project-scopes

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Contents

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Chapter 3

Class Index

3.1 Class List

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

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 5

Namespace Documentation

5.1 ProjectScopes Namespace Reference

A global namespace for project-scopes.

Classes

- class Configurator

  Stores the game configuration.
- class GUIDataCollector

  Collects game related data from GUI.
- class Player

  Contains player specific data.

5.1.1 Detailed Description

A global namespace for project-scopes.

Contains all project-scopes related classes.

Chapter 6

Class Documentation

6.1 ProjectScopes.Configurator Class Reference

Stores the game configuration.

Public Member Functions

- Configurator ()

  Constructor. Initializes configurator object with initial data.

Public Attributes

- const int MinNoOfPlayers = 2

  Minimum number of players that can participate the game.
- const int MaxNoOfPlayers = 6

  Maximum number of players that can participate the game.

Properties

- int CurrentNoOfPlayers `[get, set]`

  Allows to set and get current number of players.
- int InitialArenaSize `[get, set]`

  Allows to set and get the initial size of game arena.
- int InitialPlayersSpeed `[get, set]`

  Allows to set and get the initial speed of all players.
- int InitialPlayersSize `[get, set]`

  Allows to set and get the initial spize of all players.
- Player [ ] Players `[get]`

  Allows to get information of all players.
- int [ ] ArenaSize `[get]`

  Allows to get the initial aren size in pixels.
- float PlayersSpeed `[get]`

  Allows to get the initial speed of all players.
- int PlayersSize `[get]`

  Allows to get the initial size of all players in game units.

6.1.1 Detailed Description

Stores the game configuration.

Contains information about minimum and maximum number of players, current number of players, initial size of the arena and all players speed and thickness as well as each player's specific data.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 Configurator()

```
ProjectScopes.Configurator.Configurator ( )
```

Constructor. Initializes configurator object with initial data.

Sets the players initial nickname, color, speed, size and movement keys as well as initial size of the arena and players speed and size.

6.1.3 Property Documentation

6.1.3.1 ArenaSize

```
int [] ProjectScopes.Configurator.ArenaSize  [get]
```

Allows to get the initial aren size in pixels.

The return value is based on user choice.

6.1.3.2 CurrentNoOfPlayers

```
int ProjectScopes.Configurator.CurrentNoOfPlayers  [get], [set]
```

Allows to set and get current number of players.

The minimum and maximum number of players are defined by MinNoOfPlayers and MaxNoOfPlayers constants.

Returns

Number of players that are currently ready to play.

6.1.3.3 InitialArenaSize

```
int ProjectScopes.Configurator.InitialArenaSize  [get], [set]
```

Allows to set and get the initial size of game arena.

The user has possibility to specify whether the size of the arena should be samll, normal or large.

Returns

Specificator of arena size (0: small, 1: normal, 2: large).

6.1.3.4 InitialPlayersSize

```
int ProjectScopes.Configurator.InitialPlayersSize  [get], [set]
```

Allows to set and get the initial spize of all players.

The user has possibility to specify whether the size of all players should be initially thin, normal or fat.

Returns

Specificator of initial players size (0: thin, 1: normal, 2: fat).

6.1.3.5 InitialPlayersSpeed

```
int ProjectScopes.Configurator.InitialPlayersSpeed  [get], [set]
```

Allows to set and get the initial speed of all players.

The user has possibility to specify whether the speed of all players should be initially slow, normal or fast.

Returns

Specificator of initial players speed (0: slow, 1: normal, 2: fast).

6.1.3.6 Players

```
Player [] ProjectScopes.Configurator.Players  [get]
```

Allows to get information of all players.

GUI can update player specific information depending on user input.

6.1.3.7 PlayersSize

```
int ProjectScopes.Configurator.PlayersSize  [get]
```

Allows to get the initial size of all players in game units.

The return value is based on user choice.

6.1.3.8 PlayersSpeed

```
float ProjectScopes.Configurator.PlayersSpeed  [get]
```

Allows to get the initial speed of all players.

The return value is based on user choice.

