

SUPER BOWLING

V 1.0

VR BOWLING

SOURCE CODE
DOCUMENTATION

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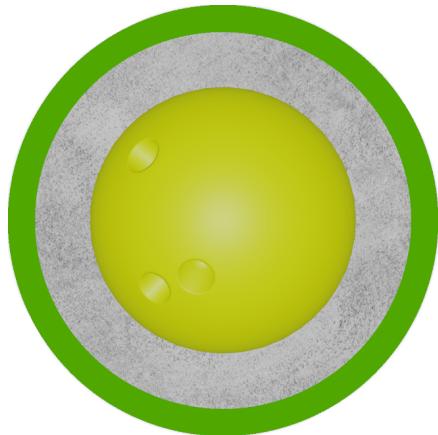
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Chapter 1

Super Bowling



SUPER BOWLING
MACIX
ENTERTAINMENT

Important links

- [Release](#)
- [License](#)
- [Documentation](#)

Abstract

Super Bowling is simple VR bowling game. The goal of the game is to knock down the pins with the ball. Each accurate hit guarantees additional points.

Features

The list below presents most important properties:

- Smart start area with smooth transition.
- XR controller that allows throwing the ball.
- [Scoreboard](#) that displays current result.
- One small playable level.

Game visualization

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

STARTING AREA

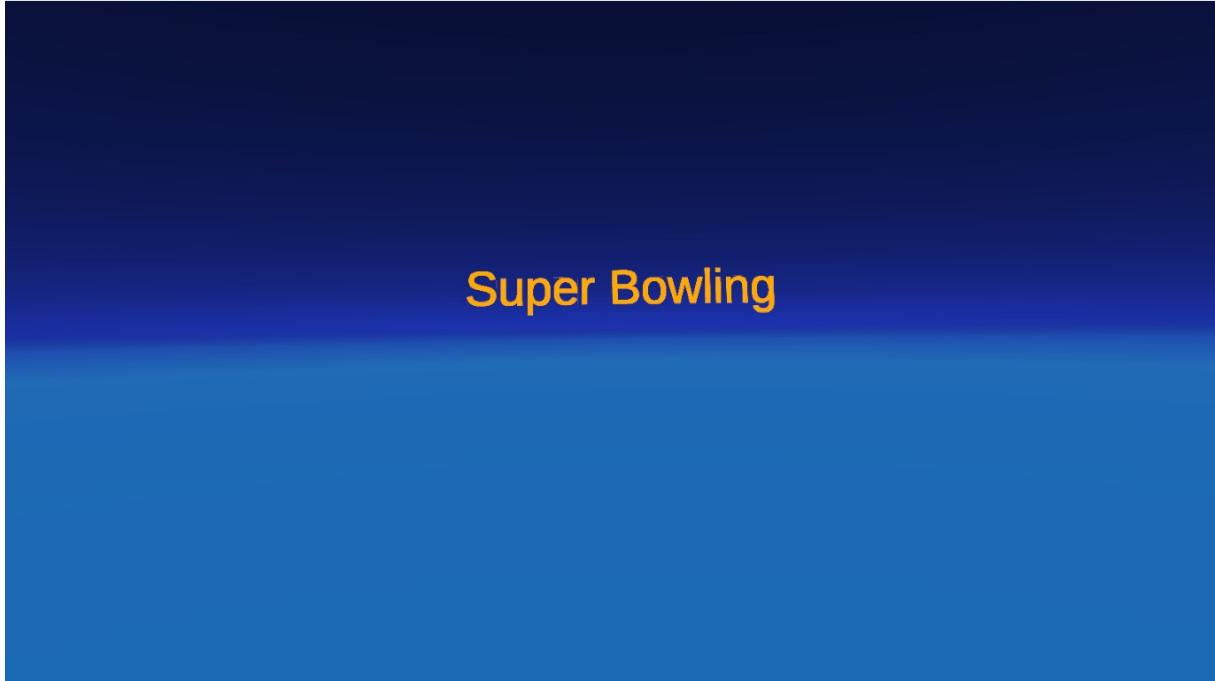


Figure 1.1 Starting Area

GAMEPLAY

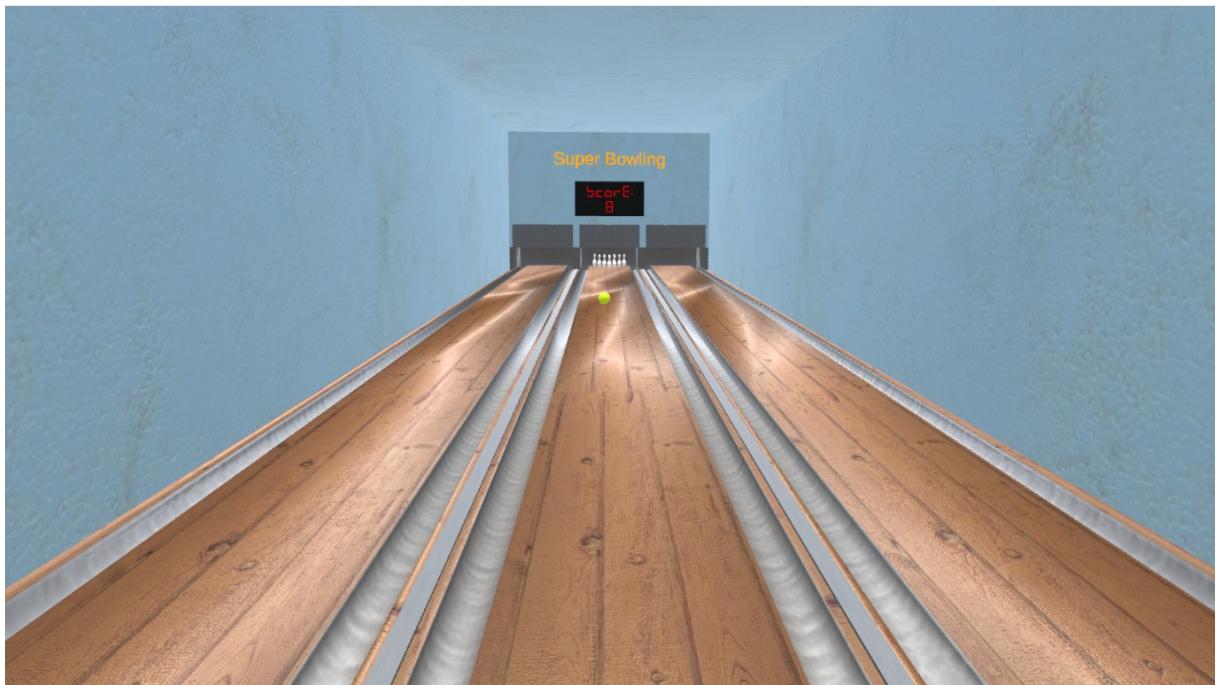


Figure 1.2 Gameplay

INTERACTION

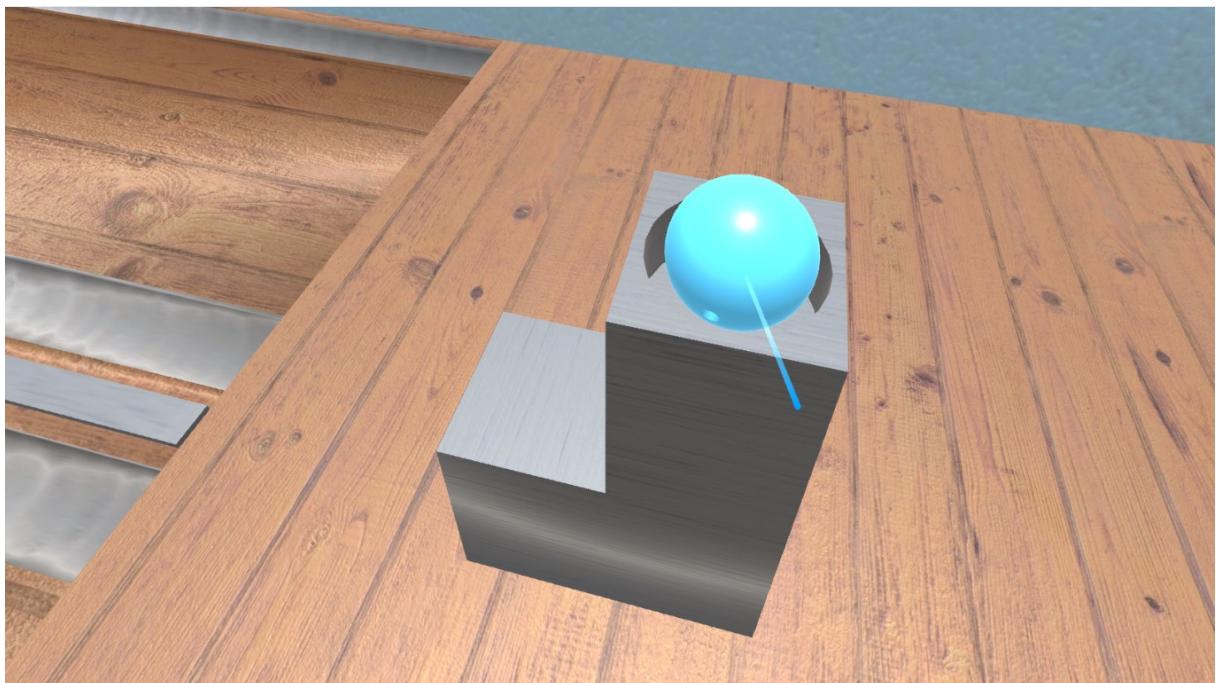


Figure 1.3 Interaction

Used technologies

The list of used solutions:

- Unity 2022.3.8f1 - Efficient and expanded game engine.
- Visual Studio Code 1.82.0 - Primary, lightweight IDE.
- Blender 3.2.2 - 3D computer graphics software used for creating visual effects.
- GIMP 2.10 - Open source image editor.

