
```

Checks if the item can be picked up.

Parameters

<i>cnt</i>	A number that represents available slot in inventory.
<i>itemClass</i>	An object that represents a specific item.
<i>slots</i>	The structures that represent proper inventory slots.
<i>target</i>	A transform that represents an item in the scene.

Returns

The boolean that is true if the item might be picked up or false if not.

5.23.2.26 IsItemUse()

```
bool HeroInventory.IsItemUse (
    string objName )
```

Checks if some potion in the hero inventory might be used.

Parameters

<i>objName</i>	A label that identifies the proper potion.
----------------	--

Returns

The boolean that is true if the potion is used or false if not.

5.23.2.27 PlayProperSound()

```
void HeroInventory.PlayProperSound (
    string name )
```

Steals the hero gold after their death.

Parameters

<i>name</i>	A label that identifies proper sound.
-------------	---------------------------------------

5.23.2.28 SellItem()

```
void HeroInventory.SellItem (
    string objName,
    int cnt1,
    ref ItemClass itemClass )
```

finalizes the sale of the item.

Parameters

<i>objName</i>	A label that identifies the proper item slot.
<i>cnt1</i>	A number that identifies a specific slot in the slots array.
<i>itemClass</i>	An object that represents a specific item.

5.23.2.29 SetItemMesh()

```
void HeroInventory.SetItemMesh (
    ItemClass itemClass )
```

Sets proper appearance of the hero.

Parameters

<i>itemClass</i>	An object that represents a specific item.
------------------	--

5.23.2.30 ShowItemSlotInfo()

```
void HeroInventory.ShowItemSlotInfo (
    GameObject itemSlot )
```

Shows info about the item in the slot.

Parameters

<i>itemSlot</i>	An object that represents an item slot.
-----------------	---

5.23.2.31 StealHeroGold()

```
int HeroInventory.StealHeroGold ( )
```

Steals the hero gold after their death.

Returns

The number that represents the stolen gold.

5.23.2.32 UsePotionQuick()

```
void HeroInventory.UsePotionQuick (
    string objName,
    int index )
```

Uses some potion by clicking hotkey.

Parameters

<i>objName</i>	A label that identifies the proper potion button.
<i>index</i>	A number that identifies the potion in the array.

5.23.2.33 ValidateItemEquip()

```
int HeroInventory.ValidateItemEquip (
    string objName,
    string itemTypeId,
    string equipmentSlotId,
    ItemClass itemClass,
    ref Slot slot )
```

Validates equipping the item by the hero.

Parameters

<i>objName</i>	A label that identifies the proper item slot.
<i>itemTypeId</i>	A label that identifies the type of the item.
<i>equipmentSlotId</i>	A label that identifies the new equipment slot.
<i>itemClass</i>	An object that represents a specific item.
<i>slot</i>	A structure that represents proper inventory slot.

Returns

The number that represents the state of doing action.

5.23.2.34 ValidateItemMove()

```
bool HeroInventory.ValidateItemMove (
    string objName,
    Slot equipmentSlot )
```

Validates moving items between the equipment slots.

Parameters

<i>objName</i>	A label that identifies the proper equipment slot.
<i>equipmentSlot</i>	A structure that represents equipment slot.

Returns

The boolean that is true if the item leave in the slot or false if not.

5.23.3 Member Data Documentation**5.23.3.1 _bottomPanelTrans**

```
Transform HeroInventory._bottomPanelTrans [private]
```

5.23.3.2 _gameInterface

```
GameInterface HeroInventory._gameInterface [private]
```

5.23.3.3 _heroBehavior

```
HeroBehavior HeroInventory._heroBehavior [private]
```

5.23.3.4 `_heroClass`

```
HeroClass HeroInventory._heroClass [private]
```

5.23.3.5 `_heroParameter`

```
HeroParameter HeroInventory._heroParameter [private]
```

5.23.3.6 `_heroSound`

```
HeroSound HeroInventory._heroSound [private]
```

5.23.3.7 `_invGridRect`

```
RectTransform HeroInventory._invGridRect [private]
```

5.23.3.8 `_potionGridRect`

```
RectTransform HeroInventory._potionGridRect [private]
```

5.23.3.9 `_tradeGridRect`

```
RectTransform HeroInventory._tradeGridRect [private]
```

5.23.3.10 `AvgDropDist`

```
readonly int HeroInventory.AvgDropDist = 1 [static]
```

5.23.3.11 `DroplItem`

```
readonly int HeroInventory.DropItem = 0 [static]
```

5.23.3.12 FeetSlot

```
Slot HeroInventory.FeetSlot [package]
```

5.23.3.13 FeetSlotId

```
readonly string HeroInventory.FeetSlotId = "FeetSlot" [static]
```

5.23.3.14 HeadSlot

```
Slot HeroInventory.HeadSlot [package]
```

5.23.3.15 HeadSlotId

```
readonly string HeroInventory.HeadSlotId = "HeadSlot" [static]
```

5.23.3.16 InventoryGridId

```
readonly string HeroInventory.InventoryGridId = "InventoryGrid" [static]
```

5.23.3.17 InvSlotId

```
readonly string HeroInventory.InvSlotId = "InvSlot0" [static]
```

5.23.3.18 InvSlots

```
readonly int HeroInventory.InvSlots = 36 [static]
```

5.23.3.19 LeaveItem

```
readonly int HeroInventory.LeaveItem = 3 [static]
```

5.23.3.20 LeftHandSlot

```
Slot HeroInventory.LeftHandSlot [package]
```

5.23.3.21 LeftHandSlotId

```
readonly string HeroInventory.LeftHandSlotId = "LeftHandSlot" [static]
```

5.23.3.22 MaxDropDist

```
readonly int HeroInventory.MaxDropDist = 2 [static]
```

5.23.3.23 MaxGoldAmount

```
readonly int HeroInventory.MaxGoldAmount = 100000 [static]
```

5.23.3.24 MaxTradeItem

```
readonly int HeroInventory.MaxTradeItem = 40 [static]
```

5.23.3.25 MinDropDist

```
readonly int HeroInventory.MinDropDist = -1 [static]
```

5.23.3.26 MinTradeItem

```
readonly int HeroInventory.MinTradeItem = 4 [static]
```

5.23.3.27 MoveItem

```
readonly int HeroInventory.MoveItem = 2 [static]
```

5.23.3.28 PotionGridId

```
readonly string HeroInventory.PotionGridId = "PotionGrid" [static]
```

5.23.3.29 PotionSlotId

```
readonly string HeroInventory.PotionSlotId = "PotionSlot0" [static]
```

5.23.3.30 PotionSlots

```
readonly int HeroInventory.PotionSlots = 8 [static]
```

5.23.3.31 ResetItem

```
readonly int HeroInventory.ResetItem = 1 [static]
```

5.23.3.32 RightHandSlot

```
Slot HeroInventory.RightHandSlot [package]
```

5.23.3.33 RightHandSlotId

```
readonly string HeroInventory.RightHandSlotId = "RightHandSlot" [static]
```

5.23.3.34 stealMod

```
readonly int HeroInventory.stealMod = 25 [static]
```

5.23.3.35 TorsoSlot

```
Slot HeroInventory.TorsoSlot [package]
```

5.23.3.36 TorsoSlotId

```
readonly string HeroInventory.TorsoSlotId = "TorsoSlot" [static]
```

5.23.3.37 TradeGridId

```
readonly string HeroInventory.TradeGridId = "TradeGrid" [static]
```

5.23.3.38 TradeSlotId

```
readonly string HeroInventory.TradeSlotId = "TradeSlot0" [static]
```

5.23.3.39 TradeSlots

```
readonly int HeroInventory.TradeSlots = 72 [static]
```

5.23.4 Property Documentation

5.23.4.1 ActiveInvSlots

```
int HeroInventory.ActiveInvSlots [get], [set]
```

5.23.4.2 ActivePotionSlots

```
int HeroInventory.ActivePotionSlots [get], [set]
```

5.23.4.3 ActiveTradeSlots

```
int HeroInventory.ActiveTradeSlots [get], [set]
```

5.23.4.4 Gold

```
int HeroInventory.Gold [get], [set]
```

5.23.4.5 HerolInv

```
Slot [] HeroInventory.HeroInv [get], [set]
```

5.23.4.6 HeroPotions

```
Slot [] HeroInventory.HeroPotions [get], [set]
```

5.23.4.7 IsElite

```
bool HeroInventory.IsElite [get], [set]
```

5.23.4.8 IsHair

```
bool HeroInventory.IsHair [get], [set]
```

5.23.4.9 IsLegendary

```
bool HeroInventory.IsLegendary [get], [set]
```

5.23.4.10 IsOrdinary

```
bool HeroInventory.IsOrdinary [get], [set]
```

5.23.4.11 PersonInv

```
slot [] HeroInventory.PersonInv [get], [set]
```

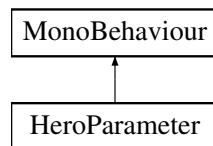
The documentation for this class was generated from the following file:

- Assets/Scripts/HeroInventory.cs

5.24 HeroParameter Class Reference

Executes additional actions related to the hero.

Inheritance diagram for HeroParameter:



Public Member Functions

- void [AdaptExp](#) (int experience)
Updates current experience of the hero.
- void [AdaptAttr](#) (string attributeld, string methodId, float attrValue)
Updates proper attribute of the hero.
- void [AdaptSkill](#) (ref [HeroSkillDatabase.Skill](#) skill, int skillValue, float effect, float energyCost)
Updates proper skill of the hero.
- void [AdaptStats](#) (string statsId, float statsValue)
Updates current statistics of the hero
- void [AdaptHealth](#) (int health)
Calculates current health of the hero.
- void [AdaptEnergy](#) (int energy)
Calculates current energy of the hero.
- bool [IsSkill](#) ([HeroSkillDatabase.Skill](#) skill)
Checks if hero knows selected skill.
- void [ActivateAttack](#) (ref [HeroSkillDatabase.Skill](#) mouseSkill)
Activates normal attack.
- void [CheckSkill](#) ([HeroSkillDatabase.Skill](#) skill, ref [HeroSkillDatabase.Skill](#) mouseSkill)
Checks if selected skill may be activated at this time.
- void [ActivateSkill](#) ([HeroSkillDatabase.Skill](#) skill, [HeroSkillDatabase.Skill](#) mouseSkill)
Activates selected skill.
- void [DeactivateSkill](#) ([HeroSkillDatabase.Skill](#) skill, [HeroSkillDatabase.Skill](#) mouseSkill)
Deactivates selected skill.
- void [SetAura](#) ([HeroSkillDatabase.Skill](#) skill)
Sets proper aura around the hero.
- void [SetStats](#) ([HeroSkillDatabase.Skill](#) skill)
Sets proper statistics that improving the hero.

- void [ResetAura](#) ([HeroSkillDatabase.Skill](#) skill)
Resets the aura around the hero.
- void [ResetStats](#) ([HeroSkillDatabase.Skill](#) skill)
Resets the statistics that improving the hero.
- int [CalcDamage](#) ()
Calculates the attack power of the hero.
- bool [IsHeroDead](#) ()
Checks if the hero is dead.
- void [GenerateStain](#) ()
Generates blood stain after the hero death.
- void [ExpireParticleSystems](#) ()
Expires the aura effects after the hero death.
- void [IgniteParticleSystems](#) ()
Ignite the aura effects after the hero resurrection.

Public Attributes

- readonly string [StudyId](#) = "Study"
- readonly int [LearnValue](#) = 1

Properties

- float [ExpMod](#) [get, set]
- float [AttackAnimSpeed](#) [get, set]

Private Member Functions

- void [Start](#) ()
- void [Update](#) ()
- void [Init](#) ()
- void [SetActiveSkill](#) ([HeroSkillDatabase.Skill](#) skill, [HeroSkillDatabase.Skill](#) mouseSkill)
Sets the appropriate logical variables that activate skill.
- void [ResetActiveSkill](#) ([HeroSkillDatabase.Skill](#) skill, [HeroSkillDatabase.Skill](#) mouseSkill)
Sets the appropriate logical variables that deactivate skill.
- void [AdaptDodgeChance](#) ()
Updates info about the hero dodge chance.
- void [AdaptAttackChance](#) ()
Updates info about the hero attack chance.
- void [AdaptAnimationSpeed](#) ()
Updates speed of the hero animations.
- string [RemoveSpacesFromString](#) (string oldString)
Removes white spaces from the selected string.

Private Attributes

- readonly float `LevelMod01` = 1.6f
- readonly float `LevelMod02` = 1.2f
- readonly float `LevelMod03` = 1.1f
- readonly float `LevelMod04` = 1.05f
- readonly float `LevelMod05` = 1.01f
- readonly int `LevelLimit` = 99
- readonly int `AttrPtsMod` = 5
- readonly int `SkillPtsMod` = 1
- bool `_isLeftSkillActive`
- bool `_isRightSkillActive`
- bool `_isRegenerativeSkill`
- float `_nextRegeneration`
- `HeroClass _heroClass`
- `HeroSkill _heroSkill`
- `HeroSound _heroSound`
- `GamelInterface _gameInterface`
- `Animator _animator`
- `Transform _heroSpine`

5.24.1 Detailed Description

Executes additional actions related to the hero.

5.24.2 Member Function Documentation

5.24.2.1 ActivateAttack()

```
void HeroParameter.ActivateAttack (
    ref HeroSkillDatabase.Skill mouseSkill )
```

Activates normal attack.

Parameters

<code>mouseSkill</code>	A structure that represents an active skill.
-------------------------	--

5.24.2.2 ActivateSkill()

```
void HeroParameter.ActivateSkill (
    HeroSkillDatabase.Skill skill,
    HeroSkillDatabase.Skill mouseSkill )
```

Activates selected skill.

Parameters

<i>skill</i>	A structure that represents a skill to activate.
<i>mouseSkill</i>	A structure that represents a current chosen skill.

5.24.2.3 AdaptAnimationSpeed()

```
void HeroParameter.AdaptAnimationSpeed ( ) [private]
```

Updates speed of the hero animations.

5.24.2.4 AdaptAttackChance()

```
void HeroParameter.AdaptAttackChance ( ) [private]
```

Updates info about the hero attack chance.

5.24.2.5 AdaptAttr()

```
void HeroParameter.AdaptAttr (
    string attributeId,
    string methodId,
    float attrValue )
```

Updates proper attribute of the hero.

Parameters

<i>attributeId</i>	The label that represents the identifier of the attribute.
<i>methodId</i>	The label that represents the identifier of the used method.
<i>attrValue</i>	The number that represents the value of the attribute.

5.24.2.6 AdaptDodgeChance()

```
void HeroParameter.AdaptDodgeChance ( ) [private]
```

Updates info about the hero dodge chance.

5.24.2.7 AdaptEnergy()

```
void HeroParameter.AdaptEnergy (
    int energy )
```

Calculates current energy of the hero.

Parameters

<i>energy</i>	The energy points to add or subtract.
---------------	---------------------------------------

5.24.2.8 AdaptExp()

```
void HeroParameter.AdaptExp (
    int experience )
```

Updates current experience of the hero.

Parameters

<i>experience</i>	The experience points to add.
-------------------	-------------------------------

5.24.2.9 AdaptHealth()

```
void HeroParameter.AdaptHealth (
    int health )
```

Calculates current health of the hero.

Parameters

<i>health</i>	The health points to add or subtract.
---------------	---------------------------------------

5.24.2.10 AdaptSkill()

```
void HeroParameter.AdaptSkill (
    ref HeroSkillDatabase.Skill skill,
    int skillValue,
    float effect,
    float energyCost )
```

Updates proper skill of the hero.

Parameters

<i>skill</i>	A structure that represents a hero skill.
<i>skillValue</i>	The number that represents the value of the skill.
<i>effect</i>	The number that represents the effect of the skill.
<i>energyCost</i>	The number that represents the energy cost of the skill.

5.24.2.11 AdaptStats()

```
void HeroParameter.AdaptStats (
    string statsId,
    float statsValue )
```

Updates current statistics of the hero

Parameters

<i>statsId</i>	The label that represents the identifier of the statistic.
<i>statsValue</i>	The number that represents the value of the statistic.

5.24.2.12 CalcDamage()