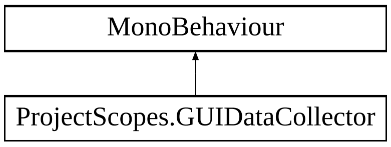
The documentation for this class was generated from the following file:

- Configurator.cs

6.2 ProjectScopes.GUIDataCollector Class Reference

Collects game related data from GUI.

Inheritance diagram for ProjectScopes.GUIDataCollector:



Static Public Attributes

- static Configurator configurator

    Configurator object. Contains initial information about game setup.

6.2.1 Detailed Description

Collects game related data from GUI.

In EPIC1 version user has possibitity to setup each player nickname, color and movement keys. It is also possible to set the initial values of arena size and all players speed and thickness.

6.2.2 Member Data Documentation

6.2.2.1 configurator

```
Configurator ProjectScopes.GUIDataCollector.configurator  [static]
```

Configurator object. Contains initial information about game setup.

After the game starts it is updated with the data set by the user. This attribute is shared between scenes.

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

- GUIDataCollector.cs

6.3 ProjectScopes.Player Class Reference

Contains player specific data.

Public Member Functions

- Player (string nickname, Color color, float speed, float size, KeyCode[ ] movementKeys, bool isActive)

    Constructor.

Properties

- Color Color `[get, set]`

  Allows to set and get the color of the player.
- string Nickname `[get, set]`

  Allows to set and get the nickname of the player.
- float Speed `[get, set]`

  Allows to set and get the speed of the player.
- float Size `[get, set]`

  Allows to set and get the size of the player.
- KeyCode [ ] MovementKeys `[get, set]`

  Allows to set and get the movement keys of the player.
- bool IsActive `[get, set]`

  Allows to set and get the player presence in the game.

6.3.1 Detailed Description

Contains player specific data.

Stores information about player nickname, color, speed, size and movement keys.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 Player()

```
ProjectScopes.Player.Player (
             string nickname,
             Color color,
             float speed,
             float size,
             KeyCode [ ] movementKeys,
             bool isActive )
```

Constructor.

Sets the player initial data.

6.3.3 Property Documentation

6.3.3.1 Color

```
Color ProjectScopes.Player.Color [get], [set]
```

Allows to set and get the color of the player.

Player color is decribed by RGB values.

6.3.3.2 IsActive

```
bool ProjectScopes.Player.IsActive  [get], [set]
```

Allows to set and get the player presence in the game.

By default all players are not present. Initially two players are activated as it is the required minimum. User can then manipulate between two and six players active.

6.3.3.3 MovementKeys

```
KeyCode [] ProjectScopes.Player.MovementKeys  [get], [set]
```

Allows to set and get the movement keys of the player.

The movement keys are described by two values: left turn key and right turn key.

6.3.3.4 Nickname

```
string ProjectScopes.Player.Nickname  [get], [set]
```

Allows to set and get the nickname of the player.

Player nickname contains only capital letter and is limited to 9 characters.

6.3.3.5 Size

```
float ProjectScopes.Player.Size  [get], [set]
```

Allows to set and get the size of the player.

Player size is a floating point number and may varry depending on the game bonus.

6.3.3.6 Speed

```
float ProjectScopes.Player.Speed  [get], [set]
```

Allows to set and get the speed of the player.

Player speed is a floating point number and may varry depending on the game bouns.

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

- Player.cs

Chapter 7

File Documentation

7.1 Configurator.cs File Reference

Contains definition of Configurator class. author MicroScopes.

Classes

- class ProjectScopes.Configurator

  Stores the game configuration.

Namespaces

- namespace ProjectScopes

  A global namespace for project-scopes.

7.1.1 Detailed Description

Contains definition of Configurator class. author MicroScopes.

7.2 GUIDataCollector.cs File Reference

Contains definition of GUIDataCollector class.

Classes

- class ProjectScopes.GUIDataCollector

  Collects game related data from GUI.

Namespaces

- namespace ProjectScopes

  A global namespace for project-scopes.

7.2.1 Detailed Description

Contains definition of GUIDataCollector class.

Author

MicroScopes

7.3 Player.cs File Reference

Contains definition of Player class.

Classes

- class ProjectScopes.Player

  Contains player specific data.

Namespaces

- namespace ProjectScopes

  A global namespace for project-scopes.

7.3.1 Detailed Description

Contains definition of Player class.

Author

MicroScopes

Index