Credits

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

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Extensions	22
MonoBehaviour	
Ambient	11
Interactable	23
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Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

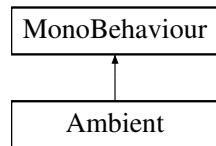
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Chapter 5

Class Documentation

5.1 Ambient Class Reference

Inheritance diagram for Ambient:



Public Member Functions

- void `StartTransition ()`

Private Member Functions

- void `Awake ()`
- void `OnEnable ()`
- void `OnDisable ()`
- IEnumerator `Start ()`
- IEnumerator `OnTransition ()`

Private Attributes

- float `_targetVolume` = 0.2f
- float `_smoothTime` = 1.0f
- float `_epsilon` = 0.02f
- bool `_started`
- float `_velocity`
- AudioSource `_audioSource`

5.1.1 Member Function Documentation

5.1.1.1 Awake()

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

5.1.1.2 OnDisable()

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

5.1.1.3 OnEnable()

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

5.1.1.4 OnTransition()

```
IEnumerator Ambient.OnTransition ( ) [private]
```

5.1.1.5 Start()

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

5.1.1.6 StartTransition()

```
void Ambient.StartTransition ( )
```

5.1.2 Member Data Documentation

5.1.2.1 `_audioSource`

```
 AudioSource Ambient._audioSource [private]
```

5.1.2.2 `_epsilon`

```
 float Ambient._epsilon = 0.02f [private]
```

5.1.2.3 `_smoothTime`

```
 float Ambient._smoothTime = 1.0f [private]
```

5.1.2.4 `_started`

```
 bool Ambient._started [private]
```

5.1.2.5 `_targetVolume`

```
 float Ambient._targetVolume = 0.2f [private]
```

5.1.2.6 `_velocity`

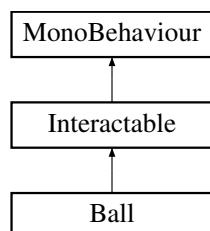
```
 float Ambient._velocity [private]
```

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

- Assets/Scripts/Ambient.cs

5.2 Ball Class Reference

Inheritance diagram for Ball:



Protected Member Functions

- override void [OnEnable](#) ()
- override void [OnDisable](#) ()
- override void [FixedUpdate](#) ()
- override void [OnCollisionEnter](#) (Collision collision)
- override void [OnCollisionExit](#) (Collision collision)
- override void [OnTriggerEnter](#) (Collider collider)

Events

- static Action< [Ball](#) > [OnDeckEvent](#)
- static Action< [Ball](#) > [OnBlockerEvent](#)

Private Member Functions

- Action [GetEventAction](#) ([EventType](#) eventType)
- void [InvokeDeckEvent](#) ()
- void [InvokeBlockerEvent](#) ()
- void [OnDeckDroppedDown](#) ()
- void [OnStationDroppedDown](#) (Transform startPoint, float pushForce)

Private Attributes

- [Tag _floorTag](#)
- float [_maxVelocity](#) = 20.0f
- AudioClip [_floorAudio](#)
- AnimationCurve [_volumeCurve](#)
- AnimationCurve [_pitchCurve](#)
- int [_collisionCount](#)

Additional Inherited Members

5.2.1 Member Function Documentation

5.2.1.1 [FixedUpdate\(\)](#)

```
override void Ball.FixedUpdate ( ) [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.2.1.2 GetEventAction()

```
Action Ball.GetEventAction (
    EventType eventType )  [private]
```

5.2.1.3 InvokeBlockerEvent()

```
void Ball.InvokeBlockerEvent ( )  [private]
```

5.2.1.4 InvokeDeckEvent()

```
void Ball.InvokeDeckEvent ( )  [private]
```

5.2.1.5 OnCollisionEnter()

```
override void Ball.OnCollisionEnter (
    Collision collision )  [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.2.1.6 OnCollisionExit()

```
override void Ball.OnCollisionExit (
    Collision collision )  [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.2.1.7 OnDeckDroppedDown()

```
void Ball.OnDeckDroppedDown ( )  [private]
```

5.2.1.8 OnDisable()

```
override void Ball.OnDisable ( )  [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.2.1.9 OnEnable()

```
override void Ball.OnEnable ( ) [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.2.1.10 OnStationDroppedDown()

```
void Ball.OnStationDroppedDown (
    Transform startPoint,
    float pushForce ) [private]
```

5.2.1.11 OnTriggerEnter()

```
override void Ball.OnTriggerEnter (
    Collider collider ) [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.2.2 Member Data Documentation

5.2.2.1 _collisionCount

```
int Ball._collisionCount [private]
```

5.2.2.2 _floorAudio

```
AudioClip Ball._floorAudio [private]
```

5.2.2.3 _floorTag

```
Tag Ball._floorTag [private]
```

5.2.2.4 `_maxVelocity`

```
float Ball._maxVelocity = 20.0f [private]
```

5.2.2.5 `_pitchCurve`

```
AnimationCurve Ball._pitchCurve [private]
```

5.2.2.6 `_volumeCurve`

```
AnimationCurve Ball._volumeCurve [private]
```

5.2.3 Event Documentation

5.2.3.1 `OnBlockerEvent`

```
Action<Ball> Ball.OnBlockerEvent [static]
```

5.2.3.2 `OnDeckEvent`

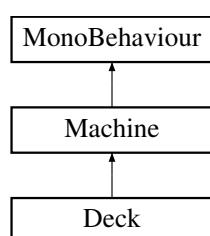
```
Action<Ball> Ball.OnDeckEvent [static]
```

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

- Assets/Scripts/Ball.cs

5.3 Deck Class Reference

Inheritance diagram for Deck:



Public Member Functions

- override void [InvokeDropEvent \(\)](#)
Animation Event
- override void [InvokeLiftEvent \(\)](#)
Animation Event

Protected Member Functions

- override void [OnEnable \(\)](#)
- override void [OnDisable \(\)](#)
- override IEnumerator [OnDropState \(\)](#)
- override IEnumerator [OnLiftState \(\)](#)

Events

- static Action [OnDroppedDown](#)
- static Action [OnLiftedUp](#)

Private Member Functions

- void [DropDown \(Ball _\)](#)

Private Attributes

- float [_closingDelay](#) = 1.0f
- float [_openingDelay](#) = 0.5f

Additional Inherited Members

5.3.1 Member Function Documentation

5.3.1.1 DropDown()

```
void Deck.DropDown (
    Ball _ ) [private]
```

5.3.1.2 InvokeDropEvent()

```
override void Deck.InvokeDropEvent ( ) [virtual]
```

Animation Event

Reimplemented from [Machine](#).