```
int HeroParameter.CalcDamage ( )
```

Calculates the attack power of the hero.

Returns

The damage as a negative number.

5.24.2.13 CheckSkill()

```
void HeroParameter.CheckSkill (
    HeroSkillDatabase.Skill skill,
    ref HeroSkillDatabase.Skill mouseSkill )
```

Checks if selected skill may be activated at this time.

Parameters

<i>skill</i>	A structure that represents a skill to activate.
<i>mouseSkill</i>	A structure that represents a current chosen skill.

5.24.2.14 DeactivateSkill()

```
void HeroParameter.DeactivateSkill (
    HeroSkillDatabase.Skill skill,
    HeroSkillDatabase.Skill mouseSkill )
```

Deactivates selected skill.

Parameters

<i>skill</i>	A structure that represents a skill to deactivate.
<i>mouseSkill</i>	A structure that represents a current chosen skill.

5.24.2.15 ExpireParticleSystems()

```
void HeroParameter.ExpireParticleSystems ( )
```

Expires the aura effects after the hero death.

5.24.2.16 GenerateStain()

```
void HeroParameter.GenerateStain ( )
```

Generates blood stain after the hero death.

5.24.2.17 IgniteParticleSystems()

```
void HeroParameter.IgniteParticleSystems ( )
```

Ignite the aura effects after the hero resurrection.

5.24.2.18 Init()

```
void HeroParameter.Init ( ) [private]
```

5.24.2.19 IsHeroDead()

```
bool HeroParameter.IsHeroDead ( )
```

Checks if the hero is dead.

Returns

The boolean that is true if the hero is dead or false if not.

5.24.2.20 IsSkill()

```
bool HeroParameter.IsSkill (   
    HeroSkillDatabase.Skill skill )
```

Checks if hero knows selected skill.

Parameters

<i>skill</i>	A structure that represents a hero skill.
--------------	---

Returns

The boolean that is true if the hero knows the skill or false if not.

5.24.2.21 RemoveSpacesFromString()

```
string HeroParameter.RemoveSpacesFromString (   
    string oldString ) [private]
```

Removes white spaces from the selected string.

Parameters

<i>oldString</i>	A label that represents string to convert.
------------------	--

Returns

The converted string.

5.24.2.22 ResetActiveSkill()

```
void HeroParameter.ResetActiveSkill (
    HeroSkillDatabase.Skill skill,
    HeroSkillDatabase.Skill mouseSkill ) [private]
```

Sets the appropriate logical variables that deactivate skill.

Parameters

<i>skill</i>	A structure that represents a skill to activate.
<i>mouseSkill</i>	A structure that represents a current chosen skill.

5.24.2.23 ResetAura()

```
void HeroParameter.ResetAura (
    HeroSkillDatabase.Skill skill )
```

Resets the aura around the hero.

Parameters

<i>skill</i>	A structure that represents a hero skill.
--------------	---

5.24.2.24 ResetStats()

```
void HeroParameter.ResetStats (
    HeroSkillDatabase.Skill skill )
```

Resets the statistics that improving the hero.

Parameters

<i>skill</i>	A structure that represents a hero skill.
--------------	---

5.24.2.25 SetActiveSkill()

```
void HeroParameter.SetActiveSkill (
    HeroSkillDatabase.Skill skill,
    HeroSkillDatabase.Skill mouseSkill ) [private]
```

Sets the appropriate logical variables that activate skill.

Parameters

<i>skill</i>	A structure that represents a skill to activate.
<i>mouseSkill</i>	A structure that represents a current chosen skill.

5.24.2.26 SetAura()

```
void HeroParameter.SetAura (
    HeroSkillDatabase.Skill skill )
```

Sets proper aura around the hero.

Parameters

<i>skill</i>	A structure that represents a hero skill.
--------------	---

5.24.2.27 SetStats()

```
void HeroParameter.SetStats (
    HeroSkillDatabase.Skill skill )
```

Sets proper statistics that improving the hero.

Parameters

<i>skill</i>	A structure that represents a hero skill.
--------------	---

5.24.2.28 Start()

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

5.24.2.29 Update()

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

5.24.3 Member Data Documentation

5.24.3.1 `_animator`

```
Animator HeroParameter._animator [private]
```

5.24.3.2 `_gameInterface`

```
GameInterface HeroParameter._gameInterface [private]
```

5.24.3.3 `_heroClass`

```
HeroClass HeroParameter._heroClass [private]
```

5.24.3.4 `_heroSkill`

```
HeroSkill HeroParameter._heroSkill [private]
```

5.24.3.5 `_heroSound`

```
HeroSound HeroParameter._heroSound [private]
```

5.24.3.6 `_heroSpine`

```
Transform HeroParameter._heroSpine [private]
```

5.24.3.7 `_isLeftSkillActive`

```
bool HeroParameter._isLeftSkillActive [private]
```

5.24.3.8 `_isRegenerativeSkill`

```
bool HeroParameter._isRegenerativeSkill [private]
```

5.24.3.9 _isRightSkillActive

```
bool HeroParameter._isRightSkillActive [private]
```

5.24.3.10 _nextRegeneration

```
float HeroParameter._nextRegeneration [private]
```

5.24.3.11 AttrPtsMod

```
readonly int HeroParameter.AttrPtsMod = 5 [private]
```

5.24.3.12 LearnValue

```
readonly int HeroParameter.LearnValue = 1
```

5.24.3.13 LevelLimit

```
readonly int HeroParameter.LevelLimit = 99 [private]
```

5.24.3.14 LevelMod01

```
readonly float HeroParameter.LevelMod01 = 1.6f [private]
```

5.24.3.15 LevelMod02

```
readonly float HeroParameter.LevelMod02 = 1.2f [private]
```

5.24.3.16 LevelMod03

```
readonly float HeroParameter.LevelMod03 = 1.1f [private]
```

5.24.3.17 LevelMod04

```
readonly float HeroParameter.LevelMod04 = 1.05f [private]
```

5.24.3.18 LevelMod05

```
readonly float HeroParameter.LevelMod05 = 1.01f [private]
```

5.24.3.19 SkillPtsMod

```
readonly int HeroParameter.SkillPtsMod = 1 [private]
```

5.24.3.20 StudyId

```
readonly string HeroParameter.StudyId = "Study"
```

5.24.4 Property Documentation

5.24.4.1 AttackAnimSpeed

```
float HeroParameter.AttackAnimSpeed [get], [set]
```

5.24.4.2 ExpMod

```
float HeroParameter.ExpMod [get], [set]
```

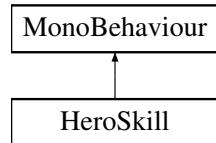
The documentation for this class was generated from the following file:

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

5.25 HeroSkill Class Reference

Describes the basic parameters of the skill.

Inheritance diagram for HeroSkill:



Properties

- `HeroSkillDatabase.Skill[] HeroSkills [get, set]`

Private Member Functions

- `void Awake ()`
- `void Init ()`

5.25.1 Detailed Description

Describes the basic parameters of the skill.

5.25.2 Member Function Documentation

5.25.2.1 Awake()

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

5.25.2.2 Init()

```
void HeroSkill.Init ( ) [private]
```

5.25.3 Property Documentation

5.25.3.1 HeroSkills

```
HeroSkillDatabase.Skill [ ] HeroSkill.HeroSkills [get], [set]
```

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

- Assets/Scripts/HeroSkill.cs

5.26 HeroSkillDatabase Class Reference

Stores information about individual skills and their parameters.

Classes

- struct Skill

Static Public Attributes

- static readonly string **Attack** = "Physical Attack"
- static readonly string **Passive** = "Passive Skill"
- static readonly string **Active** = "Active Skill"
- static readonly string **Regenerative** = "Regenerative Skill"
- static readonly string **Releasable** = "Releasable Skill"
- static readonly string **Health** = "Health"
- static readonly string **Damage** = "Damage"
- static readonly string **AttackRate** = "Attack Rate"
- static readonly string **Defence** = "Defence"
- static readonly string **AttackMelee** = "Skill **Attack** Melee"
- static readonly string **Support** = "Skill Support"
- static readonly string **None** = "None"
- static readonly Vector3 **AttackMeleePos** = new Vector3(-0.0064f, 0.0571f, 0.0266f)
- static readonly Vector3 **AttackMeleeRot** = new Vector3(0f, -90f, 90f)
- static readonly Color **White** = new Color(1f, 1f, 1f)
- static readonly Color **Blue** = new Color(0.51f, 0.58f, 1f)
- static readonly Color **Yellow** = new Color(0.74f, 0.62f, 0.15f)
- static readonly Color **Purple** = new Color(0.76f, 0.29f, 1f)
- static readonly Skill **NormalAttack**
- static readonly Skill[] **PaladinSkills**

5.26.1 Detailed Description

Stores information about individual skills and their parameters.

5.26.2 Member Data Documentation

5.26.2.1 Active

```
readonly string HeroSkillDatabase.Active = "Active Skill" [static]
```

5.26.2.2 Attack

```
readonly string HeroSkillDatabase.Attack = "Physical Attack" [static]
```

5.26.2.3 AttackMelee

```
readonly string HeroSkillDatabase.AttackMelee = "Skill Attack Melee" [static]
```

5.26.2.4 AttackMeleePos

```
readonly Vector3 HeroSkillDatabase.AttackMeleePos = new Vector3(-0.0064f, 0.0571f, 0.0266f)  
[static]
```

5.26.2.5 AttackMeleeRot

```
readonly Vector3 HeroSkillDatabase.AttackMeleeRot = new Vector3(0f, -90f, 90f) [static]
```

5.26.2.6 AttackRate

```
readonly string HeroSkillDatabase.AttackRate = "Attack Rate" [static]
```

5.26.2.7 Blue

```
readonly Color HeroSkillDatabase.Blue = new Color(0.51f, 0.58f, 1f) [static]
```

5.26.2.8 Damage

```
readonly string HeroSkillDatabase.Damage = "Damage" [static]
```

5.26.2.9 Defence

```
readonly string HeroSkillDatabase.Defence = "Defence" [static]
```

5.26.2.10 Health

```
readonly string HeroSkillDatabase.Health = "Health" [static]
```

5.26.2.11 None

```
readonly string HeroSkillDatabase.None = "None" [static]
```

5.26.2.12 NormalAttack

```
readonly Skill HeroSkillDatabase.NormalAttack [static]
```

Initial value:

```
= new Skill
{
    Id = 0,
    Kind = "Normal Attack",
    Type = Attack,
    Desc = "The basic attack of the hero that deals physical damage",
    Level = 0,
    Stats = new string[] { None },
    Effect = 0f,
    EnergyCost = 0f,
    Rate = 0f,
    Result = None,
    ReqLvl = 0,
    ReqSkill = None,
    Sprite = Resources.Load<Sprite>(ItemDatabase.Sprites + "ImageNormalAttack"),
    Color = White
}
```

5.26.2.13 PaladinSkills

```
readonly Skill [] HeroSkillDatabase.PaladinSkills [static]
```

5.26.2.14 Passive

```
readonly string HeroSkillDatabase.Passive = "Passive Skill" [static]
```

5.26.2.15 Purple

```
readonly Color HeroSkillDatabase.Purple = new Color(0.76f, 0.29f, 1f) [static]
```

5.26.2.16 Regenerative

```
readonly string HeroSkillDatabase.Regenerative = "Regenerative Skill" [static]
```

5.26.2.17 Releasable

```
readonly string HeroSkillDatabase.Releasable = "Releasable Skill" [static]
```

5.26.2.18 Support

```
readonly string HeroSkillDatabase.Support = "Skill Support" [static]
```

5.26.2.19 White

```
readonly Color HeroSkillDatabase.White = new Color(1f, 1f, 1f) [static]
```

5.26.2.20 Yellow

```
readonly Color HeroSkillDatabase.Yellow = new Color(0.74f, 0.62f, 0.15f) [static]
```

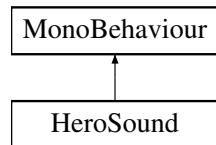
The documentation for this class was generated from the following file:

- Assets/Scripts/HeroSkillDatabase.cs

5.27 HeroSound Class Reference

Controls the sounds made by heroes.

Inheritance diagram for HeroSound:



Properties

- AudioSource [AudioSrc](#) [get, set]
- SoundDatabase.Sound[] [HeroSounds](#) [get, set]

Private Member Functions

- void [Awake](#) ()
- void [Init](#) ()
- void [PlayAttackSound](#) ()

Plays proper hero sound during an attack.

5.27.1 Detailed Description

Controls the sounds made by heroes.

5.27.2 Member Function Documentation

5.27.2.1 Awake()

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

5.27.2.2 Init()

```
void HeroSound.Init ( ) [private]
```

5.27.2.3 PlayAttackSound()

```
void HeroSound.PlayAttackSound ( ) [private]
```

Plays proper hero sound during an attack.

5.27.3 Property Documentation

5.27.3.1 AudioSrc

```
 AudioSource HeroSound.AudioSrc [get], [set]
```

5.27.3.2 HeroSounds

```
 SoundDatabase.Sound [] HeroSound.HeroSounds [get], [set]
```

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

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

5.28 ItemDatabase.Item Struct Reference

Properties

- string [Rank](#) [get, set]
- string [Type](#) [get, set]
- string [Kind](#) [get, set]
- string [Desc](#) [get, set]
- string[] [Bonus](#) [get, set]
- string[] [Stats](#) [get, set]
- float[] [Effect](#) [get, set]
- float [Weight](#) [get, set]
- int [Value](#) [get, set]
- int [MinVal](#) [get, set]
- int [MaxVal](#) [get, set]
- Sprite [Sprite](#) [get, set]
- Vector3 [Pos](#) [get, set]
- Vector3 [Rot](#) [get, set]
- Color [HintColor](#) [get, set]

5.28.1 Property Documentation

5.28.1.1 Bonus

```
string [] ItemDatabase.Item.Bonus [get], [set]
```

5.28.1.2 Desc

```
string ItemDatabase.Item.Desc [get], [set]
```

5.28.1.3 Effect

```
float [] ItemDatabase.Item.Effect [get], [set]
```

5.28.1.4 HintColor

```
Color ItemDatabase.Item.HintColor [get], [set]
```

5.28.1.5 Kind

```
string ItemDatabase.Item.Kind [get], [set]
```

5.28.1.6 MaxVal

```
int ItemDatabase.Item.MaxVal [get], [set]
```

5.28.1.7 MinVal

```
int ItemDatabase.Item.MinVal [get], [set]
```

5.28.1.8 Pos

```
Vector3 ItemDatabase.Item.Pos [get], [set]
```

5.28.1.9 Rank

```
string ItemDatabase.Item.Rank [get], [set]
```

5.28.1.10 Rot

```
Vector3 ItemDatabase.Item.Rot [get], [set]
```

5.28.1.11 Sprite

```
Sprite ItemDatabase.Item.Sprite [get], [set]
```

5.28.1.12 Stats

```
string [] ItemDatabase.Item.Stats [get], [set]
```

5.28.1.13 Type

```
string ItemDatabase.Item.Type [get], [set]
```

5.28.1.14 Value

```
int ItemDatabase.Item.Value [get], [set]
```

5.28.1.15 Weight

```
float ItemDatabase.Item.Weight [get], [set]
```

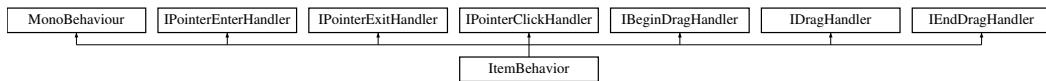
The documentation for this struct was generated from the following file:

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

5.29 ItemBehavior Class Reference

Describes the behavior of the items in the game.

Inheritance diagram for ItemBehavior:



Public Member Functions

- void [OnPointerEnter](#) (PointerEventData eventData)
- void [OnPointerClick](#) (PointerEventData eventData)
- void [OnPointerExit](#) (PointerEventData eventData)
- void [OnBeginDrag](#) (PointerEventData eventData)
- void [OnDrag](#) (PointerEventData eventData)
- void [OnEndDrag](#) (PointerEventData eventData)
- void [PlayProperSound](#) ()

Plays proper item sound during an action.

Private Member Functions

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

Private Attributes

- [HeroClass](#) `_heroClass`
- [HeroInventory](#) `_heroInventory`
- [HeroParameter](#) `_heroParameter`
- [HeroSound](#) `_heroSound`
- [GameInterface](#) `_gameInterface`
- [Transform](#) `_slotTrans`

5.29.1 Detailed Description

Describes the behavior of the items in the game.

5.29.2 Member Function Documentation

5.29.2.1 [Init\(\)](#)

