



# ZOMBIE KILLER

## V 1.0

SIMPLE THIRD PERSON SHOOTER

SOURCE CODE  
DOCUMENTATION



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# Chapter 1

## Zombie Killer



ZOMBIE KILLER  
MACIX  
ENTERTAINMENT

### Important links

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### Abstract

Zombie Killer is simple shooter with isometric camera view. The action takes place in small closed area overcrowded with enemies. The enemies multiply very quickly over time.

### Features

The list below presents most important properties:

- Simple main menu and pause.
- Character controller using mouse to rotate the character and WASD keys to move.
- One type of enemy - Zombie.
- Unlimited player ammo.
- One small playable level.

## Game visualization

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

### MAIN MENU



Figure 1.1 Main Menu

### GAMEPLAY



Figure 1.2 Gameplay

# GAME OVER



Figure 1.3 Game Over

## Used technologies

The list of used solutions:

- Unity 2021.3.3f1 - Efficient and expanded game engine.
- Visual Studio Code 1.71.2 - Primary, lightweight IDE.
- Blender 3.2.2 - 3D computer graphics software used for creating visual effects.
- GIMP 2.10 - Open source image editor.
- Mixamo 2022 - Web service that provides animations with characters.

## Credits

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



# Chapter 2

## Hierarchical Index

### 2.1 Class Hierarchy

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

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# Chapter 5

## Class Documentation

### 5.1 CursorSetup.Cursor Struct Reference

#### Properties

- Texture2D [Texture](#) [get]
- Vector2 [Hotspot](#) [get]

#### Private Attributes

- Texture2D [\\_texture](#)
- Vector2 [\\_hotspot](#)

#### 5.1.1 Member Data Documentation

##### 5.1.1.1 [\\_hotspot](#)

Vector2 [CursorSetup.Cursor.\\_hotspot](#) [private]

##### 5.1.1.2 [\\_texture](#)

Texture2D [CursorSetup.Cursor.\\_texture](#) [private]

#### 5.1.2 Property Documentation

### 5.1.2.1 Hotspot

```
Vector2 CursorSetup.Cursor.Hotspot [get]
```

### 5.1.2.2 Texture

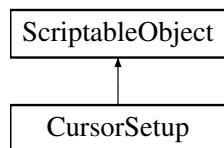
```
Texture2D CursorSetup.Cursor.Texture [get]
```

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

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

## 5.2 CursorSetup Class Reference

Inheritance diagram for CursorSetup:



### Classes

- struct [Cursor](#)

### Properties

- static [Cursor GameCursor](#) [get]
- static [Cursor MenuCursor](#) [get]
- static [CursorSetup Instance](#) [get]

### Private Attributes

- [Cursor \\_gameCursor](#)
- [Cursor \\_menuCursor](#)

### Static Private Attributes

- static [CursorSetup \\_instance](#)

## 5.2.1 Member Data Documentation

### 5.2.1.1 `_gameCursor`

```
Cursor CursorSetup._gameCursor [private]
```

### 5.2.1.2 `_instance`

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

### 5.2.1.3 `_menuCursor`

```
Cursor CursorSetup._menuCursor [private]
```

## 5.2.2 Property Documentation

### 5.2.2.1 GameCursor

```
Cursor CursorSetup.GameCursor [static], [get]
```

### 5.2.2.2 Instance

```
CursorSetup CursorSetup.Instance [static], [get], [private]
```

### 5.2.2.3 MenuCursor

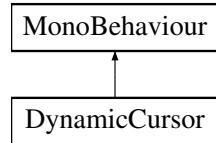
```
Cursor CursorSetup.MenuCursor [static], [get]
```

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

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

## 5.3 DynamicCursor Class Reference

Inheritance diagram for DynamicCursor:



### Private Member Functions

- void `OnEnable ()`
- void `OnDisable ()`
- void `SetCursor (bool isPause)`
- void `SetCursor (CursorSetup.Cursor cursor)`
- void `EnableCursor (SceneLoader.SceneName _)`
- void `DisableCursor (SceneLoader.SceneName _)`
- void `SetCursorActive (bool active)`

### Static Private Member Functions

- static void `Initialize ()`

### Static Private Attributes

- static `DynamicCursor _instance`

### 5.3.1 Member Function Documentation

#### 5.3.1.1 DisableCursor()

```
void DynamicCursor.DisableCursor (
    SceneLoader.SceneName _ ) [private]
```

#### 5.3.1.2 EnableCursor()

```
void DynamicCursor.EnableCursor (
    SceneLoader.SceneName _ ) [private]
```

### 5.3.1.3 Initialize()

```
static void DynamicCursor.Initialize ( ) [static], [private]
```

### 5.3.1.4 OnDisable()

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

### 5.3.1.5 OnEnable()

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

### 5.3.1.6 SetCursor() [1/2]

```
void DynamicCursor.SetCursor (
    bool isPause ) [private]
```

### 5.3.1.7 SetCursor() [2/2]

```
void DynamicCursor.SetCursor (
    CursorSetup.Cursor cursor ) [private]
```

### 5.3.1.8 SetCursorActive()

```
void DynamicCursor.SetCursorActive (
    bool active ) [private]
```

## 5.3.2 Member Data Documentation

### 5.3.2.1 \_instance

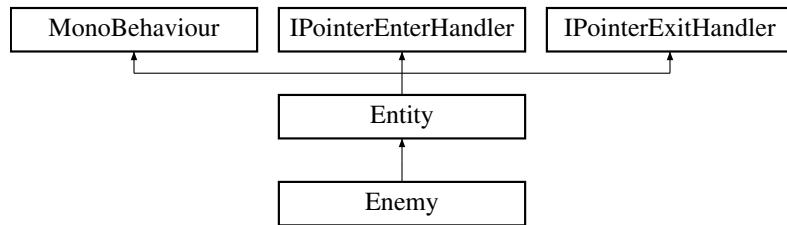
```
DynamicCursor DynamicCursor._instance [static], [private]
```

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

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

## 5.4 Enemy Class Reference

Inheritance diagram for Enemy:



### Public Member Functions

- override void [OnPointerEnter](#) (PointerEventData \_)
- override void [OnPointerExit](#) (PointerEventData \_)
- override void [Kill](#) (Vector3 sourcePosition)
- void [KillPlayer](#) ()

### Protected Member Functions

- override void [Awake](#) ()
- override void [OnEnable](#) ()
- override void [OnDisable](#) ()
- override void [Start](#) ()
- override void [Update](#) ()
- override void [UpdateMovementAnimation](#) ()

### Properties

- static List<[Enemy](#) > [Corpses](#) [get ]

### Events

- static Action [OnEnemyDead](#)

### Private Member Functions

- IEnumerator [OnDecisionCoroutine](#) ()
- void [UpdateDestination](#) ()
- void [TryAttackPlayer](#) ()
- void [SetHighlightColor](#) (Color color)
- void [OnPlayerDead](#) ()

## Private Attributes

- float `_attackRange` = 1.5f
- float `_acceleration` = 10.0f
- float `_stoppingDistance` = 0.25f
- Renderer `_renderer`
- Coroutine `_decisionCoroutine`
- MaterialPropertyBlock `_materialPropertyBlock`

## Static Private Attributes

- static List< `Enemy` > `_alive` = new List<`Enemy`>()
- static List< `Enemy` > `_corpses` = new List<`Enemy`>()
- const float `DecisionInterval` = 0.1f

## Additional Inherited Members

### 5.4.1 Member Function Documentation

#### 5.4.1.1 Awake()

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

Reimplemented from [Entity](#).