5.3.1.3 **InvokeLiftEvent()**

```
override void Deck.InvokeLiftEvent ( ) [virtual]
```

Animation Event

Reimplemented from [Machine](#).

5.3.1.4 **OnDisable()**

```
override void Deck.OnDisable ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.3.1.5 **OnDropState()**

```
override IEnumerator Deck.OnDropState ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.3.1.6 **OnEnable()**

```
override void Deck.OnEnable ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.3.1.7 **OnLiftState()**

```
override IEnumerator Deck.OnLiftState ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.3.2 Member Data Documentation

5.3.2.1 **_closingDelay**

```
float Deck._closingDelay = 1.0f [private]
```

5.3.2.2 _openingDelay

```
float Deck._openingDelay = 0.5f [private]
```

5.3.3 Event Documentation

5.3.3.1 OnDroppedDown

```
Action Deck.OnDroppedDown [static]
```

5.3.3.2 OnLiftedUp

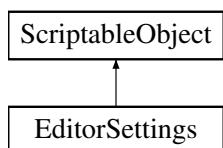
```
Action Deck.OnLiftedUp [static]
```

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

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

5.4 EditorSettings Class Reference

Inheritance diagram for EditorSettings:



Static Private Member Functions

- static void [BeforeSceneLoaded \(\)](#)
- static void [AfterSceneLoaded \(\)](#)
- static void [InitializeXR Rig \(\)](#)
- static void [InitializeAmbient \(\)](#)

Private Attributes

- [Scene _startScene](#)
- [GameObject _xrRigPrefab](#)
- [GameObject _ambientPrefab](#)
- [XR Rig _xrRigInstance](#)
- [Ambient _ambientInstance](#)

Static Private Attributes

- static `EditorSettings _instance`

5.4.1 Member Function Documentation

5.4.1.1 AfterSceneLoaded()

```
static void EditorSettings.AfterSceneLoaded ( ) [static], [private]
```

5.4.1.2 BeforeSceneLoaded()

```
static void EditorSettings.BeforeSceneLoaded ( ) [static], [private]
```

5.4.1.3 InitializeAmbient()

```
static void EditorSettings.InitializeAmbient ( ) [static], [private]
```

5.4.1.4 InitializeXRRig()

```
static void EditorSettings.InitializeXRRig ( ) [static], [private]
```

5.4.2 Member Data Documentation

5.4.2.1 _ambientInstance

```
Ambient EditorSettings._ambientInstance [private]
```

5.4.2.2 _ambientPrefab

```
GameObject EditorSettings._ambientPrefab [private]
```

5.4.2.3 `_instance`

```
EditorSettings EditorSettings._instance [static], [private]
```

5.4.2.4 `_startScene`

```
Scene EditorSettings._startScene [private]
```

5.4.2.5 `_xrRigInstance`

```
XRRig EditorSettings._xrRigInstance [private]
```

5.4.2.6 `_xrRigPrefab`

```
GameObject EditorSettings._xrRigPrefab [private]
```

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

- Assets/Scripts/Editor/[EditorSettings.cs](#)

5.5 Extensions Class Reference

Static Public Member Functions

- static float [Pow2](#) (this float value)
- static float [Remap](#) (this float value, float inputFrom, float inputTo, float outputFrom, float outputTo)
- static void [Play](#) (this AudioSource audioSource, AudioClip audioClip, float volume=1.0f, bool loop=false, float pitch=1.0f, float delay=0.0f, float spatialBlend=0.0f)

5.5.1 Member Function Documentation

5.5.1.1 `Play()`

```
static void Extensions.Play (
    this AudioSource audioSource,
    AudioClip audioClip,
    float volume = 1.0f,
    bool loop = false,
    float pitch = 1.0f,
    float delay = 0.0f,
    float spatialBlend = 0.0f ) [static]
```

5.5.1.2 Pow2()

```
static float Extensions.Pow2 (
    this float value ) [static]
```

5.5.1.3 Remap()

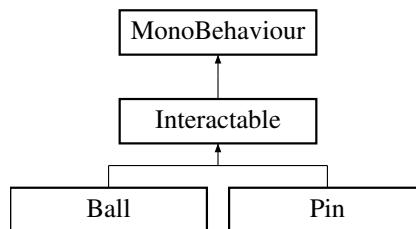
```
static float Extensions.Remap (
    this float value,
    float inputFrom,
    float inputTo,
    float outputFrom,
    float outputTo ) [static]
```

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

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

5.6 Interactable Class Reference

Inheritance diagram for Interactable:



Protected Member Functions

- virtual void [Awake](#) ()
- virtual void [OnEnable](#) ()
- virtual void [OnDisable](#) ()
- virtual void [Start](#) ()
- virtual void [FixedUpdate](#) ()
- virtual void [OnTriggerEnter](#) (Collider $_$)
- virtual void [OnCollisionEnter](#) (Collision $_$)
- virtual void [OnCollisionExit](#) (Collision $_$)
- virtual void [OnCollisionStay](#) (Collision $_$)

Properties

- bool [Disabled](#) [get, set]
- Renderer [Renderer](#) [get, private set]
- Rigidbody [Rigidbody](#) [get, private set]
- AudioSource [AudioSource](#) [get]
- float [MinCollisionVelocity](#) [get]

Private Attributes

- float `_minCollisionVelocity` = 1.0f
- float `_maxAngularVelocity` = 7.0f
- `AudioSource _audioSource`

5.6.1 Member Function Documentation

5.6.1.1 Awake()

```
virtual void Interactable.Awake ( ) [protected], [virtual]
```

Reimplemented in [Pin](#).

