🗁 Global Scripts

NPCGameState.gd

- _ready
- _on_item_rigid_body_collected

global.gd

- deserialize
- serialize
- wait

interaction_manager.gd

- register_area
- unregister_area
- _input
- _physics_process
- _ready
- _sort_by_distance_to_player

save_manager.gd

- delete_save_file
- get_current_level
- get_current_level_name
- get_save_data_field
- get_save_file_path
- get_save_files
- load_audio_config
- load_existing_save_data
- load_game
- parse_json_safe
- read_existing_file
- read_file_as_text
- revert_and_reload_savable_nodes
- save_audio_config
- save_game
- save_savable_nodes
- _ready
- _verify_save_directory

signal_bus.gd

- _ready

🗁 Other Scripts

fixed_camera.gd

- _ready
- _set_camera_current
- _on_body_entered
- _on_body_exited

interact_component.gd

- _on_body_entered
- _on_body_exited

enemy_data.gd

player_data.gd

collectible.gd

collectible_rigid_body_3d.gd

enemy_attack_surface_area.gd

enemy_hit_box.gd

enemy_hurt_box.gd

player_attack_surface_area.gd

player_hit_box.gd

player_hurt_box.gd

aggro_area.gd

- _on_body_entered

deaggro_area.gd

- _on_body_exited

enemy_3d.gd

- aggroed
- deaggroed
- _dead
- _ready
- _rotate_towards_target
- _on_aggro_area_body_entered
- _on_animation_finished
- _on_deaggro_area_body_exited
- _on_enemy_hurt_box_area_entered
- _on_idle_timeout

- _on_navigation_agent_3d_target_reached
- _on_player_detected
- _on_player_in_aggro_area_range
- _on_player_out_of_aggro_area_range
- _on_player_out_of_range

note.gd

- _play_and_free
- _ready
- _on_destroy_area_body_exited
- _on_interact_area_body_entered
- _on_sfx_finished

player_3d.gd

- move
- _apply_gravity
- _input
- _ready
- _on_animation_finished
- _on_player_died
- _on_player_hurt_box_area_entered
- _on_player_interacted

wraith.gd

- _ready
- _on_interact

health_up.gd

- _on_interaction_area_body_entered

tooth.gd

- _on_interaction_area_body_entered

extract_methods.gd

- format_output
- format_section
- get_scripts_and_methods
- save_to_file
- _ready

game_controller.gd

- change_3d_scene
- change_gui_scene
- _load_scene_async

- _play_transition
- _process
- _ready
- _on_final_dialogue_completed
- _on_level_changed
- _on_player_died
- _on_quest_completed

transition_controller.gd

- transition

car_2.gd

- _ready
- _on_interact

tent.gd

- _ready
- _on_interact

open_space.gd

- _ready
- _on_quest_completed

aggroed.gd

- _on_aggroed_state_physics_processing

dead.gd

- _on_dead_state_entered

deaggroed.gd

- _on_deaggroed_state_physics_processing

enemy_state.gd

fighting.gd

- _on_fighting_state_physics_processing

hurt.gd

- _on_hurt_state_physics_processing

dead.gd

- _on_dead_state_entered

fighting.gd

- _on_fighting_state_physics_processing

hurt.gd

- _on_hurt_state_physics_processing

idle.gd

- _on_idle_state_physics_processing

interacting.gd

- _on_interacting_state_physics_processing

moving.gd

- _on_moving_state_physics_processing

player_state.gd

ending_scene.gd

- _ready

game_over_screen.gd

- _ready
- _on_quit_button_pressed
- _on_restart_button_pressed

hud_3d.gd

- _ready
- _on_health_changed

intro.gd

- _ready

pause_ui.gd

- _input
- _ready
- _on_exit_button_pressed
- _on_main_menu_button_pressed

config_screen.gd

- _ready
- _on_back_button_pressed
- _on_bgm_slider_value_changed
- _on_master_slider_value_changed
- _on_sfx_slider_value_changed

control_scheme.gd

- _ready
- _on_back_button_pressed

main_menu.gd

- _ready
- _on_config_button_pressed
- _on_controls_button_pressed
- _on_new_game_button_pressed
- _on_quit_button_pressed

loading_screen.gd

- _ready
- _on_scene_load_update

blood_spawner.gd

- _get_random_blood_texture
- _ready
- _on_spawn_blood_decal

collectible_spawner.gd

- _ready
- _on_enemy_died

enemy_model.gd

- _physics_process

news_crime_scene.gd

- _ready
- _on_animation_finished
- _on_play_news

player_model.gd

- _input
- _physics_process

fire_light.gd

- _process