```
void ItemBehavior.Init ( ) [private]
```

5.29.2.2 OnBeginDrag()

```
void ItemBehavior.OnBeginDrag (
    PointerEventData eventData )
```

5.29.2.3 OnDrag()

```
void ItemBehavior.OnDrag (
    PointerEventData eventData )
```

5.29.2.4 OnEndDrag()

```
void ItemBehavior.OnEndDrag (
    PointerEventData eventData )
```

5.29.2.5 OnPointerClick()

```
void ItemBehavior.OnPointerClick (
    PointerEventData eventData )
```

5.29.2.6 OnPointerEnter()

```
void ItemBehavior.OnPointerEnter (
    PointerEventData eventData )
```

5.29.2.7 OnPointerExit()

```
void ItemBehavior.OnPointerExit (
    PointerEventData eventData )
```

5.29.2.8 PlayProperSound()

```
void ItemBehavior.PlayProperSound ( )
```

Plays proper item sound during an action.

5.29.2.9 Start()

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

5.29.3 Member Data Documentation

5.29.3.1 _gameInterface

```
GameInterface ItemBehavior._gameInterface [private]
```

5.29.3.2 _heroClass

```
HeroClass ItemBehavior._heroClass [private]
```

5.29.3.3 _heroInventory

```
HeroInventory ItemBehavior._heroInventory [private]
```

5.29.3.4 _heroParameter

```
HeroParameter ItemBehavior._heroParameter [private]
```

5.29.3.5 _heroSound

```
HeroSound ItemBehavior._heroSound [private]
```

5.29.3.6 _slotTrans

```
Transform ItemBehavior._slotTrans [private]
```

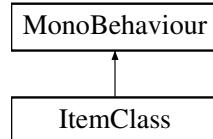
The documentation for this class was generated from the following file:

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

5.30 ItemClass Class Reference

Describes the basic parameters of the item.

Inheritance diagram for ItemClass:



Public Member Functions

- void `Init` (string name)
- void `InitItem` (`ItemDatabase.Item` item)

Initiates item parameters according to appropriate criteria.

Static Public Attributes

- static readonly string `WhiteSpace` = " "
- static readonly string `EmptySpace` = ""
- static readonly string `PanelId` = "Panel"
- static readonly string `ConvPanelId` = "ConversationPanel0"
- static readonly string `ItemSlotId` = "ItemSlot"
- static readonly string `TextId` = "Text"
- static readonly string `Clone` = "(Clone)"
- static readonly string `Dead` = "Dead"
- static readonly string `Untagged` = "Untagged"
- static readonly string `Terrain` = "Terrain"
- static readonly string `ItemTag` = "Item"
- static readonly string `GoldTag` = "Gold"
- static readonly string `ContainerTag` = "Container"
- static readonly string `ItemVal` = "Value: "
- static readonly string `DroplItemMotion` = "droplItem"
- static readonly string `LeavelItemMotion` = "leavelItem"
- static readonly string `LootItemMotion` = "lootItem"
- static readonly string `DropGoldMotion` = "dropGold"
- static readonly string `LeaveGoldMotion` = "leaveGold"
- static readonly string `LootGoldMotion` = "lootGold"
- static readonly string `OpenContainerMotion` = "isAction"
- static readonly string `RightItemHolder`
- static readonly string `LeftItemHolder`
- static readonly string `HeadItemHolder` = "Armature/Hips/`Spine`/Spine1/Spine2/Neck/Head/"
- static readonly string `Hair` = "Hair"
- static readonly string `Ordinary` = "Ordinary"
- static readonly string `Elite` = "Elite"
- static readonly string `Legendary` = "Legendary"
- static readonly string `Spine` = "Armature/Hips/Spine/Spine1"
- static readonly string `Stain` = "Stain"
- static readonly string `Gush` = "Gush"
- static readonly string `Torch` = "Torch"

- static readonly string `Campfire` = "Campfire"
- static readonly string `InfernalLantern` = "Infernal Lantern"
- static readonly float `StainTime` = 60f
- static readonly float `SkillEffectTime` = 1f
- static readonly float `SkillEffectPoint` = 1.2f
- static readonly float `PortalTime` = 6f
- static readonly float `GushTime` = 1f
- static readonly float `GushPoint` = 1.2f
- static readonly int `xRotPanel` = 30
- static readonly int `yRotPanel` = 45
- static readonly int `yPosHint` = 1
- static readonly float `TextCharWidth` = 2f
- static readonly float `PanelWidthMod` = 0.1f
- static readonly int `TradeMod` = 3

Properties

- string `Rank` [get, set]
- string `Type` [get, set]
- string `Kind` [get, set]
- string `Desc` [get, set]
- string[] `Bonus` [get, set]
- string[] `Stats` [get, set]
- float[] `Effect` [get, set]
- float `Weight` [get, set]
- int `MinVal` [get, set]
- int `MaxVal` [get, set]
- int `Value` [get, set]
- Sprite `Sprite` [get, set]
- Vector3 `Pos` [get, set]
- Vector3 `Rot` [get, set]
- Color `HintColor` [get, set]

Private Member Functions

- void `Awake()`

5.30.1 Detailed Description

Describes the basic parameters of the item.

5.30.2 Member Function Documentation

5.30.2.1 Awake()

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

5.30.2.2 Init()

```
void ItemClass.Init (
    string name )
```

5.30.2.3 InitItem()

```
void ItemClass.InitItem (
    ItemDatabase.Item item )
```

Initiates item parameters according to appropriate criteria.

Parameters

<i>item</i>	A Type of item from database.
-------------	-------------------------------

5.30.3 Member Data Documentation

5.30.3.1 Campfire

```
readonly string ItemClass.Campfire = "Campfire" [static]
```

5.30.3.2 Clone

```
readonly string ItemClass.Clone = "(Clone)" [static]
```

5.30.3.3 ContainerTag

```
readonly string ItemClass.ContainerTag = "Container" [static]
```

5.30.3.4 ConvPanelId

```
readonly string ItemClass.ConvPanelId = "ConversationPanel0" [static]
```

5.30.3.5 Dead

```
readonly string ItemClass.Dead = "Dead" [static]
```

5.30.3.6 DropGoldMotion

```
readonly string ItemClass.DropGoldMotion = "dropGold" [static]
```

5.30.3.7 DropItemMotion

```
readonly string ItemClass.DropItemMotion = "dropItem" [static]
```

5.30.3.8 Elite

```
readonly string ItemClass.Elite = "Elite" [static]
```

5.30.3.9 EmptySpace

```
readonly string ItemClass.EmptySpace = "" [static]
```

5.30.3.10 GoldTag

```
readonly string ItemClass.GoldTag = "Gold" [static]
```

5.30.3.11 Gush

```
readonly string ItemClass.Gush = "Gush" [static]
```

5.30.3.12 GushPoint

```
readonly float ItemClass.GushPoint = 1.2f [static]
```

5.30.3.13 GushTime

```
readonly float ItemClass.GushTime = 1f [static]
```

5.30.3.14 Hair

```
readonly string ItemClass.Hair = "Hair" [static]
```

5.30.3.15 HeadItemHolder

```
readonly string ItemClass.HeadItemHolder = "Armature/Hips/Spine/Spine1/Spine2/Neck/Head/"  
[static]
```

5.30.3.16 InfernalLantern

```
readonly string ItemClass.InfernalLantern = "Infernal Lantern" [static]
```

5.30.3.17 ItemSlotId

```
readonly string ItemClass.ItemSlotId = "ItemSlot" [static]
```

5.30.3.18 ItemTag

```
readonly string ItemClass.ItemTag = "Item" [static]
```

5.30.3.19 ItemVal

```
readonly string ItemClass.ItemVal = "Value: " [static]
```

5.30.3.20 LeaveGoldMotion

```
readonly string ItemClass.LeaveGoldMotion = "leaveGold" [static]
```

5.30.3.21 LeaveItemMotion

```
readonly string ItemClass.LeaveItemMotion = "leaveItem" [static]
```

5.30.3.22 LeftItemHolder

```
readonly string ItemClass.LeftItemHolder [static]
```

Initial value:

```
= "Armature/Hips/Spine/Spine1/Spine2/LeftShoulder/" +  
    "LeftArm/LeftForeArm/LeftHand/"
```

5.30.3.23 Legendary

```
readonly string ItemClass.Legendary = "Legendary" [static]
```

5.30.3.24 LootGoldMotion

```
readonly string ItemClass.LootGoldMotion = "lootGold" [static]
```

5.30.3.25 LootItemMotion

```
readonly string ItemClass.LootItemMotion = "lootItem" [static]
```

5.30.3.26 OpenContainerMotion

```
readonly string ItemClass.OpenContainerMotion = "isAction" [static]
```

5.30.3.27 Ordinary

```
readonly string ItemClass.Ordinary = "Ordinary" [static]
```

5.30.3.28 PanelId

```
readonly string ItemClass.PanelId = "Panel" [static]
```

5.30.3.29 PanelWidthMod

```
readonly float ItemClass.PanelWidthMod = 0.1f [static]
```

5.30.3.30 PortalTime

```
readonly float ItemClass.PortalTime = 6f [static]
```

5.30.3.31 RightItemHolder

```
readonly string ItemClass.RightItemHolder [static]
```

Initial value:

```
= "Armature/Hips/Spine1/Spine2/RightShoulder/" +  
    "RightArm/RightForeArm/RightHand/"
```

5.30.3.32 SkillEffectPoint

```
readonly float ItemClass.SkillEffectPoint = 1.2f [static]
```

5.30.3.33 SkillEffectTime

```
readonly float ItemClass.SkillEffectTime = 1f [static]
```

5.30.3.34 Spine

```
readonly string ItemClass.Spine = "Armature/Hips/Spine/Spine1" [static]
```

5.30.3.35 Stain

```
readonly string ItemClass.Stain = "Stain" [static]
```

5.30.3.36 StainTime

```
readonly float ItemClass.StainTime = 60f [static]
```

5.30.3.37 Terrain

```
readonly string ItemClass.Terrain = "Terrain" [static]
```

5.30.3.38 TextCharWidth

```
readonly float ItemClass.TextCharWidth = 2f [static]
```

5.30.3.39 TextId

```
readonly string ItemClass.TextId = "Text" [static]
```

5.30.3.40 Torch

```
readonly string ItemClass.Torch = "Torch" [static]
```

5.30.3.41 TradeMod

```
readonly int ItemClass.TradeMod = 3 [static]
```

5.30.3.42 Untagged

```
readonly string ItemClass.Untagged = "Untagged" [static]
```

5.30.3.43WhiteSpace

```
readonly string ItemClass.WhiteSpace = " " [static]
```

5.30.3.44 xRotPanel

```
readonly int ItemClass.xRotPanel = 30 [static]
```

5.30.3.45 yPosHint

```
readonly int ItemClass.yPosHint = 1 [static]
```

5.30.3.46 yRotPanel

```
readonly int ItemClass.yRotPanel = 45 [static]
```

5.30.4 Property Documentation

5.30.4.1 Bonus

```
string [] ItemClass.Bonus [get], [set]
```

5.30.4.2 Desc

```
string ItemClass.Desc [get], [set]
```

5.30.4.3 Effect

```
float [] ItemClass.Effect [get], [set]
```

5.30.4.4 HintColor

```
Color ItemClass.HintColor [get], [set]
```

5.30.4.5 Kind

```
string ItemClass.Kind [get], [set]
```

5.30.4.6 MaxVal

```
int ItemClass.MaxVal [get], [set]
```

5.30.4.7 MinVal

```
int ItemClass.MinVal [get], [set]
```

5.30.4.8 Pos

```
Vector3 ItemClass.Pos [get], [set]
```

5.30.4.9 Rank

```
string ItemClass.Rank [get], [set]
```

5.30.4.10 Rot

```
Vector3 ItemClass.Rot [get], [set]
```

5.30.4.11 Sprite

```
Sprite ItemClass.Sprite [get], [set]
```

5.30.4.12 Stats

```
string [] ItemClass.Stats [get], [set]
```

5.30.4.13 Type

```
string ItemClass.Type [get], [set]
```

5.30.4.14 Value

```
int ItemClass.Value [get], [set]
```

5.30.4.15 Weight

```
float ItemClass.Weight [get], [set]
```

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

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

5.31 ItemDatabase Class Reference

Stores information about individual items and their parameters.

Classes

- struct [Item](#)

Static Public Member Functions

- static int[] [GetMoneyIndex](#) (string itemRank)

Gets proper indexes by the rank of the gold.

Static Public Attributes

- static readonly string `Sprites` = "Sprites/"
- static readonly string `Prefabs` = "Prefabs/"
- static readonly string `Materials` = "Materials/"
- static string `Ordinary` = "Ordinary Item"
- static string `Elite` = "Elite Item"
- static string `Legendary` = "Legendary Item"
- static readonly string `Gold` = "Gold"
- static readonly string `Potion` = "Potion"
- static readonly string `Head` = "Headgear"
- static readonly string `Torso` = "Armor"
- static readonly string `LeftHand` = "Shield"
- static readonly string `RightHand` = "Weapon"
- static readonly string `Feet` = "Footwear"
- static readonly string `Bonus` = " Bonus: "
- static Color `White` = new Color(1f, 1f, 1f)
- static Color `Green` = new Color(0.24f, 1f, 0.07f)
- static Color `Orange` = new Color(1f, 0.6f, 0.01f)
- static readonly Item[] `Money`
- static readonly Item[] `OrdinaryItems`
- static readonly Item[] `ElitItems`
- static readonly Item[] `LegendaryItems`

5.31.1 Detailed Description

Stores information about individual items and their parameters.

5.31.2 Member Function Documentation

5.31.2.1 GetMoneyIndex()

```
static int [] ItemDatabase.GetMoneyIndex (
    string itemRank ) [static]
```

Gets proper indexes by the rank of the gold.

Parameters

<code>itemRank</code>	A label that identifies the rank of the item.
-----------------------	---

Returns

The array of the obtained indexes.

5.31.3 Member Data Documentation

5.31.3.1 Bonus

```
readonly string ItemDatabase.Bonus = " Bonus: " [static]
```

5.31.3.2 Elite

```
string ItemDatabase.Elite = "Elite Item" [static]
```

5.31.3.3 EliteItems

```
readonly Item [] ItemDatabase.EliteItems [static]
```

5.31.3.4 Feet

```
readonly string ItemDatabase.Feet = "Footwear" [static]
```

5.31.3.5 Gold

```
readonly string ItemDatabase.Gold = "Gold" [static]
```

5.31.3.6 Green

```
Color ItemDatabase.Green = new Color(0.24f, 1f, 0.07f) [static]
```

5.31.3.7 Head

```
readonly string ItemDatabase.Head = "Headgear" [static]
```

5.31.3.8 LeftHand

```
readonly string ItemDatabase.LeftHand = "Shield" [static]
```

5.31.3.9 Legendary

```
string ItemDatabase.Legendary = "Legendary Item" [static]
```

5.31.3.10 LegendaryItems

```
readonly Item [] ItemDatabase.LegendaryItems [static]
```

5.31.3.11 Materials

```
readonly string ItemDatabase.Materials = "Materials/" [static]
```

5.31.3.12 Money

```
readonly Item [] ItemDatabase.Money [static]
```

5.31.3.13 Orange

```
Color ItemDatabase.Orange = new Color(1f, 0.6f, 0.01f) [static]
```

5.31.3.14 Ordinary