#### 5.4.1.2 Kill()

```
override void Enemy.Kill ( Vector3 sourcePosition ) [virtual]
```

Reimplemented from [Entity](#).

#### 5.4.1.3 KillPlayer()

```
void Enemy.KillPlayer ( )
```

#### 5.4.1.4 OnDecisionCoroutine()

```
IEnumerator Enemy.OnDecisionCoroutine ( ) [private]
```

#### 5.4.1.5 OnDisable()

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

Reimplemented from [Entity](#).

#### 5.4.1.6 OnEnable()

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

Reimplemented from [Entity](#).

#### 5.4.1.7 OnPlayerDead()

```
void Enemy.OnPlayerDead ( ) [private]
```

#### 5.4.1.8 OnPointerEnter()

```
override void Enemy.OnPointerEnter (
    PointerEventData _ ) [virtual]
```

Reimplemented from [Entity](#).

#### 5.4.1.9 OnPointerExit()

```
override void Enemy.OnPointerExit (
    PointerEventData _ ) [virtual]
```

Reimplemented from [Entity](#).

#### 5.4.1.10 SetHighlightColor()

```
void Enemy.SetHighlightColor (
    Color color ) [private]
```

#### 5.4.1.11 Start()

```
override void Enemy.Start ( ) [protected], [virtual]
```

Reimplemented from [Entity](#).

#### 5.4.1.12 TryAttackPlayer()

```
void Enemy.TryAttackPlayer ( ) [private]
```

#### 5.4.1.13 Update()

```
override void Enemy.Update ( ) [protected], [virtual]
```

Reimplemented from [Entity](#).

#### 5.4.1.14 UpdateDestination()

```
void Enemy.UpdateDestination ( ) [private]
```

#### 5.4.1.15 UpdateMovementAnimation()

```
override void Enemy.UpdateMovementAnimation ( ) [protected], [virtual]
```

Reimplemented from [Entity](#).

### 5.4.2 Member Data Documentation

#### 5.4.2.1 \_acceleration

```
float Enemy._acceleration = 10.0f [private]
```

#### 5.4.2.2 `_alive`

```
List<Enemy> Enemy._alive = new List<Enemy>() [static], [private]
```

#### 5.4.2.3 `_attackRange`

```
float Enemy._attackRange = 1.5f [private]
```

#### 5.4.2.4 `_corpses`

```
List<Enemy> Enemy._corpses = new List<Enemy>() [static], [private]
```

#### 5.4.2.5 `_decisionCoroutine`

```
Croutine Enemy._decisionCoroutine [private]
```

#### 5.4.2.6 `_materialPropertyBlock`

```
MaterialPropertyBlock Enemy._materialPropertyBlock [private]
```

#### 5.4.2.7 `_renderer`

```
Renderer Enemy._renderer [private]
```

#### 5.4.2.8 `_stoppingDistance`

```
float Enemy._stoppingDistance = 0.25f [private]
```

#### 5.4.2.9 `DecisionInterval`

```
const float Enemy.DecisionInterval = 0.1f [static], [private]
```

### 5.4.3 Property Documentation

#### 5.4.3.1 Corpses

```
List<Enemy> Enemy.Corpse [static], [get]
```

### 5.4.4 Event Documentation

#### 5.4.4.1 OnEnemyDead

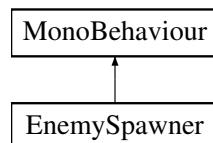
```
Action Enemy.OnEnemyDead [static]
```

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

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

## 5.5 EnemySpawner Class Reference

Inheritance diagram for EnemySpawner:



### Private Member Functions

- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [Start](#) ()
- IEnumerator [OnSpawnerCoroutine](#) ()
- Vector3 [GetRandomSpawnPosition](#) ()
- void [ClearCorpse](#) ()
- void [StopSpawner](#) ()

### Private Attributes

- GameObject [\\_enemyPrefab](#)
- Coroutine [\\_spawnerCoroutine](#)
- List<[Enemy](#)> [\\_spawnedEnemies](#) = new List<[Enemy](#)>()

## 5.5.1 Member Function Documentation

### 5.5.1.1 ClearCorpses()

```
void EnemySpawner.ClearCorpses ( ) [private]
```

### 5.5.1.2 GetRandomSpawnPosition()

```
Vector3 EnemySpawner.GetRandomSpawnPosition ( ) [private]
```

### 5.5.1.3 OnDisable()

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

### 5.5.1.4 OnEnable()

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

### 5.5.1.5 OnSpawnerCoroutine()

```
IEnumerator EnemySpawner.OnSpawnerCoroutine ( ) [private]
```

### 5.5.1.6 Start()

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

### 5.5.1.7 StopSpawner()

```
void EnemySpawner.StopSpawner ( ) [private]
```

## 5.5.2 Member Data Documentation

### 5.5.2.1 \_enemyPrefab

```
GameObject EnemySpawner._enemyPrefab [private]
```

### 5.5.2.2 \_spawnedEnemies

```
List<Enemy> EnemySpawner._spawnedEnemies = new List<Enemy>() [private]
```

### 5.5.2.3 \_spawnerCoroutine

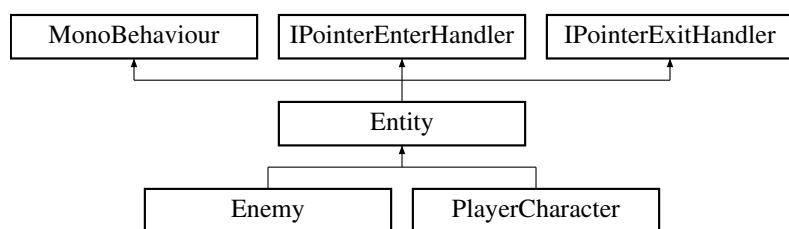
```
Coroutine EnemySpawner._spawnerCoroutine [private]
```

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

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

## 5.6 Entity Class Reference

Inheritance diagram for Entity:



## Public Types

- enum [State](#)

## Public Member Functions

- virtual void [OnPointerEnter](#) (PointerEventData \_)
- virtual void [OnPointerExit](#) (PointerEventData \_)
- virtual void [Kill](#) (Vector3 sourcePosition)