5.6.1.2 FixedUpdate()

```
virtual void Interactable.FixedUpdate ( ) [protected], [virtual]
```

Reimplemented in [Ball](#).

5.6.1.3 OnCollisionEnter()

```
virtual void Interactable.OnCollisionEnter (
    Collision _ ) [protected], [virtual]
```

Reimplemented in [Ball](#), and [Pin](#).

5.6.1.4 OnCollisionExit()

```
virtual void Interactable.OnCollisionExit (
    Collision _ ) [protected], [virtual]
```

Reimplemented in [Ball](#).

5.6.1.5 OnCollisionStay()

```
virtual void Interactable.OnCollisionStay (
    Collision _ ) [protected], [virtual]
```

5.6.1.6 OnDisable()

```
virtual void Interactable.OnDisable () [protected], [virtual]
```

Reimplemented in [Ball](#), and [Pin](#).

5.6.1.7 OnEnable()

```
virtual void Interactable.OnEnable () [protected], [virtual]
```

Reimplemented in [Ball](#), and [Pin](#).

5.6.1.8 OnTriggerEnter()

```
virtual void Interactable.OnTriggerEnter (
    Collider _ ) [protected], [virtual]
```

Reimplemented in [Ball](#).

5.6.1.9 Start()

```
virtual void Interactable.Start () [protected], [virtual]
```

5.6.2 Member Data Documentation

5.6.2.1 _audioSource

```
 AudioSource Interactable._audioSource [private]
```

5.6.2.2 _maxAngularVelocity

```
float Interactable._maxAngularVelocity = 7.0f [private]
```

5.6.2.3 `_minCollisionVelocity`

```
float Interactable._minCollisionVelocity = 1.0f [private]
```

5.6.3 Property Documentation

5.6.3.1 `AudioSource`

```
 AudioSource Interactable.AudioSource [get], [protected]
```

5.6.3.2 `Disabled`

```
 bool Interactable.Disabled [get], [set], [protected]
```

5.6.3.3 `MinCollisionVelocity`

```
 float Interactable.MinCollisionVelocity [get], [protected]
```

5.6.3.4 `Renderer`

```
 Renderer Interactable.Renderer [get], [private set], [protected]
```

5.6.3.5 `Rigidbody`

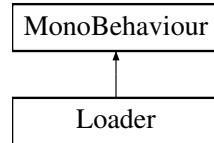
```
 Rigidbody Interactable.Rigidbody [get], [private set], [protected]
```

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

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

5.7 Loader Class Reference

Inheritance diagram for Loader:



Events

- static Action [OnFullFade](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- IEnumerator [Start](#) ()
- IEnumerator [OnTransition](#) (bool fade)
- void [SetFaderParent](#) (XRRig xrRig)

Private Attributes

- float [_startDelay](#) = 2.0f
- float [_fadingTime](#) = 0.5f
- string [_colorProperty](#)
- Color [_fadingColor](#) = Color.white
- Scene [_loadScene](#)
- Renderer [_fader](#)
- WaitForSeconds [_waitForSeconds](#)
- MaterialPropertyBlock [_materialPropertyBlock](#)

5.7.1 Member Function Documentation

5.7.1.1 Awake()

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

5.7.1.2 OnDisable()

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

5.7.1.3 OnEnable()

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

5.7.1.4 OnTransition()

```
IEnumerator Loader.OnTransition (
    bool fade ) [private]
```

5.7.1.5 SetFaderParent()

```
void Loader.SetFaderParent (
    XRRig xrRig ) [private]
```

5.7.1.6 Start()

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

5.7.2 Member Data Documentation

5.7.2.1 _colorProperty

```
string Loader._colorProperty [private]
```

5.7.2.2 _fader

```
Renderer Loader._fader [private]
```

5.7.2.3 `_fadingColor`

```
Color Loader._fadingColor = Color.white [private]
```

5.7.2.4 `_fadingTime`

```
float Loader._fadingTime = 0.5f [private]
```

5.7.2.5 `_loadScene`

```
Scene Loader._loadScene [private]
```

5.7.2.6 `_materialPropertyBlock`

```
MaterialPropertyBlock Loader._materialPropertyBlock [private]
```

5.7.2.7 `_startDelay`

```
float Loader._startDelay = 2.0f [private]
```

5.7.2.8 `_waitForSeconds`

```
WaitForSeconds Loader._waitForSeconds [private]
```

5.7.3 Event Documentation

5.7.3.1 `OnFullFade`

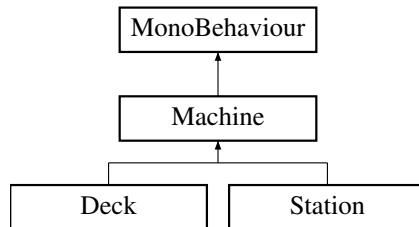
```
Action Loader.OnFullFade [static]
```