```
string ItemDatabase.Ordinary = "Ordinary Item" [static]
```

5.31.3.15 OrdinaryItems

```
readonly Item [] ItemDatabase.OrdinaryItems [static]
```

5.31.3.16 Potion

```
readonly string ItemDatabase.Potion = "Potion" [static]
```

5.31.3.17 Prefabs

```
readonly string ItemDatabase.Prefabs = "Prefabs/" [static]
```

5.31.3.18 RightHand

```
readonly string ItemDatabase.RightHand = "Weapon" [static]
```

5.31.3.19 Sprites

```
readonly string ItemDatabase.Sprites = "Sprites/" [static]
```

5.31.3.20 Torso

```
readonly string ItemDatabase.Torso = "Armor" [static]
```

5.31.3.21 White

```
Color ItemDatabase.White = new Color(1f, 1f, 1f) [static]
```

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

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

5.32 LocationManager.Location Struct Reference

Properties

- string [Name](#) [get, set]
- Bounds [Space](#) [get, set]

5.32.1 Property Documentation

5.32.1.1 Name

```
string LocationManager.Location.Name [get], [set]
```

5.32.1.2 Space

```
Bounds LocationManager.Location.Space [get], [set]
```

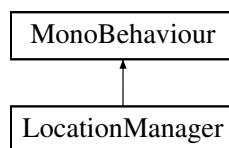
The documentation for this struct was generated from the following file:

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

5.33 LocationManager Class Reference

Manages the events that occur in the locations.

Inheritance diagram for LocationManager:



Classes

- struct [Location](#)

Public Member Functions

- bool [IsHeroInProtectedArea](#) (Transform hero)

Checks if the hero is in the protected area.

Public Attributes

- GameObject[] [LocationsCenter](#)
- Vector3[] [LocationsSize](#)
- GameObject[] [ProtAreasCenter](#)
- Vector3[] [ProtAreasSize](#)

Static Public Attributes

- static readonly string [NewLocationText](#) = "Entering "

Private Member Functions

- void [Awake](#) ()
- void [Update](#) ()
- void [Init](#) ()
- void [CheckLocationName](#) ()
Checks the name of the current location.
- void [ChangeLocationName](#) (string *locationName*)
Checks the name of the current location.
- void [OnDrawGizmos](#) ()

Private Attributes

- Bounds[] [_protAreas](#)
- Location[] [_locations](#)
- GameInterface [_gameInterface](#)
- HeroClass [_heroClass](#)

5.33.1 Detailed Description

Manages the events that occur in the locations.

5.33.2 Member Function Documentation

5.33.2.1 Awake()

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

5.33.2.2 ChangeLocationName()

```
void LocationManager.ChangeLocationName ( string locationName ) [private]
```

Checks the name of the current location.

Parameters

<i>locationName</i>	A label that represents the name of the location.
---------------------	---

5.33.2.3 CheckLocationName()

```
void LocationManager.CheckLocationName ( ) [private]
```

Checks the name of the current location.

5.33.2.4 Init()

```
void LocationManager.Init ( ) [private]
```

5.33.2.5 IsHeroInProtectedArea()

```
bool LocationManager.IsHeroInProtectedArea ( Transform hero )
```

Checks if the hero is in the protected area.

Parameters

<i>hero</i>	A transform that represents the hero.
-------------	---------------------------------------

Returns

The boolean that is true if the hero is safe or false if not.

5.33.2.6 OnDrawGizmos()

```
void LocationManager.OnDrawGizmos ( ) [private]
```

5.33.2.7 Update()

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

5.33.3 Member Data Documentation

5.33.3.1 `_gameInterface`

```
GameInterface LocationManager._gameInterface [private]
```

5.33.3.2 `_heroClass`

```
HeroClass LocationManager._heroClass [private]
```

5.33.3.3 `_locations`

```
Location [] LocationManager._locations [private]
```

5.33.3.4 `_protAreas`

```
Bounds [] LocationManager._protAreas [private]
```

5.33.3.5 `LocationsCenter`

```
GameObject [] LocationManager.LocationsCenter
```

5.33.3.6 `LocationsSize`

```
Vector3 [] LocationManager.LocationsSize
```

5.33.3.7 `NewLocationText`

```
readonly string LocationManager.NewLocationText = "Entering" [static]
```

5.33.3.8 `ProtAreasCenter`

```
GameObject [] LocationManager.ProtAreasCenter
```

5.33.3.9 ProtAreaSize

```
Vector3 [] LocationManager.ProtAreaSize
```

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

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

5.34 SettingsDatabase.MenuConfiguration Struct Reference

Properties

- float [SoundVolume](#) [get, set]
- float [MusicVolume](#) [get, set]

5.34.1 Property Documentation

5.34.1.1 MusicVolume

```
float SettingsDatabase.MenuConfiguration.MusicVolume [get], [set]
```

5.34.1.2 SoundVolume

```
float SettingsDatabase.MenuConfiguration.SoundVolume [get], [set]
```

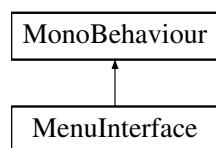
The documentation for this struct was generated from the following file:

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

5.35 MenuInterface Class Reference

Controls actions related to the menu graphics interface and initialize GUI.

Inheritance diagram for MenuInterface:



Public Member Functions

- void **ActivateElement** (Transform trans)

Activates selected UI element.
- void **DeactivateElement** (Transform trans)

Deactivates selected UI element.
- void **SetGoldText** (Transform panel)

Sets gold color for the selected text.
- void **SetWhiteText** (Transform panel)

Sets white color for the selected text.
- void **ShowMenuCrosses** (Transform panel)

Shows crosses next to the selected label in the menu.
- void **HideMenuCrosses** (Transform panel)

Hides crosses next to the selected label in the menu.
- void **CreateSavesFolder** ()

Creates saves folder when the game is starting
- void **CheckNameChange** ()

Checks if the content of the text input is changing.
- void **CheckNameCorrectness** (string name)

Checks if the inserted hero name is correct.
- void **ActivateLoadMenu** ()

Activates load menu after clicking the proper button.
- void **LoadGameProgress** (string contents)

Loads the game progress from the proper file.

Static Public Attributes

- static readonly string **MenuInterfaceController** = "MenuInterfaceController"
- static readonly string **MenuController** = "Menu Controller"
- static readonly string **ClassNameId** = "ClassName"
- static readonly string **GameScene** = "Game"
- static readonly string **Save** = "Save0"
- static readonly Color **Gold** = new Color(0.53f, 0.47f, 0.29f)
- static readonly Color **White** = new Color(1f, 1f, 1f)
- static readonly string **YouHaveTooManyCharacters** = "You have too many characters!"
- static readonly string **YouHaveTypedWrongName** = "You have typed wrong name!"
- static readonly string **TypeNameForHero** = "Type name for your hero:"
- static readonly string **NamelsAlreadyTaken** = "This name is already taken. Try insert another one."
- static readonly string **TooManyHeroes** = "You have too many heroes. Try delete some character."
- static readonly string **UseOnlyAlphanumericSymbols** = "Use only alphanumeric symbols!"
- static readonly string **ReturnToMainMenu** = "Return to main menu"
- static readonly string **SelectSomeOption** = "Select some option"
- static readonly string **ChooseYourClass** = "Choose your class"
- static readonly string **NewGameText** = "Start new adventure"
- static readonly string **LoadGameText** = "Load saved game"
- static readonly string **CreditsText** = "Informations about game"
- static readonly string **ExitFemoraText** = "I'll be back!"
- static readonly string **PaladinDesc** = "Holy warrior fighting with a sword"
- static readonly string **SettingsDesc** = "Check game settings"
- static readonly string **SettingsMenuDesc** = "Adjust game settings"
- static readonly string **ClassMenu** = "ClassMenu"
- static readonly string **StatsMenu** = "StatsMenu"

- static readonly string `CreateMenu` = "CreateMenu"
- static readonly string `SettingsMenu` = "SettingsMenu"
- static readonly string `CreditsMenu` = "CreditsMenu"
- static readonly string `ErrorMenu` = "ErrorMenu"
- static readonly string `LoadMenu` = "LoadMenu"
- static readonly string `NewGame` = "NewGamePanel"
- static readonly string `LoadGame` = "LoadGamePanel"
- static readonly string `Credits` = "CreditsPanel"
- static readonly string `Settings` = "SettingsPanel"
- static readonly string `ExitFemora` = "ExitFemoraPanel"
- static readonly string `AcceptHero` = "AcceptHeroPanel"
- static readonly string `AnnulHero` = "AnnulHeroPanel"
- static readonly string `NewBack` = "NewBackPanel"
- static readonly string `CreateBack` = "CreateBackPanel"
- static readonly string `LoadBack` = "LoadBackPanel"
- static readonly string `ErrorBack` = "ErrorBackPanel"
- static readonly string `CreditsBack` = "CreditsBackPanel"
- static readonly string `SettingsBack` = "SettingsBackPanel"
- static readonly string `WarningMenu` = "WarningMenu"
- static readonly string `WarningBackPanel` = "WarningBackPanel"
- static readonly string `HeroBackground` = "HeroBackground"
- static readonly string `HerolImage` = "HerolImage"
- static readonly string `PaladinClass` = "PaladinClassName"
- static readonly string `FemoraText` = "FemoraText"
- static readonly string `LoadTxt` = "LoadText"
- static readonly string `SettingsLabel` = "SettingsLabel"
- static readonly string `CreateTxt` = "CreateText"
- static readonly string `MenuHintTxt` = "MenuHintText"
- static readonly string `StartingLevel` = "StartingLevelText"
- static readonly string `StartingVitality` = "StartingVitalityText"
- static readonly string `StartingWisdom` = "StartingWisdomText"
- static readonly string `StartingStrength` = "StartingStrengthText"
- static readonly string `StartingAgility` = "StartingAgilityText"
- static readonly string `CurSoundsTxt` = "CurSoundsText"
- static readonly string `CurMusicTxt` = "CurMusicText"
- static readonly string `NameInput` = "NameInput"

Properties

- Text `FemoraTxt` [get, set]
- Text `SettingsTxt` [get, set]
- Text `LoadTxt` [get, set]
- Text `CreateTxt` [get, set]
- Text `MenuHintTxt` [get, set]
- Text `StartingLevelTxt` [get, set]
- Text `StartingVitalityTxt` [get, set]
- Text `StartingWisdomTxt` [get, set]
- Text `StartingStrengthTxt` [get, set]
- Text `StartingAgilityTxt` [get, set]
- Text[] `Saves` [get, set]
- Text `CurSoundsTxt` [get, set]
- Text `CurMusicTxt` [get, set]
- Slider `SoundSliderSld` [get, set]
- Slider `MusicSliderSld` [get, set]

- Image `HeroBackgroundImg` [get, set]
- Image `HerolImageImg` [get, set]
- Image `PaladinClassImg` [get, set]
- Image `NewGameImg` [get, set]
- Image `LoadGameImg` [get, set]
- Image `SettingsImg` [get, set]
- Image `CreditsImg` [get, set]
- Image `ExitFemoralImg` [get, set]
- Image `SettingsMenuImg` [get, set]
- Image `ClassMenuImg` [get, set]
- Image `LoadMenuImg` [get, set]
- Image `StatsMenuImg` [get, set]
- Image `CreateMenuImg` [get, set]
- Image `CreditsMenuImg` [get, set]
- Image `ErrorMenuImg` [get, set]
- Image `NewBackImg` [get, set]
- Image `AcceptHerolImg` [get, set]
- Image `CreateBackImg` [get, set]
- Image `AnnulHerolImg` [get, set]
- Image `LoadBackImg` [get, set]
- Image `CreditsBackImg` [get, set]
- Image `SettingsBackImg` [get, set]
- Image `WarningMenuImg` [get, set]
- InputField `NameInputField` [get, set]

Private Member Functions

- void `Awake ()`
- void `Init ()`

Private Attributes

- MenuMusicManager `_menuMusicManager`

5.35.1 Detailed Description

Controls actions related to the menu graphics interface and initialize GUI.

5.35.2 Member Function Documentation

5.35.2.1 ActivateElement()

```
void MenuInterface.ActivateElement (
    Transform trans )
```

Activates selected UI element.

Parameters

<i>trans</i>	A transform that represents the UI element.
--------------	---

5.35.2.2 ActivateLoadMenu()

```
void MenuInterface.ActivateLoadMenu ( )
```

Activates load menu after clicking the proper button.

5.35.2.3 Awake()

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

5.35.2.4 CheckNameChange()

```
void MenuInterface.CheckNameChange ( )
```

Checks if the content of the text input is changing.

5.35.2.5 CheckNameCorrectness()

```
void MenuInterface.CheckNameCorrectness ( string name )
```

Checks if the inserted hero name is correct.

Parameters

<i>name</i>	A label that represents the name of the hero.
-------------	---

5.35.2.6 CreateSavesFolder()

```
void MenuInterface.CreateSavesFolder ( )
```

Creates saves folder when the game is starting

5.35.2.7 DeactivateElement()

```
void MenuInterface.DeactivateElement (
    Transform trans )
```

Deactivates selected UI element.

Parameters

<i>trans</i>	A transform that represents the UI element.
--------------	---

5.35.2.8 HideMenuCrosses()

```
void MenuInterface.HideMenuCrosses (
    Transform panel )
```

Hides crosses next to the selected label in the menu.

Parameters

<i>panel</i>	A transform that represents a panel.
--------------	--------------------------------------

5.35.2.9 Init()

```
void MenuInterface.Init ( ) [private]
```

5.35.2.10 LoadGameProgress()

```
void MenuInterface.LoadGameProgress (
    string contents )
```

Loads the game progress from the proper file.

Parameters

<i>contents</i>	A label that represents the name of the directory for the proper hero.
-----------------	--

5.35.2.11 SetGoldText()

```
void MenuInterface.SetGoldText (
```

```
        Transform panel )
```

Sets gold color for the selected text.

Parameters

<i>panel</i>	A transform that represents the UI element.
--------------	---

5.35.2.12 SetWhiteText()

```
void MenuInterface.SetWhiteText (
```

```
        Transform panel )
```

Sets white color for the selected text.

Parameters

<i>panel</i>	A transform that represents the UI element.
--------------	---

5.35.2.13 ShowMenuCrosses()

```
void MenuInterface.ShowMenuCrosses (
```

```
        Transform panel )
```

Shows crosses next to the selected label in the menu.

Parameters

<i>panel</i>	A transform that represents a panel.
--------------	--------------------------------------

5.35.3 Member Data Documentation

5.35.3.1 _menuMusicManager

[MenuMusicManager](#) MenuInterface._menuMusicManager [private]

5.35.3.2 AcceptHero

```
readonly string MenuInterface.AcceptHero = "AcceptHeroPanel" [static]
```

5.35.3.3 AnnulHero

```
readonly string MenuInterface.AnnulHero = "AnnulHeroPanel" [static]
```

5.35.3.4 ChooseYourClass

```
readonly string MenuInterface.ChooseYourClass = "Choose your class" [static]
```

5.35.3.5 ClassMenu

```
readonly string MenuInterface.ClassMenu = "ClassMenu" [static]
```

5.35.3.6 ClassNameld

```
readonly string MenuInterface.ClassNameId = "ClassName" [static]
```

5.35.3.7 CreateBack

```
readonly string MenuInterface.CreateBack = "CreateBackPanel" [static]
```

5.35.3.8 CreateMenu

```
readonly string MenuInterface.CreateMenu = "CreateMenu" [static]
```

5.35.3.9 CreateText

```
readonly string MenuInterface.CreateText = "CreateText" [static]
```

5.35.3.10 Credits

```
readonly string MenuInterface.Credits = "CreditsPanel" [static]
```

5.35.3.11 CreditsBack

```
readonly string MenuInterface.CreditsBack = "CreditsBackPanel" [static]
```

5.35.3.12 CreditsMenu

```
readonly string MenuInterface.CreditsMenu = "CreditsMenu" [static]
```

5.35.3.13 CreditsText

```
readonly string MenuInterface.CreditsText = "Informations about game" [static]
```

5.35.3.14 CurMusicText