## Protected Types

- enum [AnimatorParameter](#)

## Protected Member Functions

- virtual void [Awake](#) ()
- virtual void [Start](#) ()
- virtual void [OnEnable](#) ()
- virtual void [OnDisable](#) ()
- virtual void [Update](#) ()
- virtual void [UpdateMovementAnimation](#) ()

## Protected Attributes

- [State CurrentState](#)

## Properties

- float [Speed](#) [get]
- float [AngularSpeed](#) [get]
- Animator [Animator](#) [get]
- AudioClip [DeadClip](#) [get]
- NavMeshAgent [NavMeshAgent](#) [get]
- Vector3 [HitEffectPosition](#) [get]

## Private Member Functions

- void [SpawnHitEffect](#) (Vector3 sourcePosition)

## Private Attributes

- float [\\_speed](#) = 5.0f
- float [\\_angularSpeed](#) = 180.0f
- AudioClip [\\_deadClip](#)
- GameObject [\\_hitEffectPrefab](#)
- Animator [\\_animator](#)
- CapsuleCollider [\\_collider](#)
- NavMeshAgent [\\_navMeshAgent](#)

## 5.6.1 Member Enumeration Documentation

### 5.6.1.1 AnimatorParameter

```
enum Entity.AnimatorParameter [protected]
```

### 5.6.1.2 State

```
enum Entity.State
```

## 5.6.2 Member Function Documentation

### 5.6.2.1 Awake()

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

Reimplemented in [Enemy](#), and [PlayerCharacter](#).

### 5.6.2.2 Kill()

```
virtual void Entity.Kill ( Vector3 sourcePosition ) [virtual]
```

Reimplemented in [Enemy](#), and [PlayerCharacter](#).

### 5.6.2.3 OnDisable()

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

Reimplemented in [Enemy](#), and [PlayerCharacter](#).

### 5.6.2.4 OnEnable()

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

Reimplemented in [Enemy](#), and [PlayerCharacter](#).

### 5.6.2.5 OnPointerEnter()

```
virtual void Entity.OnPointerEnter (
    PointerEventData _ ) [virtual]
```

Reimplemented in [Enemy](#).

### 5.6.2.6 OnPointerExit()

```
virtual void Entity.OnPointerExit (
    PointerEventData _ ) [virtual]
```

Reimplemented in [Enemy](#).

### 5.6.2.7 SpawnHitEffect()

```
void Entity.SpawnHitEffect (
    Vector3 sourcePosition ) [private]
```

### 5.6.2.8 Start()

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

Reimplemented in [Enemy](#).

### 5.6.2.9 Update()

```
virtual void Entity.Update ( ) [protected], [virtual]
```

Reimplemented in [Enemy](#), and [PlayerCharacter](#).

### 5.6.2.10 UpdateMovementAnimation()

```
virtual void Entity.UpdateMovementAnimation ( ) [protected], [virtual]
```

Reimplemented in [Enemy](#), and [PlayerCharacter](#).

### 5.6.3 Member Data Documentation

#### 5.6.3.1 `_angularSpeed`

```
float Entity._angularSpeed = 180.0f [private]
```

#### 5.6.3.2 `_animator`

```
Animator Entity._animator [private]
```

#### 5.6.3.3 `_collider`

```
CapsuleCollider Entity._collider [private]
```

#### 5.6.3.4 `_deadClip`

```
AudioClip Entity._deadClip [private]
```

#### 5.6.3.5 `_hitEffectPrefab`

```
GameObject Entity._hitEffectPrefab [private]
```

#### 5.6.3.6 `_navMeshAgent`

```
NavMeshAgent Entity._navMeshAgent [private]
```

#### 5.6.3.7 `_speed`

```
float Entity._speed = 5.0f [private]
```

### 5.6.3.8 CurrentState

```
State Entity.CurrentState [protected]
```

## 5.6.4 Property Documentation

### 5.6.4.1 AngularSpeed

```
float Entity.AngularSpeed [get], [protected]
```

### 5.6.4.2 Animator

```
Animator Entity.Animator [get], [protected]
```

### 5.6.4.3 DeadClip

```
AudioClip Entity.DeadClip [get], [protected]
```

### 5.6.4.4 HitEffectPosition

```
Vector3 Entity.HitEffectPosition [get], [protected]
```

### 5.6.4.5 NavMeshAgent

```
NavMeshAgent Entity.NavMeshAgent [get], [protected]
```

### 5.6.4.6 Speed

```
float Entity.Speed [get], [protected]
```

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

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

## 5.7 Extensions Class Reference

### Static Public Member Functions

- static bool `IsDefault` (this `Entity.State` state)
- static bool `IsDead` (this `Entity.State` state)
- static float `Pow2` (this float value)
- static `Vector3 Flat` (this `Vector3` vector)
- static `T RandomElement< T >` (this `IList< T >` collection)
- static bool `TryFind< T >` (this `List< T >` list, `Predicate< T >` match, out `T` element)

#### 5.7.1 Member Function Documentation

##### 5.7.1.1 `Flat()`

```
static Vector3 Extensions.Flat (
    this Vector3 vector ) [static]
```

##### 5.7.1.2 `IsDead()`

```
static bool Extensions.IsDead (
    this Entity.State state ) [static]
```

##### 5.7.1.3 `IsDefault()`

```
static bool Extensions.IsDefault (
    this Entity.State state ) [static]
```

##### 5.7.1.4 `Pow2()`

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

##### 5.7.1.5 `RandomElement< T >()`

```
static T Extensions.RandomElement< T > (
    this IList< T > collection ) [static]
```

### 5.7.1.6 TryFind< T >()

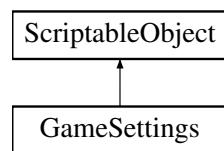
```
static bool Extensions.TryFind< T > (
    this List< T > list,
    Predicate< T > match,
    out T element ) [static]
```

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

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

## 5.8 GameSettings Class Reference

Inheritance diagram for GameSettings:



### Static Public Attributes

- const string [EnemyTag](#) = "Enemy"
- const string [EmissionColor](#) = "\_EmissionColor"

### Properties

- static int [MaxCorpsesOnScene](#) [get]
- static float [SpawnInterval](#) [get]
- static float [GameOverDelay](#) [get]
- static float [SceneFadingTime](#) [get]
- static float [EffectLifeTime](#) [get]
- static Color [HighlightColor](#) [get]
- static Color [NonHighlightColor](#) [get]
- static GameSettings [Instance](#) [get]

### Private Attributes

- int [\\_maxCorpsesOnScene](#) = 40
- float [\\_spawnInterval](#) = 1.5f
- float [\\_gameOverDelay](#) = 5.0f
- float [\\_sceneFadingTime](#) = 0.5f
- float [\\_effectLifeTime](#) = 5.0f
- Color [\\_highlightColor](#) = Color.white
- Color [\\_nonHighlightColor](#) = Color.black