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

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

5.8 Machine Class Reference

Inheritance diagram for Machine:



Public Member Functions

- virtual void [InvokeDropEvent \(\)](#)
Animation Event
- virtual void [InvokeLiftEvent \(\)](#)
Animation Event

Protected Types

- enum [State](#)

Protected Member Functions

- virtual void [Awake \(\)](#)
- virtual void [OnEnable \(\)](#)
- virtual void [OnDisable \(\)](#)
- virtual Ienumerator [OnDropState \(\)](#)
- virtual Ienumerator [OnLiftState \(\)](#)
- void [SetState \(State state\)](#)
- void [TriggerAnimation \(\)](#)
- Ienumerator [WaitForSeconds \(float time\)](#)

Private Member Functions

- Ienumerator [Start \(\)](#)

Private Attributes

- float [_speed](#) = 1.0f
- [State _state](#)
- [Animator _animator](#)

5.8.1 Member Enumeration Documentation

5.8.1.1 State

```
enum Machine.State [protected]
```

5.8.2 Member Function Documentation

5.8.2.1 Awake()

```
virtual void Machine.Awake () [protected], [virtual]
```

5.8.2.2 InvokeDropEvent()

```
virtual void Machine.InvokeDropEvent () [virtual]
```

Animation Event

Reimplemented in [Deck](#), and [Station](#).

5.8.2.3 InvokeLiftEvent()

```
virtual void Machine.InvokeLiftEvent () [virtual]
```

Animation Event

Reimplemented in [Deck](#).

5.8.2.4 OnDisable()

```
virtual void Machine.OnDisable () [protected], [virtual]
```

Reimplemented in [Deck](#), and [Station](#).

5.8.2.5 OnDropState()

```
virtual IEnumerator Machine.OnDropState () [protected], [virtual]
```

Reimplemented in [Deck](#), and [Station](#).

5.8.2.6 OnEnable()

```
virtual void Machine.OnEnable ( ) [protected], [virtual]
```

Reimplemented in [Deck](#), and [Station](#).

5.8.2.7 OnLiftState()

```
virtual IEnumarator Machine.OnLiftState ( ) [protected], [virtual]
```

Reimplemented in [Deck](#), and [Station](#).

5.8.2.8 SetState()

```
void Machine.SetState ( State state ) [protected]
```

5.8.2.9 Start()

```
IEnumarator Machine.Start ( ) [private]
```

5.8.2.10 TriggerAnimation()

```
void Machine.TriggerAnimation ( ) [protected]
```

5.8.2.11 WaitForSeconds()

```
IEnumarator Machine.WaitForSeconds ( float time ) [protected]
```

5.8.3 Member Data Documentation

5.8.3.1 `_animator`

```
Animator Machine._animator [private]
```

5.8.3.2 `_speed`

```
float Machine._speed = 1.0f [private]
```

5.8.3.3 `_state`

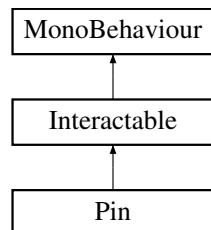
```
State Machine._state [private]
```

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

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

5.9 Pin Class Reference

Inheritance diagram for Pin:



Protected Member Functions

- override void [Awake](#) ()
- override void [OnEnable](#) ()
- override void [OnDisable](#) ()
- override void [OnCollisionEnter](#) (Collision collision)

Events

- static Action [OnCollisionEntered](#)

Private Member Functions

- bool [IsCollisionTagValid](#) (Collision collision)
- void [OnDeckDroppedDown](#) ()

Private Attributes

- AudioClip `_pointAudio`
- Tag[] `_collisionTags`
- Vector3 `_startPosition`
- Quaternion `_startRotation`

Additional Inherited Members

5.9.1 Member Function Documentation

5.9.1.1 Awake()

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

Reimplemented from [Interactable](#).

5.9.1.2 IsCollisionTagValid()

```
bool Pin.IsCollisionTagValid (
    Collision collision ) [private]
```

5.9.1.3 OnCollisionEnter()

```
override void Pin.OnCollisionEnter (
    Collision collision ) [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.9.1.4 OnDeckDroppedDown()

```
void Pin.OnDeckDroppedDown ( ) [private]
```

5.9.1.5 OnDisable()

```
override void Pin.OnDisable ( ) [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.9.1.6 OnEnable()

```
override void Pin.OnEnable ( ) [protected], [virtual]
```

Reimplemented from [Interactable](#).

5.9.2 Member Data Documentation

5.9.2.1 _collisionTags

```
Tag [] Pin._collisionTags [private]
```

5.9.2.2 _pointAudio

```
AudioClip Pin._pointAudio [private]
```

5.9.2.3 _startPosition

```
Vector3 Pin._startPosition [private]
```

5.9.2.4 _startRotation

```
Quaternion Pin._startRotation [private]
```

5.9.3 Event Documentation

5.9.3.1 OnCollisionEntered

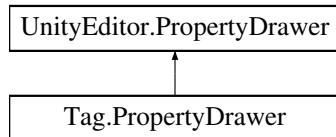
```
Action Pin.OnCollisionEntered [static]
```

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

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

5.10 Tag.PropertyDrawer Class Reference

Inheritance diagram for Tag.PropertyDrawer:



Public Member Functions

- override void [OnGUI](#) (Rect position, SerializedProperty property, GUIContent label)