```
readonly string MenuInterface.CurMusicText = "CurMusicText" [static]
```

5.35.3.15 CurSoundsText

```
readonly string MenuInterface.CurSoundsText = "CurSoundsText" [static]
```

5.35.3.16 ErrorBack

```
readonly string MenuInterface.ErrorBack = "ErrorBackPanel" [static]
```

5.35.3.17 ErrorMenu

```
readonly string MenuInterface.ErrorMenu = "ErrorMenu" [static]
```

5.35.3.18 ExitFemora

```
readonly string MenuInterface.ExitFemora = "ExitFemoraPanel" [static]
```

5.35.3.19 ExitFemoraText

```
readonly string MenuInterface.ExitFemoraText = "I'll be back!" [static]
```

5.35.3.20 FemoraText

```
readonly string MenuInterface.FemoraText = "FemoraText" [static]
```

5.35.3.21 GameScene

```
readonly string MenuInterface.GameScene = "Game" [static]
```

5.35.3.22 Gold

```
readonly Color MenuInterface.Gold = new Color(0.53f, 0.47f, 0.29f) [static]
```

5.35.3.23 HeroBackground

```
readonly string MenuInterface.HeroBackground = "HeroBackground" [static]
```

5.35.3.24 HeroImage

```
readonly string MenuInterface.HeroImage = "HeroImage" [static]
```

5.35.3.25 LoadBack

```
readonly string MenuInterface.LoadBack = "LoadBackPanel" [static]
```

5.35.3.26 LoadGame

```
readonly string MenuInterface.LoadGame = "LoadGamePanel" [static]
```

5.35.3.27 LoadGameText

```
readonly string MenuInterface.LoadGameText = "Load saved game" [static]
```

5.35.3.28 LoadMenu

```
readonly string MenuInterface.LoadMenu = "LoadMenu" [static]
```

5.35.3.29 LoadText

```
readonly string MenuInterface.LoadText = "LoadText" [static]
```

5.35.3.30 MenuController

```
readonly string MenuInterface.MenuController = "Menu Controller" [static]
```

5.35.3.31 MenuHintText

```
readonly string MenuInterface.MenuHintText = "MenuHintText" [static]
```

5.35.3.32 MenuInterfaceController

```
readonly string MenuInterface.MenuInterfaceController = "MenuInterfaceController" [static]
```

5.35.3.33 NameInput

```
readonly string MenuInterface.NameInput = "NameInput" [static]
```

5.35.3.34 NameIsAlreadyTaken

```
readonly string MenuInterface.NameIsAlreadyTaken = "This name is already taken. Try insert another one." [static]
```

5.35.3.35 NewBack

```
readonly string MenuInterface.NewBack = "NewBackPanel" [static]
```

5.35.3.36 NewGame

```
readonly string MenuInterface.NewGame = "NewGamePanel" [static]
```

5.35.3.37 NewGameText

```
readonly string MenuInterface.NewGameText = "Start new adventure" [static]
```

5.35.3.38 PaladinClass

```
readonly string MenuInterface.PaladinClass = "PaladinClassName" [static]
```

5.35.3.39 PaladinDesc

```
readonly string MenuInterface.PaladinDesc = "Holy warrior fighting with a sword" [static]
```

5.35.3.40 ReturnToMainMenu

```
readonly string MenuInterface.ReturnToMainMenu = "Return to main menu" [static]
```

5.35.3.41 Save

```
readonly string MenuInterface.Save = "Save0" [static]
```

5.35.3.42 SelectSomeOption

```
readonly string MenuInterface.SelectSomeOption = "Select some option" [static]
```

5.35.3.43 Settings

```
readonly string MenuInterface.Settings = "SettingsPanel" [static]
```

5.35.3.44 SettingsBack

```
readonly string MenuInterface.SettingsBack = "SettingsBackPanel" [static]
```

5.35.3.45 SettingsDesc

```
readonly string MenuInterface.SettingsDesc = "Check game settings" [static]
```

5.35.3.46 SettingsLabel

```
readonly string MenuInterface.SettingsLabel = "SettingsLabel" [static]
```

5.35.3.47 SettingsMenu

```
readonly string MenuInterface.SettingsMenu = "SettingsMenu" [static]
```

5.35.3.48 SettingsMenuDesc

```
readonly string MenuInterface.SettingsMenuDesc = "Adjust game settings" [static]
```

5.35.3.49 StartingAgility

```
readonly string MenuInterface.StartingAgility = "StartingAgilityText" [static]
```

5.35.3.50 StartingLevel

```
readonly string MenuInterface.StartingLevel = "StartingLevelText" [static]
```

5.35.3.51 StartingStrength

```
readonly string MenuInterface.StartingStrength = "StartingStrengthText" [static]
```

5.35.3.52 StartingVitality

```
readonly string MenuInterface.StartingVitality = "StartingVitalityText" [static]
```

5.35.3.53 StartingWisdom

```
readonly string MenuInterface.StartingWisdom = "StartingWisdomText" [static]
```

5.35.3.54 StatsMenu

```
readonly string MenuInterface.StatsMenu = "StatsMenu" [static]
```

5.35.3.55 TooManyHeroes

```
readonly string MenuInterface.TooManyHeroes = "You have too many heroes. Try delete some character." [static]
```

5.35.3.56 TypeNameForHero

```
readonly string MenuInterface.TypeNameForHero = "Type name for your hero:" [static]
```

5.35.3.57 UseOnlyAlphanumericSymbols

```
readonly string MenuInterface.UseOnlyAlphanumericSymbols = "Use only alphanumeric symbols!" [static]
```

5.35.3.58 WarningBackPanel

```
readonly string MenuInterface.WarningBackPanel = "WarningBackPanel" [static]
```

5.35.3.59 WarningMenu

```
readonly string MenuInterface.WarningMenu = "WarningMenu" [static]
```

5.35.3.60 White

```
readonly Color MenuInterface.White = new Color(1f, 1f, 1f) [static]
```

5.35.3.61 YouHaveTooManyCharacters

```
readonly string MenuInterface.YouHaveTooManyCharacters = "You have too many characters!" [static]
```

5.35.3.62 YouHaveTypedWrongName

```
readonly string MenuInterface.YouHaveTypedWrongName = "You have typed wrong name!" [static]
```

5.35.4 Property Documentation

5.35.4.1 AcceptHeroImg

```
Image MenuInterface.AcceptHeroImg [get], [set]
```

5.35.4.2 AnnulHeroImg

```
Image MenuInterface.AnnulHeroImg [get], [set]
```

5.35.4.3 ClassMenuImg

```
Image MenuInterface.ClassMenuImg [get], [set]
```

5.35.4.4 CreateBackImg

```
Image MenuInterface.CreateBackImg [get], [set]
```

5.35.4.5 CreateMenuImg

```
Image MenuInterface.CreateMenuImg [get], [set]
```

5.35.4.6 CreateTxt

```
Text MenuInterface.CreateTxt [get], [set]
```

5.35.4.7 CreditsBackImg

```
Image MenuInterface.CreditsBackImg [get], [set]
```

5.35.4.8 CreditsImg

```
Image MenuInterface.CreditsImg [get], [set]
```

5.35.4.9 CreditsMenuImg

```
Image MenuInterface.CreditsMenuImg [get], [set]
```

5.35.4.10 CurMusicTxt

```
Text MenuInterface.CurMusicTxt [get], [set]
```

5.35.4.11 CurSoundsTxt

```
Text MenuInterface.CurSoundsTxt [get], [set]
```

5.35.4.12 ErrorMenuImg

```
Image MenuInterface.ErrorMenuImg [get], [set]
```

5.35.4.13 ExitFemoraImg

```
Image MenuInterface.ExitFemoraImg [get], [set]
```

5.35.4.14 FemoraTxt

```
Text MenuInterface.FemoraTxt [get], [set]
```

5.35.4.15 HeroBackgroundImg

```
Image MenuInterface.HeroBackgroundImg [get], [set]
```

5.35.4.16 HerolImageImg

```
Image MenuInterface.HeroImageImg [get], [set]
```

5.35.4.17 LoadBackImg

```
Image MenuInterface.LoadBackImg [get], [set]
```

5.35.4.18 LoadGameImg

```
Image MenuInterface.LoadGameImg [get], [set]
```

5.35.4.19 LoadMenuImg

```
Image MenuInterface.LoadMenuImg [get], [set]
```

5.35.4.20 LoadTxt

```
Text MenuInterface.LoadTxt [get], [set]
```

5.35.4.21 MenuHintTxt

```
Text MenuInterface.MenuHintTxt [get], [set]
```

5.35.4.22 MusicSliderSld

```
Slider MenuInterface.MusicSliderSld [get], [set]
```

5.35.4.23 NameInputField

```
InputField MenuInterface.NameInputField [get], [set]
```

5.35.4.24 NewBackImg

```
Image MenuInterface.NewBackImg [get], [set]
```

5.35.4.25 NewGameImg

```
Image MenuInterface.NewGameImg [get], [set]
```

5.35.4.26 PaladinClassImg

```
Image MenuInterface.PaladinClassImg [get], [set]
```

5.35.4.27 Saves

```
Text [] MenuInterface.Saves [get], [set]
```

5.35.4.28 SettingsBackImg

```
Image MenuInterface.SettingsBackImg [get], [set]
```

5.35.4.29 SettingsImg

```
Image MenuInterface.SettingsImg [get], [set]
```

5.35.4.30 SettingsMenuImg

```
Image MenuInterface.SettingsMenuImg [get], [set]
```

5.35.4.31 SettingsTxt

```
Text MenuInterface.SettingsTxt [get], [set]
```

5.35.4.32 SoundSliderSld

```
Slider MenuInterface.SoundSliderSld [get], [set]
```

5.35.4.33 StartingAgilityTxt

```
Text MenuInterface.StartingAgilityTxt [get], [set]
```

5.35.4.34 StartingLevelTxt

```
Text MenuInterface.StartingLevelTxt [get], [set]
```

5.35.4.35 StartingStrengthTxt

```
Text MenuInterface.StartingStrengthTxt [get], [set]
```

5.35.4.36 StartingVitalityTxt

```
Text MenuInterface.StartingVitalityTxt [get], [set]
```

5.35.4.37 StartingWisdomTxt

```
Text MenuInterface.StartingWisdomTxt [get], [set]
```

5.35.4.38 StatsMenuImg

```
Image MenuInterface.StatsMenuImg [get], [set]
```

5.35.4.39 WarningMenuImg

```
Image MenuInterface.WarningMenuImg [get], [set]
```

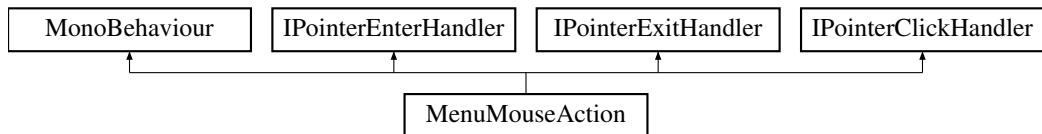
The documentation for this class was generated from the following file:

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

5.36 MenuMouseAction Class Reference

Intercepts actions performed with the mouse pointer in the main menu.

Inheritance diagram for MenuMouseAction:



Public Member Functions

- void [OnPointerEnter](#) (PointerEventData eventData)
- void [OnPointerExit](#) (PointerEventData eventData)
- void [OnPointerClick](#) (PointerEventData eventData)
- void [ShowClassInfo](#) ()

Shows statistics of the selected hero when the user is creating a character.

Private Member Functions

- void [Awake](#) ()
- void [Update](#) ()
- void [Init](#) ()

Private Attributes

- `MenuInterface _menuInterface`
- `MenuMusicManager _menuMusicManager`

5.36.1 Detailed Description

Intercepts actions performed with the mouse pointer in the main menu.

5.36.2 Member Function Documentation

5.36.2.1 Awake()

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

5.36.2.2 Init()

```
void MenuMouseAction.Init ( ) [private]
```

5.36.2.3 OnPointerClick()

```
void MenuMouseAction.OnPointerClick (
    PointerEventData eventData )
```

5.36.2.4 OnPointerEnter()

```
void MenuMouseAction.OnPointerEnter (
    PointerEventData eventData )
```

5.36.2.5 OnPointerExit()

```
void MenuMouseAction.OnPointerExit (
    PointerEventData eventData )
```

5.36.2.6 ShowClassInfo()

```
void MenuMouseAction.ShowClassInfo ( )
```

Shows statistics of the selected hero when the user is creating a character.

5.36.2.7 Update()

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

5.36.3 Member Data Documentation

5.36.3.1 _menuInterface

```
MenuInterface MenuMouseAction._menuInterface [private]
```

5.36.3.2 _menuMusicManager

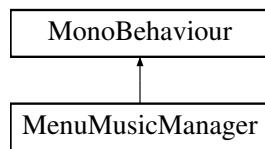
```
MenuMusicManager MenuMouseAction._menuMusicManager [private]
```

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

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

5.37 MenuMusicManager Class Reference

Inheritance diagram for MenuMusicManager:



Public Member Functions

- void [AdaptSoundsVolume \(\)](#)
Changes sounds volume in the main menu.
- void [AdaptMusicVolume \(\)](#)
Changes music volume in the main menu.

Properties

- AudioSource [SoundsSrc](#) [get, set]
- AudioSource [MusicSrc](#) [get, set]

Private Member Functions

- void [Awake \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)
- void [PlayProperSong \(\)](#)

Private Attributes

- `MenuInterface _menuInterface`
- `bool _isMenu`
- `bool _isCredits`

5.37.1 Member Function Documentation

5.37.1.1 `AdaptMusicVolume()`

```
void MenuMusicManager.AdaptMusicVolume ( )
```

Changes music volume in the main menu.

5.37.1.2 `AdaptSoundsVolume()`

```
void MenuMusicManager.AdaptSoundsVolume ( )
```

Changes sounds volume in the main menu.

5.37.1.3 `Awake()`

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

5.37.1.4 `Init()`

```
void MenuMusicManager.Init ( ) [private]
```

5.37.1.5 `PlayProperSong()`

```
void MenuMusicManager.PlayProperSong ( ) [private]
```

5.37.1.6 Update()

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

5.37.2 Member Data Documentation

5.37.2.1 _isCredits

```
bool MenuMusicManager._isCredits [private]
```

5.37.2.2 _isMenu

```
bool MenuMusicManager._isMenu [private]
```

5.37.2.3 _menuInterface

```
MenuInterface MenuMusicManager._menuInterface [private]
```

5.37.3 Property Documentation

5.37.3.1 MusicSrc

```
 AudioSource MenuMusicManager.MusicSrc [get], [set]
```

5.37.3.2 SoundsSrc

```
 AudioSource MenuMusicManager.SoundsSrc [get], [set]
```

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

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

5.38 MusicDatabase Class Reference

Stores information about individual songs and their parameters.

Classes

- struct [Song](#)

Static Public Member Functions

- static AudioClip [GetProperSong](#) (string name, [Song](#)[] songs)
Gets proper song from the database.

Static Public Attributes

- static readonly string [Music](#) = "Music/"
- static readonly string [MainMenu](#) = "MainMenu"
- static readonly string [Credits](#) = "Credits"
- static readonly string [RefugeeCamp](#) = "RefugeeCamp"
- static readonly string [StonyPlain](#) = "StonyPlain"
- static readonly string [DeathValley](#) = "DeathValley"
- static readonly string [HellPit](#) = "HellPit"
- static readonly string [Death](#) = "Death"
- static readonly [Song](#)[] [Songs](#)

5.38.1 Detailed Description

Stores information about individual songs and their parameters.

5.38.2 Member Function Documentation

5.38.2.1 GetProperSong()

```
static AudioClip MusicDatabase.GetProperSong (
    string name,
    Song[ ] songs ) [static]
```

Gets proper song from the database.

Parameters

<code>name</code>	A label that represents the name of the song.
<code>songs</code>	The structures that represent the songs.

Returns

The obtained audio clip.

5.38.3 Member Data Documentation

5.38.3.1 Credits

```
readonly string MusicDatabase.Credits = "Credits" [static]
```

5.38.3.2 Death