## Static Private Attributes

- static `GameSettings _instance`

### 5.8.1 Member Data Documentation

#### 5.8.1.1 `_effectLifeTime`

```
float GameSettings._effectLifeTime = 5.0f [private]
```

#### 5.8.1.2 `_gameOverDelay`

```
float GameSettings._gameOverDelay = 5.0f [private]
```

#### 5.8.1.3 `_highlightColor`

```
Color GameSettings._highlightColor = Color.white [private]
```

#### 5.8.1.4 `_instance`

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

#### 5.8.1.5 `_maxCorpsesOnScene`

```
int GameSettings._maxCorpsesOnScene = 40 [private]
```

#### 5.8.1.6 `_nonHighlightColor`

```
Color GameSettings._nonHighlightColor = Color.black [private]
```

### 5.8.1.7 `_sceneFadingTime`

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

### 5.8.1.8 `_spawnInterval`

```
float GameSettings._spawnInterval = 1.5f [private]
```

### 5.8.1.9 `EmissionColor`

```
const string GameSettings.EmissionColor = "_EmissionColor" [static]
```

### 5.8.1.10 `EnemyTag`

```
const string GameSettings.EnemyTag = "Enemy" [static]
```

## 5.8.2 Property Documentation

### 5.8.2.1 `EffectLifeTime`

```
float GameSettings.EffectLifeTime [static], [get]
```

### 5.8.2.2 `GameOverDelay`

```
float GameSettings.GameOverDelay [static], [get]
```

### 5.8.2.3 `HighlightColor`

```
Color GameSettings.HighlightColor [static], [get]
```

#### 5.8.2.4 Instance

```
GameSettings GameSettings.Instance [static], [get], [private]
```

#### 5.8.2.5 MaxCorpsesOnScene

```
int GameSettings.MaxCorpsesOnScene [static], [get]
```

#### 5.8.2.6 NonHighlightColor

```
Color GameSettings.NonHighlightColor [static], [get]
```

#### 5.8.2.7 SceneFadingTime

```
float GameSettings.SceneFadingTime [static], [get]
```

#### 5.8.2.8 SpawnInterval

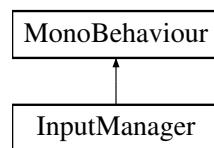
```
float GameSettings.SpawnInterval [static], [get]
```

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

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

## 5.9 InputManager Class Reference

Inheritance diagram for InputManager:



## Public Member Functions

- void `OnUILeftClickAction` (InputAction.CallbackContext context)
- void `OnMoveAction` (InputAction.CallbackContext context)
- void `OnCursorPositionAction` (InputAction.CallbackContext context)
- void `OnFireAction` (InputAction.CallbackContext context)
- void `OnPauseToggleAction` (InputAction.CallbackContext context)

## Properties

- static Vector2 `MoveInput` [get]
- static Vector2 `CursorPosition` [get]

## Events

- static Action `OnFire`
- static Action `OnPauseToggle`

## Private Types

- enum `ActionName`

## Private Member Functions

- void `Awake` ()
- void `OnEnable` ()
- void `OnDisable` ()
- void `DeselectCurrent` ()
- void `DisableUIInputModule` (SceneLoader.SceneName sceneName)
- void `DisableAllPlayerActions` ()
- void `SwitchPlayerActions` (bool isPause)

## Private Attributes

- Vector2 `_moveInput`
- Vector2 `_cursorPosition`
- PlayerInput `_playerInput`

## Static Private Attributes

- static InputManager `_instance`

## 5.9.1 Member Enumeration Documentation

### 5.9.1.1 ActionName

```
enum InputManager.ActionName [private]
```

## 5.9.2 Member Function Documentation

### 5.9.2.1 Awake()

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

### 5.9.2.2 DeselectCurrent()

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

### 5.9.2.3 DisableAllPlayerActions()

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

### 5.9.2.4 DisableUIInputModule()

```
void InputManager.DisableUIInputModule (
    SceneLoader.SceneName sceneName ) [private]
```

### 5.9.2.5 OnCursorPositionAction()

```
void InputManager.OnCursorPositionAction (
    InputAction.CallbackContext context )
```

### 5.9.2.6 OnDisable()

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

### 5.9.2.7 OnEnable()

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

### 5.9.2.8 OnFireAction()

```
void InputManager.OnFireAction (
    InputAction.CallbackContext context )
```

### 5.9.2.9 OnMoveAction()

```
void InputManager.OnMoveAction (
    InputAction.CallbackContext context )
```

### 5.9.2.10 OnPauseToggleAction()

```
void InputManager.OnPauseToggleAction (
    InputAction.CallbackContext context )
```

### 5.9.2.11 OnUILeftClickAction()

```
void InputManager.OnUILeftClickAction (
    InputAction.CallbackContext context )
```

### 5.9.2.12 SwitchPlayerActions()

```
void InputManager.SwitchPlayerActions (
    bool isPause ) [private]
```

## 5.9.3 Member Data Documentation

### 5.9.3.1 `_cursorPosition`

```
Vector2 InputManager._cursorPosition [private]
```

### 5.9.3.2 `_instance`

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

### 5.9.3.3 `_moveInput`

```
Vector2 InputManager._moveInput [private]
```

### 5.9.3.4 `_playerInput`

```
PlayerInput InputManager._playerInput [private]
```

## 5.9.4 Property Documentation

### 5.9.4.1 `CursorPosition`

```
Vector2 InputManager.CursorPosition [static], [get]
```

### 5.9.4.2 `MoveInput`

```
Vector2 InputManager.MoveInput [static], [get]
```

## 5.9.5 Event Documentation

### 5.9.5.1 `OnFire`

```
Action InputManager.OnFire [static]
```

### 5.9.5.2 OnPauseToggle

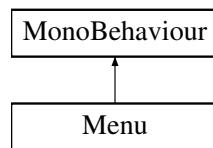
```
Action InputManager.OnPauseToggle [static]
```

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

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

## 5.10 Menu Class Reference

Inheritance diagram for Menu:



### Public Member Functions

- void [OnStartButtonClicked \(\)](#)
- void [OnRestartButtonClicked \(\)](#)
- void [OnResumeButtonClicked \(\)](#)
- void [OnBackToMenuButtonClicked \(\)](#)
- void [OnQuitButtonClicked \(\)](#)

### Events

- static Action< bool > [OnPauseToggle](#)

### Private Types

- enum [Type](#)
- enum [Int\\_State](#)

### Private Member Functions

- void [Awake \(\)](#)
- void [OnEnable \(\)](#)
- void [OnDisable \(\)](#)
- void [TogglePause \(\)](#)
- void [ShowGameOverMenu \(\)](#)
- IEnumerator [OnShowingGameOverMenu \(\)](#)
- void [SetAnimatorState \(Int\\_State state\)](#)