5.10.1 Member Function Documentation

5.10.1.1 OnGUI()

```
override void Tag.PropertyDrawer.OnGUI (
    Rect position,
    SerializedProperty property,
    GUIContent label )
```

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

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

5.11 Scene Struct Reference

Properties

- string [Value](#) [get]

Private Attributes

- string [_value](#)

5.11.1 Member Data Documentation

5.11.1.1 `_value`

```
string Scene._value [private]
```

5.11.2 Property Documentation

5.11.2.1 Value

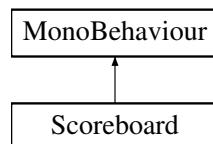
```
string Scene.Value [get]
```

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

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

5.12 Scoreboard Class Reference

Inheritance diagram for Scoreboard:



Private Member Functions

- void [Awake \(\)](#)
- void [OnEnable \(\)](#)
- void [OnDisable \(\)](#)
- void [UpdateScore \(\)](#)
- void [UpdateText \(\)](#)

Private Attributes

- string [_title](#)
- int [_stringBuffer = 50](#)
- TextMeshProUGUI [_text](#)
- int [_score](#)
- StringBuilder [_stringBuilder](#)

5.12.1 Member Function Documentation

5.12.1.1 Awake()

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

5.12.1.2 OnDisable()

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

5.12.1.3 OnEnable()

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

5.12.1.4 UpdateScore()

```
void Scoreboard.UpdateScore ( ) [private]
```

5.12.1.5 UpdateText()

```
void Scoreboard.UpdateText ( ) [private]
```

5.12.2 Member Data Documentation

5.12.2.1 _score

```
int Scoreboard._score [private]
```

5.12.2.2 _stringBuffer

```
int Scoreboard._stringBuffer = 50 [private]
```

5.12.2.3 _stringBuilder

```
StringBuilder Scoreboard._stringBuilder [private]
```

5.12.2.4 _text

```
TextMeshProUGUI Scoreboard._text [private]
```

5.12.2.5 _title

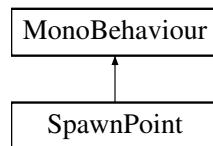
```
string Scoreboard._title [private]
```

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

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

5.13 SpawnPoint Class Reference

Inheritance diagram for SpawnPoint:



Private Member Functions

- void [OnEnable \(\)](#)
- void [OnDisable \(\)](#)
- void [OnDrawGizmos \(\)](#)
- Transform [OnGetSpawnPoint \(\)](#)

Private Attributes

- float [_radius](#) = 0.5f
- Color [_color](#) = Color.white
- float [_alpha](#) = 0.2f

5.13.1 Member Function Documentation

5.13.1.1 OnDisable()

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

5.13.1.2 OnDrawGizmos()

```
void SpawnPoint.OnDrawGizmos ( ) [private]
```

5.13.1.3 OnEnable()

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

5.13.1.4 OnGetSpawnPoint()

```
Transform SpawnPoint.OnGetSpawnPoint ( ) [private]
```

5.13.2 Member Data Documentation

5.13.2.1 _alpha

```
float SpawnPoint._alpha = 0.2f [private]
```

5.13.2.2 _color

```
Color SpawnPoint._color = Color.white [private]
```

5.13.2.3 _radius

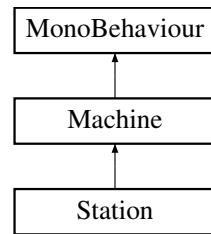
```
float SpawnPoint._radius = 0.5f [private]
```

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

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

5.14 Station Class Reference

Inheritance diagram for Station:



Public Member Functions

- override void `InvokeDropEvent ()`
Animation Event

Protected Member Functions

- override void `OnEnable ()`
- override void `OnDisable ()`
- override IEnumerator `OnDropState ()`
- override IEnumerator `OnLiftState ()`

Events

- static Action< Transform, float > `OnDroppedDown`

Private Member Functions

- void `OnBallBlocked (Ball ball)`
- void `OnBallInDeck ()`

Private Attributes

- float `_pushForce` = 50.0f
- float `_breakTime` = 0.1f
- float `_ballHideVolume` = 0.2f
- AudioClip `_ballHideAudio`
- AudioClip `_ballPushAudio`
- ParticleSystem `_ballHideEffect`
- Transform `_startPoint`
- AudioSource `_audioSource`

Additional Inherited Members

5.14.1 Member Function Documentation

5.14.1.1 `InvokeDropEvent()`

```
override void Station.InvokeDropEvent ( ) [virtual]
```

Animation Event

Reimplemented from [Machine](#).

5.14.1.2 `OnBallBlocked()`

```
void Station.OnBallBlocked (
    Ball ball ) [private]
```

5.14.1.3 `OnBallInDeck()`

```
void Station.OnBallInDeck ( ) [private]
```

5.14.1.4 `OnDisable()`

```
override void Station.OnDisable ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.14.1.5 `OnDropState()`

```
override IEnumator Station.OnDropState ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.14.1.6 OnEnable()

```
override void Station.OnEnable ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.14.1.7 OnLiftState()

```
override IEnumerator Station.OnLiftState ( ) [protected], [virtual]
```

Reimplemented from [Machine](#).

5.14.2 Member Data Documentation

5.14.2.1 _audioSource

```
 AudioSource Station._audioSource [private]
```

5.14.2.2 _ballHideAudio

```
 AudioClip Station._ballHideAudio [private]
```

5.14.2.3 _ballHideEffect

```
 ParticleSystem Station._ballHideEffect [private]
```

5.14.2.4 _ballHideVolume