```
readonly string MusicDatabase.Death = "Death" [static]
```

5.38.3.3 DeathValley

```
readonly string MusicDatabase.DeathValley = "DeathValley" [static]
```

5.38.3.4 HellPit

```
readonly string MusicDatabase.HellPit = "HellPit" [static]
```

5.38.3.5 MainMenu

```
readonly string MusicDatabase.MainMenu = "MainMenu" [static]
```

5.38.3.6 Music

```
readonly string MusicDatabase.Music = "Music/" [static]
```

5.38.3.7 RefugeeCamp

```
readonly string MusicDatabase.RefugeeCamp = "RefugeeCamp" [static]
```

5.38.3.8 Songs

```
readonly Song [] MusicDatabase.Songs [static]
```

5.38.3.9 StonyPlain

```
readonly string MusicDatabase.StonyPlain = "StonyPlain" [static]
```

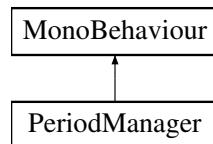
The documentation for this class was generated from the following file:

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

5.39 PeriodManager Class Reference

Manages time of the day in the game.

Inheritance diagram for PeriodManager:



Public Attributes

- Color [DayColor](#)
- Color [NightColor](#)
- int [TimeFac](#)

Private Member Functions

- void [Awake \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)
- void [AdaptPeriod \(\)](#)

Updates time of the day in the game.

Private Attributes

- Light `_sun`
- Material `_skybox`
- ParticleSystem[] `_fire`
- Light[] `_lights`
- bool `_isDay`
- bool `_isFire`
- float `_exposure`
- float `_rDiff`
- float `_gDiff`
- float `_bDiff`
- Light `_lamp`

5.39.1 Detailed Description

Manages time of the day in the game.

5.39.2 Member Function Documentation

5.39.2.1 AdaptPeriod()

```
void PeriodManager.AdaptPeriod ( ) [private]
```

Updates time of the day in the game.

5.39.2.2 Awake()

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

5.39.2.3 Init()

```
void PeriodManager.Init ( ) [private]
```

5.39.2.4 Update()

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

5.39.3 Member Data Documentation

5.39.3.1 `_bDiff`

```
float PeriodManager._bDiff [private]
```

5.39.3.2 `_exposure`

```
float PeriodManager._exposure [private]
```

5.39.3.3 `_fire`

```
ParticleSystem [ ] PeriodManager._fire [private]
```

5.39.3.4 `_gDiff`

```
float PeriodManager._gDiff [private]
```

5.39.3.5 `_isDay`

```
bool PeriodManager._isDay [private]
```

5.39.3.6 `_isFire`

```
bool PeriodManager._isFire [private]
```

5.39.3.7 `_lamp`

```
Light PeriodManager._lamp [private]
```

5.39.3.8 _lights

```
Light [] PeriodManager._lights [private]
```

5.39.3.9 _rDiff

```
float PeriodManager._rDiff [private]
```

5.39.3.10 _skybox

```
Material PeriodManager._skybox [private]
```

5.39.3.11 _sun

```
Light PeriodManager._sun [private]
```

5.39.3.12 DayColor

```
Color PeriodManager.DayColor
```

5.39.3.13 NightColor

```
Color PeriodManager.NightColor
```

5.39.3.14 TimeFac

```
int PeriodManager.TimeFac
```

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

- Assets/Scripts/PeriodManager.cs

5.40 PersonDatabase.Person Struct Reference

Properties

- string `Nature` [get, set]
- string `Type` [get, set]
- int `MaxHealth` [get, set]
- int `CurHealth` [get, set]
- float `Interval` [get, set]
- string `FirstMeetText` [get, set]
- string `EnterText` [get, set]
- string[] `HeroTexts` [get, set]
- string[] `PersonTexts` [get, set]
- int[] `StatementTypes` [get, set]
- Vector3[] `Route` [get, set]
- bool `IsVisited` [get, set]
- int `Gold` [get, set]
- string[] `Items` [get, set]

5.40.1 Property Documentation

5.40.1.1 CurHealth

```
int PersonDatabase.Person.CurHealth [get], [set]
```

5.40.1.2 EnterText

```
string PersonDatabase.Person.EnterText [get], [set]
```

5.40.1.3 FirstMeetText

```
string PersonDatabase.Person.FirstMeetText [get], [set]
```

5.40.1.4 Gold

```
int PersonDatabase.Person.Gold [get], [set]
```

5.40.1.5 HeroTexts

```
string [] PersonDatabase.Person.HeroTexts [get], [set]
```

5.40.1.6 Interval

```
float PersonDatabase.Person.Interval [get], [set]
```

5.40.1.7 IsVisited

```
bool PersonDatabase.Person.IsVisited [get], [set]
```

5.40.1.8 Items

```
string [] PersonDatabase.Person.Items [get], [set]
```

5.40.1.9 MaxHealth

```
int PersonDatabase.Person.MaxHealth [get], [set]
```

5.40.1.10 Nature

```
string PersonDatabase.Person.Nature [get], [set]
```

5.40.1.11 PersonTexts

```
string [] PersonDatabase.Person.PersonTexts [get], [set]
```

5.40.1.12 Route

```
Vector3 [] PersonDatabase.Person.Route [get], [set]
```

5.40.1.13 StatementTypes

```
int [] PersonDatabase.Person.StatementTypes [get], [set]
```

5.40.1.14 Type

```
string PersonDatabase.Person.Type [get], [set]
```

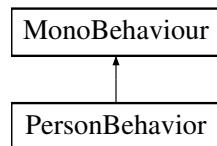
The documentation for this struct was generated from the following file:

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

5.41 PersonBehavior Class Reference

Describes the behavior of the people.

Inheritance diagram for PersonBehavior:



Public Member Functions

- void [GeneratePersonGold \(\)](#)
Generates some gold for the person when the hero starts trading.

Private Member Functions

- void [Awake \(\)](#)
- void [Update \(\)](#)
- void [Init \(\)](#)
- void [GetSomeRandomPosition \(\)](#)
Generates some random destination for the person.
- void [GoToPosition \(\)](#)
Moves the person to the selected position.

Private Attributes

- NavMeshAgent [_navMeshAgent](#)
- bool [_isMoving](#)
- bool [_isOnTour](#)
- float [_nextTour](#)
- Animator [_animator](#)
- PersonClass [_personClass](#)
- HeroClass [_heroClass](#)
- Vector3 [_targetLocation](#)

5.41.1 Detailed Description

Describes the behavior of the people.

5.41.2 Member Function Documentation

5.41.2.1 Awake()

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

5.41.2.2 GeneratePersonGold()

```
void PersonBehavior.GeneratePersonGold ( )
```

Generates some gold for the person when the hero starts trading.

5.41.2.3 GetSomeRandomPosition()

```
void PersonBehavior.GetSomeRandomPosition ( ) [private]
```

Generates some random destination for the person.

5.41.2.4 GoToPosition()

```
void PersonBehavior.GoToPosition ( ) [private]
```

Moves the person to the selected position.

5.41.2.5 Init()

```
void PersonBehavior.Init ( ) [private]
```

5.41.2.6 Update()

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

5.41.3 Member Data Documentation

5.41.3.1 _animator

```
Animator PersonBehavior._animator [private]
```

5.41.3.2 _heroClass

```
HeroClass PersonBehavior._heroClass [private]
```

5.41.3.3 _isMoving

```
bool PersonBehavior._isMoving [private]
```

5.41.3.4 _isOnTour

```
bool PersonBehavior._isOnTour [private]
```

5.41.3.5 _navMeshAgent

```
NavMeshAgent PersonBehavior._navMeshAgent [private]
```

5.41.3.6 _nextTour

```
float PersonBehavior._nextTour [private]
```

5.41.3.7 _personClass

```
PersonClass PersonBehavior._personClass [private]
```

5.41.3.8 _targetLocation

```
Vector3 PersonBehavior._targetLocation [private]
```

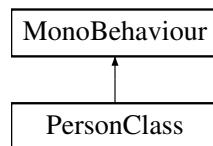
The documentation for this class was generated from the following file:

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

5.42 PersonClass Class Reference

Describes the basic parameters of the person.

Inheritance diagram for PersonClass:



Public Member Functions

- void [Init](#) (string name)
- void [InitPerson](#) ([PersonDatabase.Person](#) person)
Initiates person parameters according to appropriate criteria.

Static Public Attributes

- static readonly string [PersonTag](#) = "Person"
- static readonly int [MinGold](#) = 0
- static readonly int [MaxGold](#) = 3000
- static readonly string [PersonMove](#) = "isMoving"

Properties

- string [Nature](#) [get, set]
- string [Type](#) [get, set]
- int [MaxHealth](#) [get, set]
- int [CurHealth](#) [get, set]
- float [Interval](#) [get, set]
- string [FirstMeetText](#) [get, set]
- string [EnterText](#) [get, set]
- string[] [HeroTexts](#) [get, set]
- string[] [PersonTexts](#) [get, set]
- int[] [StatementTypes](#) [get, set]
- Vector3[] [Route](#) [get, set]
- bool [IsVisited](#) [get, set]
- int [Gold](#) [get, set]
- string[] [Items](#) [get, set]

Private Member Functions

- void `Awake ()`

5.42.1 Detailed Description

Describes the basic parameters of the person.

5.42.2 Member Function Documentation

5.42.2.1 `Awake()`

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

5.42.2.2 `Init()`

```
void PersonClass.Init (
    string name )
```

5.42.2.3 `InitPerson()`

```
void PersonClass.InitPerson (
    PersonDatabase.Person person )
```

Initiates person parameters according to appropriate criteria.

Parameters

<code>person</code>	A Type of person from database.
---------------------	---------------------------------

5.42.3 Member Data Documentation

5.42.3.1 `MaxGold`

```
readonly int PersonClass.MaxGold = 3000 [static]
```

5.42.3.2 MinGold

```
readonly int PersonClass.MinGold = 0 [static]
```

5.42.3.3 PersonMove

```
readonly string PersonClass.PersonMove = "isMoving" [static]
```

5.42.3.4 PersonTag

```
readonly string PersonClass.PersonTag = "Person" [static]
```

5.42.4 Property Documentation

5.42.4.1 CurHealth

```
int PersonClass.CurHealth [get], [set]
```

5.42.4.2 EnterText

```
string PersonClass.EnterText [get], [set]
```

5.42.4.3 FirstMeetText

```
string PersonClass.FirstMeetText [get], [set]
```

5.42.4.4 Gold

```
int PersonClass.Gold [get], [set]
```

5.42.4.5 HeroTexts

```
string [] PersonClass.HeroTexts [get], [set]
```

5.42.4.6 Interval

```
float PersonClass.Interval [get], [set]
```

5.42.4.7 IsVisited

```
bool PersonClass.IsVisited [get], [set]
```

5.42.4.8 Items

```
string [] PersonClass.Items [get], [set]
```

5.42.4.9 MaxHealth

```
int PersonClass.MaxHealth [get], [set]
```

5.42.4.10 Nature

```
string PersonClass.Nature [get], [set]
```

5.42.4.11 PersonTexts

```
string [] PersonClass.PersonTexts [get], [set]
```

5.42.4.12 Route

```
Vector3 [] PersonClass.Route [get], [set]
```

5.42.4.13 StatementTypes

```
int [] PersonClass.StatementTypes [get], [set]
```

5.42.4.14 Type

```
string PersonClass.Type [get], [set]
```

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

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

5.43 PersonDatabase Class Reference

Stores information about individual people and their parameters.

Classes

- struct [Person](#)

Static Public Attributes

- static readonly string [PersonHuman](#) = "Human"
- static readonly int [NoStatement](#) = -1
- static readonly int [InfoStatement](#) = 0
- static readonly int [TradeStatement](#) = 1
- static readonly int [ExitStatement](#) = 2
- static readonly [Person\[\]](#) [People](#)

5.43.1 Detailed Description

Stores information about individual people and their parameters.

5.43.2 Member Data Documentation

5.43.2.1 ExitStatement

```
readonly int PersonDatabase.ExitStatement = 2 [static]
```

5.43.2.2 InfoStatement

```
readonly int PersonDatabase.InfoStatement = 0 [static]
```

5.43.2.3 NoStatement

```
readonly int PersonDatabase.NoStatement = -1 [static]
```

5.43.2.4 People

```
readonly Person [] PersonDatabase.People [static]
```

5.43.2.5 PersonHuman

```
readonly string PersonDatabase.PersonHuman = "Human" [static]
```

5.43.2.6 TradeStatement

```
readonly int PersonDatabase.TradeStatement = 1 [static]
```

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

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

5.44 CursorDatabase.Pointer Struct Reference

Properties

- string[] [Tag](#) [get, set]
- Texture2D [Texture](#) [get, set]

5.44.1 Property Documentation

5.44.1.1 Tag

```
string [] CursorDatabase.Pointer.Tag [get], [set]
```

5.44.1.2 Texture

```
Texture2D CursorDatabase.Pointer.Texture [get], [set]
```

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

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

5.45 SettingsDatabase.Save Struct Reference

Package Attributes

- [Spot Head](#)
- [Spot Torso](#)
- [Spot RightHand](#)
- [Spot LeftHand](#)
- [Spot Feet](#)

Properties

- string [Name](#) [get, set]
- int [Level](#) [get, set]
- long [TotalExp](#) [get, set]
- long [NextLvLExp](#) [get, set]
- long [LvlStart](#) [get, set]
- long [LvlEnd](#) [get, set]
- int [AttributePts](#) [get, set]
- int [SkillPts](#) [get, set]
- int [SpentSkillPts](#) [get, set]
- int [Vitality](#) [get, set]
- int [Wisdom](#) [get, set]
- int [Strength](#) [get, set]
- int [Agility](#) [get, set]
- int [MaxHealth](#) [get, set]
- int [CurHealth](#) [get, set]
- int [MaxEnergy](#) [get, set]
- int [CurEnergy](#) [get, set]
- int [MaxDamage](#) [get, set]
- int [MinDamage](#) [get, set]
- float [AttackRate](#) [get, set]
- float [ActionChanceBonus](#) [get, set]
- int [Defence](#) [get, set]
- int [ResistMagic](#) [get, set]

- float `Capacity` [get, set]
- string `LastEnemyType` [get, set]
- int `LastEnemyLvl` [get, set]
- `Character[] Characters` [get, set]
- `Ability[] Abilities` [get, set]
- `Spot[] Inv` [get, set]
- `Spot[] Potions` [get, set]
- int `ActiveInvSpots` [get, set]
- int `ActivePotionSpots` [get, set]
- int `Gold` [get, set]
- int `QualityLevel` [get, set]
- float `SoundVolume` [get, set]
- float `MusicVolume` [get, set]
- float `ExpMod` [get, set]
- float `AttackAnimSpeed` [get, set]
- bool `IsHair` [get, set]
- bool `IsOrdinary` [get, set]
- bool `IsElite` [get, set]
- bool `IsLegendary` [get, set]

5.45.1 Member Data Documentation

5.45.1.1 Feet

`Spot SettingsDatabase.Save.Feet` [package]

5.45.1.2 Head

`Spot SettingsDatabase.Save.Head` [package]

5.45.1.3 LeftHand

`Spot SettingsDatabase.Save.LeftHand` [package]

5.45.1.4 RightHand

`Spot SettingsDatabase.Save.RightHand` [package]

5.45.1.5 Torso

```
Spot SettingsDatabase.Save.Torso [package]
```

5.45.2 Property Documentation

5.45.2.1 Abilities

```
Ability [] SettingsDatabase.Save.Abilities [get], [set]
```

5.45.2.2 ActionChanceBonus

```
float SettingsDatabase.Save.ActionChanceBonus [get], [set]
```

5.45.2.3 ActiveInvSpots

```
int SettingsDatabase.Save.ActiveInvSpots [get], [set]
```

5.45.2.4 ActivePotionSpots

```
int SettingsDatabase.Save.ActivePotionSpots [get], [set]
```

5.45.2.5 Agility

```
int SettingsDatabase.Save.Agility [get], [set]
```

5.45.2.6 AttackAnimSpeed

```
float SettingsDatabase.Save.AttackAnimSpeed [get], [set]
```

5.45.2.7 AttackRate