## Private Attributes

- Type \_type
- bool \_isPause
- Animator \_animator

### 5.10.1 Member Enumeration Documentation

#### 5.10.1.1 Int\_State

```
enum Menu.Int_State [private]
```

#### 5.10.1.2 Type

```
enum Menu.Type [private]
```

### 5.10.2 Member Function Documentation

#### 5.10.2.1 Awake()

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

#### 5.10.2.2 OnBackToMenuButtonClicked()

```
void Menu.OnBackToMenuButtonClicked ( )
```

#### 5.10.2.3 OnDisable()

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

#### 5.10.2.4 OnEnable()

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

#### 5.10.2.5 OnQuitButtonClicked()

```
void Menu.OnQuitButtonClicked ( )
```

#### 5.10.2.6 OnRestartButtonClicked()

```
void Menu.OnRestartButtonClicked ( )
```

#### 5.10.2.7 OnResumeButtonClicked()

```
void Menu.OnResumeButtonClicked ( )
```

#### 5.10.2.8 OnShowingGameOverMenu()

```
IEnumerator Menu.OnShowingGameOverMenu ( ) [private]
```

#### 5.10.2.9 OnStartButtonClicked()

```
void Menu.OnStartButtonClicked ( )
```

#### 5.10.2.10 SetAnimatorState()

```
void Menu.SetAnimatorState ( Int_State state ) [private]
```

### 5.10.2.11 ShowGameOverMenu()

```
void Menu.ShowGameOverMenu ( ) [private]
```

### 5.10.2.12 TogglePause()

```
void Menu.TogglePause ( ) [private]
```

## 5.10.3 Member Data Documentation

### 5.10.3.1 \_animator

```
Animator Menu._animator [private]
```

### 5.10.3.2 \_isPause

```
bool Menu._isPause [private]
```

### 5.10.3.3 \_type

```
Type Menu._type [private]
```

## 5.10.4 Event Documentation

### 5.10.4.1 OnPauseToggle

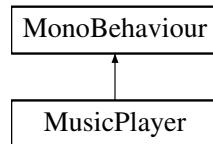
```
Action<bool> Menu.OnPauseToggle [static]
```

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

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

## 5.11 MusicPlayer Class Reference

Inheritance diagram for MusicPlayer:



### Private Member Functions

- void `Awake ()`
- void `OnEnable ()`
- void `OnDisable ()`
- void `Start ()`
- void `PlayGameOverMusic ()`
- void `PlaySceneMusic (SceneLoader.SceneName sceneName)`
- void `PlayMusic (AudioClip musicClip, bool loop)`
- bool `TryGetSceneMusic (SceneLoader.SceneName sceneName, out AudioClip musicClip)`
- `AudioClip GetSceneMusic (SceneLoader.SceneName sceneName)`

### Private Attributes

- `AudioClip _menuMusic`
- `AudioClip _combatMusic`
- `AudioClip _gameOverMusic`
- `GameObject _musicSourcePrefab`

### Static Private Attributes

- static `MusicPlayer _instance`

#### 5.11.1 Member Function Documentation

##### 5.11.1.1 Awake()

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

##### 5.11.1.2 GetSceneMusic()

```
AudioClip MusicPlayer.GetSceneMusic (
    SceneLoader.SceneName sceneName ) [private]
```

### 5.11.1.3 OnDisable()

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

### 5.11.1.4 OnEnable()

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

### 5.11.1.5 PlayGameOverMusic()

```
void MusicPlayer.PlayGameOverMusic ( ) [private]
```

### 5.11.1.6 PlayMusic()

```
void MusicPlayer.PlayMusic (
    AudioClip musicClip,
    bool loop ) [private]
```

### 5.11.1.7 PlaySceneMusic()

```
void MusicPlayer.PlaySceneMusic (
    SceneLoader.SceneName sceneName ) [private]
```

### 5.11.1.8 Start()

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

### 5.11.1.9 TryGetSceneMusic()

```
bool MusicPlayer.TryGetSceneMusic (
    SceneLoader.SceneName sceneName,
    out AudioClip musicClip ) [private]
```

## 5.11.2 Member Data Documentation

### 5.11.2.1 `_combatMusic`

```
AudioClip MusicPlayer._combatMusic [private]
```

### 5.11.2.2 `_gameOverMusic`

```
AudioClip MusicPlayer._gameOverMusic [private]
```

### 5.11.2.3 `_instance`

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

### 5.11.2.4 `_menuMusic`

```
AudioClip MusicPlayer._menuMusic [private]
```

### 5.11.2.5 `_musicSourcePrefab`

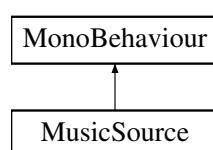
```
GameObject MusicPlayer._musicSourcePrefab [private]
```

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

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

## 5.12 MusicSource Class Reference

Inheritance diagram for MusicSource:



## Public Member Functions

- void [StartPlaying](#) (AudioClip musicClip, bool loop)

## Static Public Member Functions

- static void [StopPlayingAll](#) ()

## Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [Update](#) ()
- void [StopPlaying](#) ()
- IEnumerator [DestroyOnDelay](#) ()

## Private Attributes

- float [\\_transitionTime](#) = 0.5f
- float [\\_musicVelocity](#)
- float [\\_targetVolume](#)
- float [\\_currentVolume](#)
- AudioSource [\\_audioSource](#)

## Static Private Attributes

- const float [DestroyVolumeThreshold](#) = 0.1F
- static List< [MusicSource](#) > [\\_all](#) = new List<[MusicSource](#)>()

### 5.12.1 Member Function Documentation

#### 5.12.1.1 Awake()

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

#### 5.12.1.2 DestroyOnDelay()

```
IEnumerator MusicSource.DestroyOnDelay ( ) [private]
```

### 5.12.1.3 OnDisable()

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

### 5.12.1.4 OnEnable()

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

### 5.12.1.5 StartPlaying()

```
void MusicSource.StartPlaying (
    AudioClip musicClip,
    bool loop )
```

### 5.12.1.6 StopPlaying()

```
void MusicSource.StopPlaying ( ) [private]
```

### 5.12.1.7 StopPlayingAll()

```
static void MusicSource.StopPlayingAll ( ) [static]
```

### 5.12.1.8 Update()

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

## 5.12.2 Member Data Documentation

### 5.12.2.1 \_all

```
List<MusicSource> MusicSource._all = new List<MusicSource>() [static], [private]
```

### 5.12.2.2 `_audioSource`

```
 AudioSource MusicSource._audioSource [private]
```

### 5.12.2.3 `_currentVolume`

```
 float MusicSource._currentVolume [private]
```

### 5.12.2.4 `_musicVelocity`

```
 float MusicSource._musicVelocity [private]
```

### 5.12.2.5 `_targetVolume`

```
 float MusicSource._targetVolume [private]
```

### 5.12.2.6 `_transitionTime`

```
 float MusicSource._transitionTime = 0.5f [private]
```

### 5.12.2.7 `DestroyVolumeThreshold`

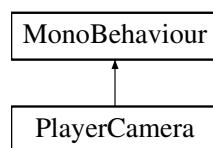
```
 const float MusicSource.DestroyVolumeThreshold = 0.1F [static], [private]
```