```
 float Station._ballHideVolume = 0.2f [private]
```

5.14.2.5 _ballPushAudio

```
 AudioClip Station._ballPushAudio [private]
```

5.14.2.6 `_breakTime`

```
float Station._breakTime = 0.1f [private]
```

5.14.2.7 `_pushForce`

```
float Station._pushForce = 50.0f [private]
```

5.14.2.8 `_startPoint`

```
Transform Station._startPoint [private]
```

5.14.3 Event Documentation

5.14.3.1 `OnDroppedDown`

```
Action<Transform, float> Station.OnDroppedDown [static]
```

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

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

5.15 Tag Struct Reference

Classes

- class [PropertyDrawer](#)

Properties

- string [Value](#) [get]

Private Attributes

- string [_value](#)

5.15.1 Member Data Documentation

5.15.1.1 `_value`

```
string Tag._value [private]
```

5.15.2 Property Documentation

5.15.2.1 `Value`

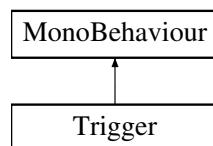
```
string Tag.Value [get]
```

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

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

5.16 Trigger Class Reference

Inheritance diagram for Trigger:



Properties

- [EventType EventType](#) [get]

Private Member Functions

- void [OnDrawGizmos](#) ()

Private Attributes

- [EventType _eventType](#)
- Color [_color](#) = Color.white
- float [_alpha](#) = 0.2f

5.16.1 Member Function Documentation

5.16.1.1 OnDrawGizmos()

```
void Trigger.OnDrawGizmos ( ) [private]
```

5.16.2 Member Data Documentation

5.16.2.1 _alpha

```
float Trigger._alpha = 0.2f [private]
```

5.16.2.2 _color

```
Color Trigger._color = Color.white [private]
```

5.16.2.3 _eventType

```
EventType Trigger._eventType [private]
```

5.16.3 Property Documentation

5.16.3.1 EventType

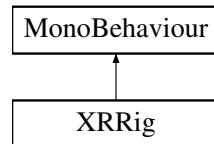
```
EventType Trigger.EventType [get]
```

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

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

5.17 XRRig Class Reference

Inheritance diagram for XRRig:



Properties

- Camera [Camera](#) [get]

Events

- static Action< [XRRig](#) > [OnAwaked](#)
- static Func< [Transform](#) > [OnGetSpawnPoint](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnFullFade](#) ()

Private Attributes

- [Camera _camera](#)

5.17.1 Member Function Documentation

5.17.1.1 [Awake\(\)](#)

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

5.17.1.2 [OnDisable\(\)](#)

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

5.17.1.3 OnEnable()

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

5.17.1.4 OnFullFade()

```
void XRRig.OnFullFade () [private]
```

5.17.2 Member Data Documentation

5.17.2.1 _camera

```
Camera XRRig._camera [private]
```

5.17.3 Property Documentation

5.17.3.1 Camera

```
Camera XRRig.Camera [get]
```

5.17.4 Event Documentation

5.17.4.1 OnAwaked

```
Action<XRRig> XRRig.OnAwaked [static]
```

5.17.4.2 OnGetSpawnPoint

```
Func<Transform> XRRig.OnGetSpawnPoint [static]
```

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

- Assets/Scripts/XRRig.cs

Chapter 6

File Documentation

6.1 Assets/Scripts/Ambient.cs File Reference

Classes

- class [Ambient](#)

6.2 Assets/Scripts/Ball.cs File Reference

Classes

- class [Ball](#)

6.3 Assets/Scripts/Deck.cs File Reference

Classes

- class [Deck](#)

6.4 Assets/Scripts/Editor/EditorSettings.cs File Reference

Classes

- class [EditorSettings](#)

6.5 Assets/Scripts/EventType.cs File Reference

Enumerations

- enum [EventType](#) { [Unspecified](#) = 0 , [Blocker](#) = 1 , [Deck](#) = 2 }

6.5.1 Enumeration Type Documentation

6.5.1.1 EventType

```
enum EventType
```

Enumerator

Unspecified	
Blocker	
Deck	

6.6 Assets/Scripts/Extensions.cs File Reference

Classes

- class [Extensions](#)

6.7 Assets/Scripts/Interactable.cs File Reference

Classes

- class [Interactable](#)

6.8 Assets/Scripts/Loader.cs File Reference

Classes

- class [Loader](#)

6.9 Assets/Scripts/Machine.cs File Reference

Classes

- class [Machine](#)

6.10 Assets/Scripts/Pin.cs File Reference

Classes

- class [Pin](#)

6.11 Assets/Scripts/Scene.cs File Reference

Classes

- struct [Scene](#)

6.12 Assets/Scripts/Scoreboard.cs File Reference

Classes

- class [Scoreboard](#)

6.13 Assets/Scripts/SpawnPoint.cs File Reference

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- class [SpawnPoint](#)

6.14 Assets/Scripts/Station.cs File Reference

Classes

- class [Station](#)

6.15 Assets/Scripts/Tag.cs File Reference

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- struct [Tag](#)
- class [Tag.PropertyDrawer](#)

6.16 Assets/Scripts/Trigger.cs File Reference

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- class [Trigger](#)

6.17 Assets/Scripts/XRRig.cs File Reference

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- class [XRRig](#)

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