```
float SettingsDatabase.Save.AttackRate [get], [set]
```

5.45.2.8 AttributePts

```
int SettingsDatabase.Save.AttributePts [get], [set]
```

5.45.2.9 Capacity

```
float SettingsDatabase.Save.Capacity [get], [set]
```

5.45.2.10 Characters

```
Character [] SettingsDatabase.Save.Characters [get], [set]
```

5.45.2.11 CurEnergy

```
int SettingsDatabase.Save.CurEnergy [get], [set]
```

5.45.2.12 CurHealth

```
int SettingsDatabase.Save.CurHealth [get], [set]
```

5.45.2.13 Defence

```
int SettingsDatabase.Save.Defence [get], [set]
```

5.45.2.14 ExpMod

```
float SettingsDatabase.Save.ExpMod [get], [set]
```

5.45.2.15 Gold

```
int SettingsDatabase.Save.Gold [get], [set]
```

5.45.2.16 Inv

```
Spot [] SettingsDatabase.Save.Inv [get], [set]
```

5.45.2.17 IsElite

```
bool SettingsDatabase.Save.IsElite [get], [set]
```

5.45.2.18 IsHair

```
bool SettingsDatabase.Save.IsHair [get], [set]
```

5.45.2.19 IsLegendary

```
bool SettingsDatabase.Save.IsLegendary [get], [set]
```

5.45.2.20 IsOrdinary

```
bool SettingsDatabase.Save.IsOrdinary [get], [set]
```

5.45.2.21 LastEnemyLvl

```
int SettingsDatabase.Save.LastEnemyLvl [get], [set]
```

5.45.2.22 LastEnemyType

```
string SettingsDatabase.Save.LastEnemyType [get], [set]
```

5.45.2.23 Level

```
int SettingsDatabase.Save.Level [get], [set]
```

5.45.2.24 LvlEnd

```
long SettingsDatabase.Save.LvlEnd [get], [set]
```

5.45.2.25 LvlStart

```
long SettingsDatabase.Save.LvlStart [get], [set]
```

5.45.2.26 MaxDamage

```
int SettingsDatabase.Save.MaxDamage [get], [set]
```

5.45.2.27 MaxEnergy

```
int SettingsDatabase.Save.MaxEnergy [get], [set]
```

5.45.2.28 MaxHealth

```
int SettingsDatabase.Save.MaxHealth [get], [set]
```

5.45.2.29 MinDamage

```
int SettingsDatabase.Save.MinDamage [get], [set]
```

5.45.2.30 MusicVolume

```
float SettingsDatabase.Save.MusicVolume [get], [set]
```

5.45.2.31 Name

```
string SettingsDatabase.Save.Name [get], [set]
```

5.45.2.32 NextLvLExp

```
long SettingsDatabase.Save.NextLvLExp [get], [set]
```

5.45.2.33 Potions

```
Spot [] SettingsDatabase.Save.Potions [get], [set]
```

5.45.2.34 QualityLevel

```
int SettingsDatabase.Save.QualityLevel [get], [set]
```

5.45.2.35 ResistMagic

```
int SettingsDatabase.Save.ResistMagic [get], [set]
```

5.45.2.36 SkillPts

```
int SettingsDatabase.Save.SkillPts [get], [set]
```

5.45.2.37 SoundVolume

```
float SettingsDatabase.Save.SoundVolume [get], [set]
```

5.45.2.38 SpentSkillPts

```
int SettingsDatabase.Save.SpentSkillPts [get], [set]
```

5.45.2.39 Strength

```
int SettingsDatabase.Save.Strength [get], [set]
```

5.45.2.40 TotalExp

```
long SettingsDatabase.Save.TotalExp [get], [set]
```

5.45.2.41 Vitality

```
int SettingsDatabase.Save.Vitality [get], [set]
```

5.45.2.42 Wisdom

```
int SettingsDatabase.Save.Wisdom [get], [set]
```

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

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

5.46 SettingsDatabase Class Reference

Stores information about configuration files and their parameters.

Classes

- struct [Ability](#)
- struct [Character](#)
- struct [MenuConfiguration](#)
- struct [Save](#)
- struct [Spot](#)

Public Types

- enum class [ConfigState](#) { [NoFile](#) , [Correct](#) , [Error](#) }

Static Public Member Functions

- static void [CopyClassToSave](#) ([HeroClass](#) heroClass)
Copies information about the hero class to the game save structure.
- static void [ReadClassFromSave](#) (ref [HeroClass](#) heroClass)
Reads information about the hero class from the game save structure.
- static void [SetDefaultMenuSettings](#) ()
Sets default values for the components in the main menu.
- static void [CopyMenuToConfig](#) ([MenuMusicManager](#) musicManager)
Copies the menu configuration to the menu save structure.
- static void [ReadMenuFromConfig](#) (ref [MenuInterface](#) menuInterface)
Reads information about the menu configuration from the menu save structure.
- static void [CopyCharactersToSave](#) ()
Copies information about people to the game save structure.
- static void [ReadCharactersFromSave](#) ()
Reads information about people from the game save structure.
- static void [CopySkillsToSave](#) ([HeroSkillDatabase.Skill](#)[] skills)
Copies information about the hero skills to the game save structure.
- static void [ReadSkillsFromSave](#) (ref [HeroSkill](#) heroSkill)
Reads information about the hero skills from the game save structure.
- static void [CopyInventoryToSave](#) ([HeroInventory.Slot](#)[] invSlots)
Copies information about the hero inventory to the game save structure.
- static void [ReadInventoryFromSave](#) (ref [HeroInventory](#) heroInventory)
Reads information about the hero inventory from the game save structure.
- static void [CopyPotionsToSave](#) ([HeroInventory.Slot](#)[] potionSlots)
Copies information about the hero potion slots to the game save structure.
- static void [ReadPotionsFromSave](#) (ref [HeroInventory](#) heroInventory)
Reads information about the hero potion slots from the game save structure.
- static void [CopyEquipmentToSave](#) ([HeroInventory](#) heroInventory)
Copies information about the hero equipment slots to the game save structure.
- static void [ReadEquipmentFromSave](#) (ref [HeroInventory](#) heroInventory)
Reads information about the hero equipment slots from the game save structure.
- static void [CopyOtherParameters](#) ([HeroInventory](#) heroInventory, [HeroParameter](#) heroParameter, [GameInterface](#) gameInterface)
Copies information about the other hero parameters to the game save structure.
- static void [ReadOtherParameters](#) (ref [HeroInventory](#) heroInventory, ref [HeroParameter](#) heroParameter)
Reads information about the other hero parameters from the game save structure.
- static bool [TrySaveMenuToFile](#) (string savePath)
Tries save the information about main menu to the file.
- static [ConfigState](#) [TryLoadMenuFromFile](#) (string savePath)
Tries load the information about main menu from the file.
- static bool [TrySaveGameToFile](#) (string savePath, string heroName)
Tries save the information about game progress to the file.
- static bool [TryLoadGameFromFile](#) (string savePath)
Tries load the information about game progress from the file.

Static Public Attributes

- static readonly string [Saves](#) = "/Saves/"
- static readonly string [GameProgress](#) = "/save"
- static readonly string [MenuFile](#) = "/menu_config"
- static readonly string [DateFormat](#) = ".dat"
- static readonly int [HeroesLimit](#) = 8
- static [Save GameSave](#)
- static [MenuConfiguration](#) [MenuConfig](#)

Properties

- static string `HeroName` [get, set]

5.46.1 Detailed Description

Stores information about configuration files and their parameters.

5.46.2 Member Enumeration Documentation

5.46.2.1 ConfigState

```
enum SettingsDatabase.ConfigState [strong]
```

Enumerator

NoFile	
Correct	
Error	

5.46.3 Member Function Documentation

5.46.3.1 CopyCharactersToSave()

```
static void SettingsDatabase.CopyCharactersToSave ( ) [static]
```

Copies information about people to the game save structure.

5.46.3.2 CopyClassToSave()

```
static void SettingsDatabase.CopyClassToSave (  
    HeroClass heroClass ) [static]
```

Copies information about the hero class to the game save structure.

Parameters

<code>heroClass</code>	An object that represents the hero.
------------------------	-------------------------------------

5.46.3.3 CopyEquipmentToSave()

```
static void SettingsDatabase.CopyEquipmentToSave (
    HeroInventory heroInventory ) [static]
```

Copies information about the hero equipment slots to the game save structure.

Parameters

<i>heroInventory</i>	An object that represents the hero inventory.
----------------------	---

5.46.3.4 CopyInventoryToSave()

```
static void SettingsDatabase.CopyInventoryToSave (
    HeroInventory.Slot[] invSlots ) [static]
```

Copies information about the hero inventory to the game save structure.

Parameters

<i>invSlots</i>	The structures that represent the hero inventory slots.
-----------------	---

5.46.3.5 CopyMenuToConfig()

```
static void SettingsDatabase.CopyMenuToConfig (
    MenuMusicManager musicManager ) [static]
```

Copies the menu configuration to the menu save structure.

Parameters

<i>musicManager</i>	An object that represents the music manager.
---------------------	--

5.46.3.6 CopyOtherParameters()

```
static void SettingsDatabase.CopyOtherParameters (
    HeroInventory heroInventory,
    HeroParameter heroParameter,
    GameInterface gameInterface ) [static]
```

Copies information about the other hero parameters to the game save structure.

Parameters

<code>heroInventory</code>	An object that represents the hero inventory.
<code>heroParameter</code>	An object that represents the hero parameters.
<code>gameInterface</code>	An object that represents the game interface.

5.46.3.7 CopyPotionsToSave()

```
static void SettingsDatabase.CopyPotionsToSave (
    HeroInventory.Slot[] potionSlots ) [static]
```

Copies information about the hero potion slots to the game save structure.

Parameters

<code>potionSlots</code>	The structures that represent the hero potion slots.
--------------------------	--

5.46.3.8 CopySkillsToSave()

```
static void SettingsDatabase.CopySkillsToSave (
    HeroSkillDatabase.Skill[] skills ) [static]
```

Copies information about the hero skills to the game save structure.

Parameters

<code>skills</code>	The structures that represent the hero skills.
---------------------	--

5.46.3.9 ReadCharactersFromSave()

```
static void SettingsDatabase.ReadCharactersFromSave ( ) [static]
```

Reads information about people from the game save structure.

5.46.3.10 ReadClassFromSave()

```
static void SettingsDatabase.ReadClassFromSave (
    ref HeroClass heroClass ) [static]
```

Reads information about the hero class from the game save structure.

Parameters

<i>heroClass</i>	An object that represents the hero.
------------------	-------------------------------------

5.46.3.11 ReadEquipmentFromSave()

```
static void SettingsDatabase.ReadEquipmentFromSave (
    ref HeroInventory heroInventory ) [static]
```

Reads information about the hero equipment slots from the game save structure.

Parameters

<i>heroInventory</i>	An object that represents the hero inventory.
----------------------	---

5.46.3.12 ReadInventoryFromSave()

```
static void SettingsDatabase.ReadInventoryFromSave (
    ref HeroInventory heroInventory ) [static]
```

Reads information about the hero inventory from the game save structure.

Parameters

<i>heroInventory</i>	An object that represents the hero inventory.
----------------------	---

5.46.3.13 ReadMenuFromConfig()

```
static void SettingsDatabase.ReadMenuFromConfig (
    ref MenuInterface menuInterface ) [static]
```

Reads information about the menu configuration from the menu save structure.

Parameters

<i>menuInterface</i>	An object that represents the menu interface.
----------------------	---

5.46.3.14 ReadOtherParameters()

```
static void SettingsDatabase.ReadOtherParameters (
    ref HeroInventory heroInventory,
    ref HeroParameter heroParameter ) [static]
```

Reads information about the other hero parameters from the game save structure.

Parameters

<i>heroInventory</i>	An object that represents the hero inventory.
<i>heroParameter</i>	An object that represents the hero parameters.

5.46.3.15 ReadPotionsFromSave()

```
static void SettingsDatabase.ReadPotionsFromSave (
    ref HeroInventory heroInventory ) [static]
```

Reads information about the hero potion slots from the game save structure.

Parameters

<i>heroInventory</i>	An object that represents the hero inventory.
----------------------	---

5.46.3.16 ReadSkillsFromSave()

```
static void SettingsDatabase.ReadSkillsFromSave (
    ref HeroSkill heroSkill ) [static]
```

Reads information about the hero skills from the game save structure.

Parameters

<i>skill</i>	An object that represents the hero skill.
--------------	---

5.46.3.17 SetDefaultMenuSettings()

```
static void SettingsDatabase.SetDefaultMenuSettings ( ) [static]
```

Sets default values for the components in the main menu.

5.46.3.18 TryLoadGameFromFile()

```
static bool SettingsDatabase.TryLoadGameFromFile (
    string savePath ) [static]
```

Tries load the information about game progress from the file.

Parameters

<i>savePath</i>	A label that represents the path to the save file.
-----------------	--

Returns

The boolean that is true if the operation is succeeded or false if not.

5.46.3.19 TryLoadMenuFromFile()

```
static ConfigState SettingsDatabase.TryLoadMenuFromFile (
    string savePath ) [static]
```

Tries load the information about main menu from the file.

Parameters

<i>savePath</i>	A label that represents the path to the save file.
-----------------	--

Returns

The state of the operation.

5.46.3.20 TrySaveGameToFile()

```
static bool SettingsDatabase.TrySaveGameToFile (
    string savePath,
    string heroName ) [static]
```

Tries save the information about game progress to the file.

Parameters

<i>savePath</i>	A label that represents the path to the save file.
<i>heroName</i>	A label that represents the name of the hero.

Returns

The boolean that is true if the operation is succeeded or false if not.

5.46.3.21 TrySaveMenuToFile()

```
static bool SettingsDatabase.TrySaveMenuToFile (
    string savePath ) [static]
```

Tries save the information about main menu to the file.

Parameters

<i>savePath</i>	A label that represents the path to the save file.
-----------------	--

Returns

The boolean that is true if the operation is succeeded or false if not.

5.46.4 Member Data Documentation

5.46.4.1 DatFormat

```
readonly string SettingsDatabase.DatFormat = ".dat" [static]
```

5.46.4.2 GameProgress

```
readonly string SettingsDatabase.GameProgress = "/save" [static]
```

5.46.4.3 GameSave

```
Save SettingsDatabase.GameSave [static]
```

5.46.4.4 HeroesLimit

```
readonly int SettingsDatabase.HeroesLimit = 8 [static]
```

5.46.4.5 MenuConfig

```
MenuConfiguration SettingsDatabase.MenuConfig [static]
```

5.46.4.6 MenuFile

```
readonly string SettingsDatabase.MenuFile = "/menu_config" [static]
```

5.46.4.7 Saves

```
readonly string SettingsDatabase.Saves = "/Saves/" [static]
```

5.46.5 Property Documentation

5.46.5.1 HeroName

```
string SettingsDatabase.HeroName [static], [get], [set]
```

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

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

5.47 HeroSkillDatabase.Skill Struct Reference

Properties

- int [Id](#) [get, set]
- string [Kind](#) [get, set]
- string [Type](#) [get, set]
- string [Desc](#) [get, set]
- int [Level](#) [get, set]
- string[] [Stats](#) [get, set]
- float [Effect](#) [get, set]
- float [EnergyCost](#) [get, set]
- float [Rate](#) [get, set]
- string [Result](#) [get, set]
- int [ReqLvl](#) [get, set]
- string [ReqSkill](#) [get, set]
- Sprite [Sprite](#) [get, set]
- Color [Color](#) [get, set]

5.47.1 Property Documentation

5.47.1.1 Color