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

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

## 5.13 PlayerCamera Class Reference

Inheritance diagram for PlayerCamera:



## Static Public Member Functions

- static Vector3 [GetCursorWorldPosition \(\)](#)
- static bool [IsCameraSeeTransform \(Transform transform\)](#)

## Properties

- Vector3 [TargetPosition](#) [get]

## Private Member Functions

- void [Awake \(\)](#)
- void [Start \(\)](#)
- void [LateUpdate \(\)](#)

## Private Attributes

- float [\\_velocity](#) = 5.0f
- float [\\_cameraSize](#) = 8.0f
- float [\\_distanceOffset](#) = 30.0f
- LayerMask [\\_raycastMask](#)
- Vector3 [\\_rotationAngle](#)
- Camera [\\_camera](#)
- Transform [\\_target](#)

## Static Private Attributes

- static PlayerCamera [\\_instance](#)
- const float [MinViewportPointRange](#) = -0.25F
- const float [MaxViewportPointRange](#) = 1.25F
- const float [MaxRaycastDistance](#) = 1000.0F

### 5.13.1 Member Function Documentation

#### 5.13.1.1 Awake()

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

#### 5.13.1.2 GetCursorWorldPosition()

```
static Vector3 PlayerCamera.GetCursorWorldPosition ( ) [static]
```

**5.13.1.3 IsCameraSeeTransform()**

```
static bool PlayerCamera.IsCameraSeeTransform (
    Transform transform ) [static]
```

**5.13.1.4 LateUpdate()**

```
void PlayerCamera.LateUpdate ( ) [private]
```

**5.13.1.5 Start()**

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

**5.13.2 Member Data Documentation****5.13.2.1 \_camera**

```
Camera PlayerCamera._camera [private]
```

**5.13.2.2 \_cameraSize**

```
float PlayerCamera._cameraSize = 8.0f [private]
```

**5.13.2.3 \_distanceOffset**

```
float PlayerCamera._distanceOffset = 30.0f [private]
```

**5.13.2.4 \_instance**

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

### 5.13.2.5 `_raycastMask`

```
LayerMask PlayerCamera._raycastMask [private]
```

### 5.13.2.6 `_rotationAngle`

```
Vector3 PlayerCamera._rotationAngle [private]
```

### 5.13.2.7 `_target`

```
Transform PlayerCamera._target [private]
```

### 5.13.2.8 `_velocity`

```
float PlayerCamera._velocity = 5.0f [private]
```

### 5.13.2.9 `MaxRaycastDistance`

```
const float PlayerCamera.MaxRaycastDistance = 1000.0F [static], [private]
```

### 5.13.2.10 `MaxViewportPointRange`

```
const float PlayerCamera.MaxViewportPointRange = 1.25F [static], [private]
```

### 5.13.2.11 `MinViewportPointRange`

```
const float PlayerCamera.MinViewportPointRange = -0.25F [static], [private]
```

## 5.13.3 Property Documentation

### 5.13.3.1 TargetPosition

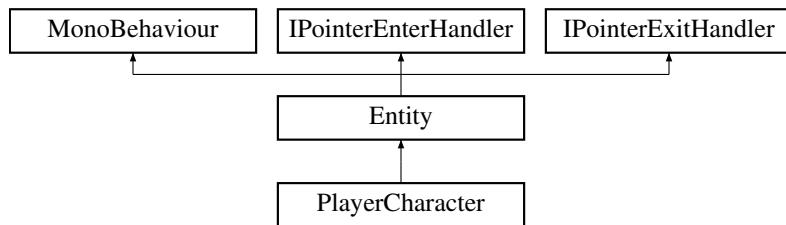
```
Vector3 PlayerCamera.TargetPosition [get], [private]
```

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

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

## 5.14 PlayerCharacter Class Reference

Inheritance diagram for PlayerCharacter:



### Public Member Functions

- override void [Kill](#) (Vector3 sourcePosition)

### Static Public Member Functions

- static Quaternion [RotationToPlayer](#) (Vector3 position)
- static void [TrapPlayer](#) ()
- static void [KillPlayer](#) (Vector3 sourcePosition)

### Protected Member Functions

- override void [Awake](#) ()
- override void [OnEnable](#) ()
- override void [OnDisable](#) ()
- override void [Update](#) ()
- override void [UpdateMovementAnimation](#) ()

### Properties

- static Transform [Transform](#) [get]
- static Vector3 [Position](#) [get]

### Events

- static Action [OnPlayerDead](#)

## Private Member Functions

- void [PerformFire \(\)](#)
- void [UpdateMovePosition \(\)](#)
- void [UpdateLookRotation \(\)](#)
- IEnumerator [WaitForFireCooldown \(\)](#)

## Private Attributes

- float [\\_fireRate](#) = 2.0f
- float [\\_accelerationTime](#) = 1.0f
- [Transform](#) [\\_projectilePoint](#)
- [GameObject](#) [\\_projectilePrefab](#)
- [GameObject](#) [\\_fireEffectPrefab](#)
- [AudioClip](#) [\\_fireClip](#)
- bool [\\_isFireCooldown](#)
- [Vector2](#) [\\_currentMoveInput](#)
- [Vector2](#) [\\_moveInputVelocity](#)
- [Vector3](#) [\\_currentMoveDirection](#)
- [Vector3](#) [\\_moveDirectionVelocity](#)

## Static Private Attributes

- static [PlayerCharacter](#) [\\_instance](#)

## Additional Inherited Members

### 5.14.1 Member Function Documentation

#### 5.14.1.1 Awake()

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

Reimplemented from [Entity](#).

#### 5.14.1.2 Kill()

```
override void PlayerCharacter.Kill ( 
    Vector3 sourcePosition ) [virtual]
```

Reimplemented from [Entity](#).

#### 5.14.1.3 KillPlayer()

```
static void PlayerCharacter.KillPlayer (
    Vector3 sourcePosition ) [static]
```

#### 5.14.1.4 OnDisable()

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

Reimplemented from [Entity](#).

#### 5.14.1.5 OnEnable()

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

Reimplemented from [Entity](#).

#### 5.14.1.6 PerformFire()

```
void PlayerCharacter.PerformFire ( ) [private]
```

#### 5.14.1.7 RotationToPlayer()

```
static Quaternion PlayerCharacter.RotationToPlayer (
    Vector3 position ) [static]
```

#### 5.14.1.8 TrapPlayer()

```
static void PlayerCharacter.TrapPlayer ( ) [static]
```

#### 5.14.1.9 Update()

```
override void PlayerCharacter.Update ( ) [protected], [virtual]
```

Reimplemented from [Entity](#).

#### 5.14.1.10 UpdateLookRotation()

```
void PlayerCharacter.UpdateLookRotation ( ) [private]
```

#### 5.14.1.11 UpdateMovementAnimation()

```
override void PlayerCharacter.UpdateMovementAnimation ( ) [protected], [virtual]
```

Reimplemented from [Entity](#).

#### 5.14.1.12 UpdateMovePosition()

```
void PlayerCharacter.UpdateMovePosition ( ) [private]
```

#### 5.14.1.13 WaitForFireCooldown()

```
IEnumerator PlayerCharacter.WaitForFireCooldown ( ) [private]
```

### 5.14.2 Member Data Documentation

#### 5.14.2.1 \_accelerationTime

```
float PlayerCharacter._accelerationTime = 1.0f [private]
```

#### 5.14.2.2 \_currentMoveDirection

```
Vector3 PlayerCharacter._currentMoveDirection [private]
```

#### 5.14.2.3 \_currentMoveInput

```
Vector2 PlayerCharacter._currentMoveInput [private]
```

**5.14.2.4 \_fireClip**

```
AudioClip PlayerCharacter._fireClip [private]
```

**5.14.2.5 \_fireEffectPrefab**

```
GameObject PlayerCharacter._fireEffectPrefab [private]
```

**5.14.2.6 \_fireRate**

```
float PlayerCharacter._fireRate = 2.0f [private]
```

**5.14.2.7 \_instance**

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

**5.14.2.8 \_isFireCooldown**

```
bool PlayerCharacter._isFireCooldown [private]
```

**5.14.2.9 \_moveDirectionVelocity**

```
Vector3 PlayerCharacter._moveDirectionVelocity [private]
```

**5.14.2.10 \_moveInputVelocity**

```
Vector2 PlayerCharacter._moveInputVelocity [private]
```

**5.14.2.11 \_projectilePoint**

```
Transform PlayerCharacter._projectilePoint [private]
```

#### 5.14.2.12 \_projectilePrefab

```
GameObject PlayerCharacter._projectilePrefab [private]
```

### 5.14.3 Property Documentation

#### 5.14.3.1 Position

```
Vector3 PlayerCharacter.Position [static], [get]
```

#### 5.14.3.2 Transform

```
Transform PlayerCharacter.Transform [static], [get]
```

### 5.14.4 Event Documentation

#### 5.14.4.1 OnPlayerDead

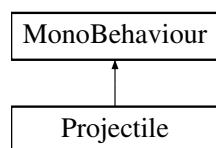
```
Action PlayerCharacter.OnPlayerDead [static]
```

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

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

## 5.15 Projectile Class Reference

Inheritance diagram for Projectile:



## Private Member Functions

- void `Awake ()`
- void `OnEnable ()`
- void `OnDisable ()`
- IEnumerator `Start ()`
- void `OnCollisionEnter (Collision collision)`

## Private Attributes

- float `_lifeTime = 5.0f`
- float `_velocity = 100.0f`
- GameObject `_hitEffectPrefab`
- Rigidbody `_rigidbody`

## Static Private Attributes

- static List< `Projectile` > `_all = new List<Projectile>()`

### 5.15.1 Member Function Documentation

#### 5.15.1.1 Awake()

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

#### 5.15.1.2 OnCollisionEnter()

```
void Projectile.OnCollisionEnter (
    Collision collision ) [private]
```

#### 5.15.1.3 OnDisable()

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

#### 5.15.1.4 OnEnable()

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

### 5.15.1.5 Start()

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

## 5.15.2 Member Data Documentation

### 5.15.2.1 \_all

```
List<Projectile> Projectile._all = new List<Projectile>() [static], [private]
```

### 5.15.2.2 \_hitEffectPrefab

```
GameObject Projectile._hitEffectPrefab [private]
```

### 5.15.2.3 \_lifeTime

```
float Projectile._lifeTime = 5.0f [private]
```

### 5.15.2.4 \_rigidbody

```
Rigidbody Projectile._rigidbody [private]
```

### 5.15.2.5 \_velocity

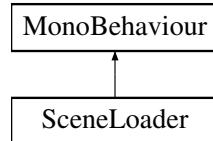
```
float Projectile._velocity = 100.0f [private]
```

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

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

## 5.16 SceneLoader Class Reference

Inheritance diagram for SceneLoader:



### Public Types

- enum [SceneName](#)

### Static Public Member Functions

- static void [Load \(SceneName sceneName\)](#)
- static void [Load \(SceneName sceneName, float fadingTime\)](#)
- static [SceneName GetSceneName \(\)](#)

### Properties

- static [SceneName CurrentSceneName \[get\]](#)

### Events

- static Action<[SceneName](#)> [OnLoadingStarted](#)
- static Action<[SceneName](#)> [OnLoadingFinished](#)

### Private Member Functions

- IEnumerator [OnLoadingProcess \(SceneName sceneName\)](#)
- IEnumerator [OnFadeOut \(\)](#)
- IEnumerator [OnFadeIn \(\)](#)
- void [SetFadeImageAlpha \(ref float alpha\)](#)

### Private Attributes

- float [\\_fadingTime](#)
- Image [\\_fadeImage](#)

### Static Private Attributes

- static [SceneLoader \\_instance](#)
- const int [SortingOrder = 100](#)

## 5.16.1 Member Enumeration Documentation

### 5.16.1.1 SceneName

```
enum SceneLoader.SceneName
```

## 5.16.2 Member Function Documentation

### 5.16.2.1 GetSceneName()

```
static SceneName SceneLoader.GetSceneName ( ) [static]
```

### 5.16.2.2 Load() [1/2]

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

### 5.16.2.3 Load() [2/2]

```
static void SceneLoader.Load (
    SceneName sceneName,
    float fadingTime ) [static]
```

### 5.16.2.4 OnFadeIn()

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

### 5.16.2.5 OnFadeOut()

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

### 5.16.2.6 OnLoadingProcess()

```
IEnumerator SceneLoader.OnLoadingProcess (
    SceneName sceneName ) [private]
```

### 5.16.2.7 SetFadeImageAlpha()

```
void SceneLoader.SetFadeImageAlpha (
    ref float alpha ) [private]
```

## 5.16.3 Member Data Documentation

### 5.16.3.1 \_fadeImage

```
Image SceneLoader._fadeImage [private]
```

### 5.16.3.2 \_fadingTime

```
float SceneLoader._fadingTime [private]
```

### 5.16.3.3 \_instance

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

### 5.16.3.4 SortingOrder

```
const int SceneLoader.SortingOrder = 100 [static], [private]
```

## 5.16.4 Property Documentation

#### 5.16.4.1 CurrentSceneName

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

### 5.16.5 Event Documentation

#### 5.16.5.1 OnLoadingFinished

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

#### 5.16.5.2 OnLoadingStarted

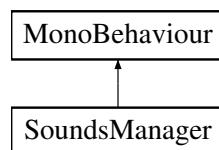
```
Action<SceneName> SceneLoader.OnLoadingStarted [static]
```