```
Color HeroSkillDatabase.Skill.Color [get], [set]
```

5.47.1.2 Desc

```
string HeroSkillDatabase.Skill.Desc [get], [set]
```

5.47.1.3 Effect

```
float HeroSkillDatabase.Skill.Effect [get], [set]
```

5.47.1.4 EnergyCost

```
float HeroSkillDatabase.Skill.EnergyCost [get], [set]
```

5.47.1.5 Id

```
int HeroSkillDatabase.Skill.Id [get], [set]
```

5.47.1.6 Kind

```
string HeroSkillDatabase.Skill.Kind [get], [set]
```

5.47.1.7 Level

```
int HeroSkillDatabase.Skill.Level [get], [set]
```

5.47.1.8 Rate

```
float HeroSkillDatabase.Skill.Rate [get], [set]
```

5.47.1.9 ReqLvl

```
int HeroSkillDatabase.Skill.ReqLvl [get], [set]
```

5.47.1.10 ReqSkill

```
string HeroSkillDatabase.Skill.ReqSkill [get], [set]
```

5.47.1.11 Result

```
string HeroSkillDatabase.Skill.Result [get], [set]
```

5.47.1.12 Sprite

```
Sprite HeroSkillDatabase.Skill.Sprite [get], [set]
```

5.47.1.13 Stats

```
string [] HeroSkillDatabase.Skill.Stats [get], [set]
```

5.47.1.14 Type

```
string HeroSkillDatabase.Skill.Type [get], [set]
```

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

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

5.48 HeroInventory.Slot Struct Reference

Public Attributes

- string [SlotId](#)
- string [ItemName](#)
- bool [IsSlotActive](#)
- RectTransform [SlotRect](#)

5.48.1 Member Data Documentation

5.48.1.1 IsSlotActive

```
bool HeroInventory.Slot.IsSlotActive
```

5.48.1.2 ItemName

```
string HeroInventory.Slot.ItemName
```

5.48.1.3 SlotId

```
string HeroInventory.Slot.SlotID
```

5.48.1.4 SlotRect

```
RectTransform HeroInventory.Slot.SlotRect
```

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

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

5.49 MusicDatabase.Song Struct Reference

Properties

- string [Name](#) [get, set]
- AudioClip [Audio](#) [get, set]

5.49.1 Property Documentation

5.49.1.1 Audio

```
AudioClip MusicDatabase.Song.Audio [get], [set]
```

5.49.1.2 Name

```
string MusicDatabase.Song.Name [get], [set]
```

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

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

5.50 SoundDatabase.Sound Struct Reference

Properties

- string [Name](#) [get, set]
- AudioClip [Audio](#) [get, set]

5.50.1 Property Documentation

5.50.1.1 Audio

```
AudioClip SoundDatabase.Sound.Audio [get], [set]
```

5.50.1.2 Name

```
string SoundDatabase.Sound.Name [get], [set]
```

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

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

5.51 SoundDatabase Class Reference

Stores information about individual sounds and their parameters.

Classes

- struct [Sound](#)

Static Public Member Functions

- static AudioClip [GetProperSound](#) (string name, [Sound](#)[] sounds)
Gets proper sound from the database.
- static int [GetGruntsAmt](#) ([Sound](#)[] sounds)
Gets the number of the grunts from the sounds.

Static Public Attributes

- static readonly string [Sounds](#) = "Sounds/"
- static readonly string [Attack](#) = "Attack"
- static readonly string [Hit](#) = "Hit"
- static readonly string [Grunt0](#) = "Grunt0"
- static readonly string [Death](#) = "Death"
- static readonly string [Impossible](#) = "Impossible"
- static readonly string [ICantCarryAnymore](#) = "ICantCarryAnymore"
- static readonly string [LooseRock](#) = "LooseRock"
- static readonly string [Chest](#) = "Chest"
- static readonly string [Remains](#) = "Remains"
- static readonly string [Click](#) = "Click"
- static readonly string [PickUp](#) = "PickUp"
- static readonly string [Gulp](#) = "Gulp"
- static readonly string [Gold](#) = "Gold"
- static readonly string [Swoosh](#) = "Swoosh"
- static readonly string [Potion](#) = "Potion"
- static readonly string [Headgear](#) = "Headgear"
- static readonly string [Armor](#) = "Armor"
- static readonly string [Shield](#) = "Shield"
- static readonly string [Weapon](#) = "Weapon"
- static readonly string [Footwear](#) = "Footwear"
- static readonly string [Level](#) = "Level"
- static readonly string [Prayer](#) = "Prayer"
- static readonly string [HolyZeal](#) = "HolyZeal"
- static readonly string [Sanctuary](#) = "Sanctuary"
- static readonly string [DivineAnger](#) = "DivineAnger"
- static readonly [Sound](#)[] [ContainerSounds](#)
- static readonly [Sound](#)[] [ItemSounds](#)
- static readonly [Sound](#)[] [PaladinSounds](#)
- static readonly [Sound](#)[] [UndeadSounds](#)
- static readonly [Sound](#)[] [SkeletonSounds](#)
- static readonly [Sound](#)[] [GenieSounds](#)
- static readonly [Sound](#)[] [DemonSounds](#)

5.51.1 Detailed Description

Stores information about individual sounds and their parameters.

5.51.2 Member Function Documentation

5.51.2.1 GetGruntsAmt()

```
static int SoundDatabase.GetGruntsAmt (
    Sound[ ] sounds ) [static]
```

Gets the number of the grunts from the sounds.

Parameters

<i>sounds</i>	The structures that represent the sounds.
---------------	---

Returns

The number of the grunts.

5.51.2.2 GetProperSound()

```
static AudioClip SoundDatabase.GetProperSound (
    string name,
    Sound[ ] sounds ) [static]
```

Gets proper sound from the database.

Parameters

<i>name</i>	A label that represents the name of the sound.
<i>sounds</i>	A structure that represents the sounds.

Returns

The obtained audio clip.

5.51.3 Member Data Documentation

5.51.3.1 Armor

```
readonly string SoundDatabase.Armor = "Armor" [static]
```

5.51.3.2 Attack

```
readonly string SoundDatabase.Attack = "Attack" [static]
```

5.51.3.3 Chest

```
readonly string SoundDatabase.Chest = "Chest" [static]
```

5.51.3.4 Click

```
readonly string SoundDatabase.Click = "Click" [static]
```

5.51.3.5 ContainerSounds

```
readonly Sound[] SoundDatabase.ContainerSounds [static]
```

Initial value:

```
= new Sound[]
{
    new Sound
    {
        Name = LooseRock,
        Audio = Resources.Load<AudioClip>(Sounds + LooseRock)
    },
    new Sound
    {
        Name = Chest,
        Audio = Resources.Load<AudioClip>(Sounds + Chest)
    },
    new Sound
    {
        Name = Remains,
        Audio = Resources.Load<AudioClip>(Sounds + Remains)
    }
}
```

5.51.3.6 Death

```
readonly string SoundDatabase.Death = "Death" [static]
```

5.51.3.7 DemonSounds

```
readonly Sound [] SoundDatabase.DemonSounds [static]
```

5.51.3.8 DivineAnger

```
readonly string SoundDatabase.DivineAnger = "DivineAnger" [static]
```

5.51.3.9 Footwear

```
readonly string SoundDatabase.Footwear = "Footwear" [static]
```

5.51.3.10 GenieSounds

```
readonly Sound [] SoundDatabase.GenieSounds [static]
```

5.51.3.11 Gold

```
readonly string SoundDatabase.Gold = "Gold" [static]
```

5.51.3.12 Grunt0

```
readonly string SoundDatabase.Grunt0 = "Grunt0" [static]
```

5.51.3.13 Gulp

```
readonly string SoundDatabase.Gulp = "Gulp" [static]
```

5.51.3.14 Headgear

```
readonly string SoundDatabase.Headgear = "Headgear" [static]
```

5.51.3.15 Hit

```
readonly string SoundDatabase.Hit = "Hit" [static]
```

5.51.3.16 HolyZeal

```
readonly string SoundDatabase.HolyZeal = "HolyZeal" [static]
```

5.51.3.17 ICantCarryAnymore

```
readonly string SoundDatabase.ICantCarryAnymore = "ICantCarryAnymore" [static]
```

5.51.3.18 Impossible

```
readonly string SoundDatabase.Impossible = "Impossible" [static]
```

5.51.3.19 ItemSounds

```
readonly Sound [] SoundDatabase.ItemSounds [static]
```

5.51.3.20 Level

```
readonly string SoundDatabase.Level = "Level" [static]
```

5.51.3.21 LooseRock

```
readonly string SoundDatabase.LooseRock = "LooseRock" [static]
```

5.51.3.22 PaladinSounds

```
readonly Sound [] SoundDatabase.PaladinSounds [static]
```

5.51.3.23 PickUp

```
readonly string SoundDatabase.PickUp = "PickUp" [static]
```

5.51.3.24 Potion

```
readonly string SoundDatabase.Potion = "Potion" [static]
```

5.51.3.25 Prayer

```
readonly string SoundDatabase.Prayer = "Prayer" [static]
```

5.51.3.26 Remains

```
readonly string SoundDatabase.Remains = "Remains" [static]
```

5.51.3.27 Sanctuary

```
readonly string SoundDatabase.Sanctuary = "Sanctuary" [static]
```

5.51.3.28 Shield

```
readonly string SoundDatabase.Shield = "Shield" [static]
```

5.51.3.29 SkeletonSounds

```
readonly Sound [] SoundDatabase.SkeletonSounds [static]
```

5.51.3.30 Sounds

```
readonly string SoundDatabase.Sounds = "Sounds/" [static]
```

5.51.3.31 Swoosh

```
readonly string SoundDatabase.Swoosh = "Swoosh" [static]
```

5.51.3.32 UndeadSounds

```
readonly Sound [] SoundDatabase.UndeadSounds [static]
```

5.51.3.33 Weapon

```
readonly string SoundDatabase.Weapon = "Weapon" [static]
```

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

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

5.52 SettingsDatabase.Spot Struct Reference

Public Attributes

- string [ItemName](#)
- bool [IsSpotActive](#)

5.52.1 Member Data Documentation

5.52.1.1 IsSpotActive

```
bool SettingsDatabase.Spot.IsSpotActive
```

5.52.1.2 ItemName

```
string SettingsDatabase.Spot.ItemName
```

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

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

Chapter 6

File Documentation

6.1 Assets/Scripts/CameraManager.cs File Reference

Classes

- class [CameraManager](#)
Controls the isometric camera movement.

6.2 Assets/Scripts/ContainerClass.cs File Reference

Classes

- class [ContainerClass](#)
Describes the object that represents the container.

6.3 Assets/Scripts/ContainerDatabase.cs File Reference

Classes

- class [ContainerDatabase](#)
Stores information about individual containers and their parameters.
- struct [ContainerDatabase.Container](#)

6.4 Assets/Scripts/CursorDatabase.cs File Reference

Classes

- class [CursorDatabase](#)
Stores information about individual cursors and their parameters.
- struct [CursorDatabase.Pointer](#)

6.5 Assets/Scripts/CursorHover.cs File Reference

Classes

- class [CursorHover](#)
Manages actions performed with the use of the cursor.

6.6 Assets/Scripts/CursorManager.cs File Reference

Classes

- class [CursorManager](#)
Checks position of the cursor and adapts its texture.

6.7 Assets/Scripts/EnemyBehavior.cs File Reference

Classes

- class [EnemyBehavior](#)
Describes the behavior of individual opponents.

6.8 Assets/Scripts/EnemyClass.cs File Reference

Classes

- class [EnemyClass](#)
Describes the basic parameters of the enemy.

6.9 Assets/Scripts/EnemyDatabase.cs File Reference

Classes

- class [EnemyDatabase](#)
Stores information about individual enemies and their parameters.
- struct [EnemyDatabase.Enemy](#)

6.10 Assets/Scripts/EnemyParameter.cs File Reference

Classes

- class [EnemyParameter](#)
Executes additional actions related to the enemy.

6.11 Assets/Scripts/EnemySound.cs File Reference

Classes

- class [EnemySound](#)

Controls the sounds made by enemies.

6.12 Assets/Scripts/GameInterface.cs File Reference

Classes

- class [GameInterface](#)

Controls actions related to the game graphics interface and initialize GUI.

6.13 Assets/Scripts/GameMouseAction.cs File Reference

Classes

- class [GameMouseAction](#)

Intercepts actions performed with the mouse pointer during the game.

6.14 Assets/Scripts/GameMusicManager.cs File Reference

Classes

- class [GameMusicManager](#)

Manages sounds that are playing during the game.

6.15 Assets/Scripts/HeroBehavior.cs File Reference

Classes

- class [HeroBehavior](#)

Describes the behavior of the main hero.

6.16 Assets/Scripts/HeroClass.cs File Reference

Classes

- class [HeroClass](#)

Describes the basic parameters of the hero.

6.17 Assets/Scripts/HeroDatabase.cs File Reference

Classes

- class [HeroDatabase](#)
Stores information about individual heroes and their parameters.
- struct [HeroDatabase.Hero](#)

6.18 Assets/Scripts/HeroInventory.cs File Reference

Classes

- class [HeroInventory](#)
Describes the functioning of the hero inventory.
- struct [HeroInventory.Slot](#)

6.19 Assets/Scripts/HeroParameter.cs File Reference

Classes

- class [HeroParameter](#)
Executes additional actions related to the hero.

6.20 Assets/Scripts/HeroSkill.cs File Reference

Classes

- class [HeroSkill](#)
Describes the basic parameters of the skill.

6.21 Assets/Scripts/HeroSkillDatabase.cs File Reference

Classes

- class [HeroSkillDatabase](#)
Stores information about individual skills and their parameters.
- struct [HeroSkillDatabase.Skill](#)

6.22 Assets/Scripts/HeroSound.cs File Reference

Classes

- class [HeroSound](#)
Controls the sounds made by heroes.

6.23 Assets/Scripts/ItemBehavior.cs File Reference

Classes

- class [ItemBehavior](#)

Describes the behavior of the items in the game.

6.24 Assets/Scripts/ItemClass.cs File Reference

Classes

- class [ItemClass](#)

Describes the basic parameters of the item.

6.25 Assets/Scripts/ItemDatabase.cs File Reference

Classes

- class [ItemDatabase](#)

Stores information about individual items and their parameters.

- struct [ItemDatabase.Item](#)

6.26 Assets/Scripts/LocationManager.cs File Reference

Classes

- class [LocationManager](#)

Manages the events that occur in the locations.

- struct [LocationManager.Location](#)

6.27 Assets/Scripts/MenuInterface.cs File Reference

Classes

- class [MenuInterface](#)

Controls actions related to the menu graphics interface and initialize GUI.

6.28 Assets/Scripts/MenuMouseAction.cs File Reference

Classes

- class [MenuMouseAction](#)

Intercepts actions performed with the mouse pointer in the main menu.

6.29 Assets/Scripts/MenuMusicManager.cs File Reference

Classes

- class [MenuMusicManager](#)

6.30 Assets/Scripts/MusicDatabase.cs File Reference

Classes

- class [MusicDatabase](#)
Stores information about individual songs and their parameters.
- struct [MusicDatabase.Song](#)

6.31 Assets/Scripts/PeriodManager.cs File Reference

Classes

- class [PeriodManager](#)
Manages time of the day in the game.

6.32 Assets/Scripts/PersonBehavior.cs File Reference

Classes

- class [PersonBehavior](#)
Describes the behavior of the people.

6.33 Assets/Scripts/PersonClass.cs File Reference

Classes

- class [PersonClass](#)
Describes the basic parameters of the person.

6.34 Assets/Scripts/PersonDatabase.cs File Reference

Classes

- class [PersonDatabase](#)
Stores information about individual people and their parameters.
- struct [PersonDatabase.Person](#)

6.35 Assets/Scripts/SettingsDatabase.cs File Reference

Classes

- class [SettingsDatabase](#)
Stores information about configuration files and their parameters.
- struct [SettingsDatabase.MenuConfiguration](#)
- struct [SettingsDatabase.Save](#)
- struct [SettingsDatabase.Character](#)
- struct [SettingsDatabase.Ability](#)
- struct [SettingsDatabase.Spot](#)

6.36 Assets/Scripts/SoundDatabase.cs File Reference

Classes

- class [SoundDatabase](#)
Stores information about individual sounds and their parameters.
- struct [SoundDatabase.Sound](#)

6.37 README.md File Reference

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