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

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

## 5.17 SoundsManager Class Reference

Inheritance diagram for SoundsManager:



### Static Public Member Functions

- static void [PlayAudioClip](#) (AudioClip audioClip, bool randomPitch=false, Vector3 position=default)

### Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [SetSourceParameters](#) (- IEnumerator [Destroy AudioSource](#) (- void [OnPauseToggle](#) (bool isPause)

## Private Attributes

- AudioSource `_templateSource`
- List< AudioSource > `_audioSources` = new List<

## Static Private Attributes

- static SoundsManager `_instance`

## 5.17.1 Member Function Documentation

### 5.17.1.1 Awake()

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

### 5.17.1.2 Destroy AudioSource()

```
IEnumerator SoundsManager.Destroy AudioSource (
    AudioSource audioSource ) [private]
```

### 5.17.1.3 OnDisable()

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

### 5.17.1.4 OnEnable()

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

### 5.17.1.5 OnPauseToggle()

```
void SoundsManager.OnPauseToggle (
    bool isPause ) [private]
```

### 5.17.1.6 PlayAudioClip()

```
static void SoundsManager.PlayAudioClip (
    AudioClip audioClip,
    bool randomPitch = false,
    Vector3 position = default ) [static]
```

### 5.17.1.7 SetSourceParameters()

```
void SoundsManager.SetSourceParameters (
    AudioSource audioSource,
    AudioClip audioClip,
    bool randomPitch,
    Vector3 position ) [private]
```

## 5.17.2 Member Data Documentation

### 5.17.2.1 audioSources

```
List<AudioSource> SoundsManager._audioSources = new List<AudioSource>() [private]
```

### 5.17.2.2 instance

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

### 5.17.2.3 templateSource

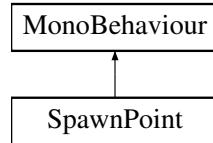
```
AudioSource SoundsManager._templateSource [private]
```

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

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

## 5.18 SpawnPoint Class Reference

Inheritance diagram for SpawnPoint:



### Properties

- static List<[SpawnPoint](#) > All [get]

### Private Member Functions

- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnDrawGizmos](#) ()

### Private Attributes

- float [\\_gizmosSize](#) = 0.5f
- Color [\\_gizmosColor](#) = Color.red

### Static Private Attributes

- static List<[SpawnPoint](#) > [\\_all](#) = new List<[SpawnPoint](#)>()

### 5.18.1 Member Function Documentation

#### 5.18.1.1 OnDisable()

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

#### 5.18.1.2 OnDrawGizmos()

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

### 5.18.1.3 OnEnable()

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

## 5.18.2 Member Data Documentation

### 5.18.2.1 \_all

```
List<SpawnPoint> SpawnPoint._all = new List<SpawnPoint>() [static], [private]
```

### 5.18.2.2 \_gizmosColor

```
Color SpawnPoint._gizmosColor = Color.red [private]
```

### 5.18.2.3 \_gizmosSize

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

## 5.18.3 Property Documentation

### 5.18.3.1 All

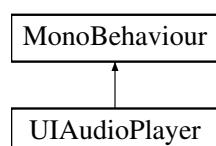
```
List<SpawnPoint> SpawnPoint.All [static], [get]
```

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

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

## 5.19 UIAudioPlayer Class Reference

Inheritance diagram for UIAudioPlayer:



## Public Member Functions

- void [PlayClickButtonClip \(\)](#)
- void [PlaySelectButtonClip \(\)](#)

## Private Attributes

- AudioClip [\\_clickButtonClip](#)
- AudioClip [\\_selectButtonClip](#)

### 5.19.1 Member Function Documentation

#### 5.19.1.1 PlayClickButtonClip()

```
void UIAudioPlayer.PlayClickButtonClip ( )
```

#### 5.19.1.2 PlaySelectButtonClip()

```
void UIAudioPlayer.PlaySelectButtonClip ( )
```

### 5.19.2 Member Data Documentation

#### 5.19.2.1 \_clickButtonClip

```
AudioClip UIAudioPlayer._clickButtonClip [private]
```

#### 5.19.2.2 \_selectButtonClip

```
AudioClip UIAudioPlayer._selectButtonClip [private]
```

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

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



# Chapter 6

## File Documentation

### 6.1 Assets/Scripts/CursorSetup.cs File Reference

#### Classes

- class [CursorSetup](#)
- struct [CursorSetup.Cursor](#)

### 6.2 Assets/Scripts/DynamicCursor.cs File Reference

#### Classes

- class [DynamicCursor](#)

### 6.3 Assets/Scripts/Enemy.cs File Reference

#### Classes

- class [Enemy](#)

### 6.4 Assets/Scripts/EnemySpawner.cs File Reference

#### Classes

- class [EnemySpawner](#)

### 6.5 Assets/Scripts/Entity.cs File Reference

#### Classes

- class [Entity](#)

## 6.6 Assets/Scripts/Extensions.cs File Reference

### Classes

- class [Extensions](#)

## 6.7 Assets/Scripts/GameSettings.cs File Reference

### Classes

- class [GameSettings](#)

## 6.8 Assets/Scripts/InputManager.cs File Reference

### Classes

- class [InputManager](#)

## 6.9 Assets/Scripts/Menu.cs File Reference

### Classes

- class [Menu](#)

## 6.10 Assets/Scripts/MusicPlayer.cs File Reference

### Classes

- class [MusicPlayer](#)

## 6.11 Assets/Scripts/MusicSource.cs File Reference

### Classes

- class [MusicSource](#)

## 6.12 Assets/Scripts/PlayerCamera.cs File Reference

### Classes

- class [PlayerCamera](#)

## 6.13 Assets/Scripts/PlayerCharacter.cs File Reference

### Classes

- class [PlayerCharacter](#)

## 6.14 Assets/Scripts/Projectile.cs File Reference

### Classes

- class [Projectile](#)

## 6.15 Assets/Scripts/SceneLoader.cs File Reference

### Classes

- class [SceneLoader](#)

## 6.16 Assets/Scripts/SoundsManager.cs File Reference

### Classes

- class [SoundsManager](#)

## 6.17 Assets/Scripts/SpawnPoint.cs File Reference

### Classes

- class [SpawnPoint](#)

## 6.18 Assets/Scripts/UIAudioPlayer.cs File Reference

### Classes

- class [UIAudioPlayer](#)

## 6.19 README.md File Reference



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