COP-701 Assignment 2: Metal Slug 6

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

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Class Index

2.1 Class List

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

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Chapter 3

File Index

3.1 File List

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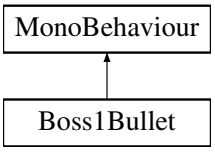
Chapter 4

Class Documentation

4.1 Boss1Bullet Class Reference

Inheritance diagram for Boss1Bullet:



Public Attributes

- float moveSpeed
- int damageAmount
- Rigidbody2D theRB

4.1.1 Member Data Documentation

4.1.1.1 damageAmount

```
int Boss1Bullet.damageAmount
```

4.1.1.2 moveSpeed

```
float Boss1Bullet.moveSpeed
```

4.1.1.3 theRB

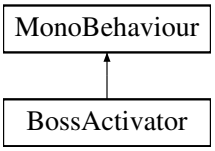
```
Rigidbody2D Boss1Bullet.theRB
```

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

- metal-slug6/Assets/scripts/Boss1Bullet.cs

4.2 BossActivator Class Reference

Inheritance diagram for BossActivator:



Public Attributes

- GameObject bossToActivate

4.2.1 Member Data Documentation

4.2.1.1 bossToActivate

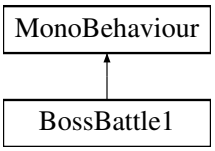
```
GameObject BossActivator.bossToActivate
```

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

- metal-slug6/Assets/scripts/BossActivator.cs

4.3 BossBattle1 Class Reference

Inheritance diagram for BossBattle1:



Public Member Functions

- void EndBattle ()

Public Attributes

- Transform camPosition
- float camSpeed
- Animator anim
- float timeBetweenshot1
- float timeBetweenshot2
- GameObject bullet
- Transform firePoint

4.3.1 Member Function Documentation

4.3.1.1 EndBattle()

```
void BossBattle1.EndBattle ()  [inline]
```

4.3.2 Member Data Documentation

4.3.2.1 anim

```
Animator BossBattle1.anim
```

4.3.2.2 bullet

```
GameObject BossBattle1.bullet
```

4.3.2.3 camPosition

```
Transform BossBattle1.camPosition
```

4.3.2.4 camSpeed

```
float BossBattle1.camSpeed
```

4.3.2.5 firePoint

```
Transform BossBattle1.firePoint
```

4.3.2.6 timeBetweenshot1

```
float BossBattle1.timeBetweenshot1
```

4.3.2.7 timeBetweenshot2

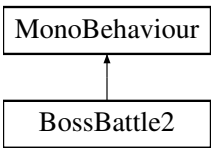
```
float BossBattle1.timeBetweenshot2
```

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

- metal-slug6/Assets/scripts/BossBattle1.cs

4.4 BossBattle2 Class Reference

Inheritance diagram for BossBattle2:



Public Member Functions

- void EndBattle ()

Public Attributes

- Transform camPosition
- float camSpeed
- float activeTime
- float fadeoutTime
- float inactiveTime
- Transform[ ] spawnPoints
- Transform theBoss
- Animator anim
- float moveSpeed
- GameObject bullet
- Transform firePoint

4.4.1 Member Function Documentation

4.4.1.1 EndBattle()

```
void BossBattle2.EndBattle ()  [inline]
```

4.4.2 Member Data Documentation

4.4.2.1 activeTime

```
float BossBattle2.activeTime
```

4.4.2.2 anim

```
Animator BossBattle2.anim
```

4.4.2.3 bullet

```
GameObject BossBattle2.bullet
```

4.4.2.4 camPosition

```
Transform BossBattle2.camPosition
```

4.4.2.5 camSpeed

```
float BossBattle2.camSpeed
```

4.4.2.6 fadeoutTime

```
float BossBattle2.fadeoutTime
```

4.4.2.7 firePoint

```
Transform BossBattle2.firePoint
```

4.4.2.8 inactiveTime

```
float BossBattle2.inactiveTime
```

4.4.2.9 moveSpeed

```
float BossBattle2.moveSpeed
```

4.4.2.10 spawnPoints

```
Transform [] BossBattle2.spawnPoints
```

4.4.2.11 theBoss

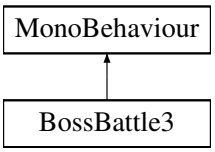
```
Transform BossBattle2.theBoss
```

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

- metal-slug6/Assets/scripts/BossBattle2.cs

4.5 BossBattle3 Class Reference

Inheritance diagram for BossBattle3:



Public Member Functions

- void EndBattle ()

Public Attributes

- Transform camPosition
- float camSpeed
- float activeTime
- float inactiveTime
- Transform[ ] firePoints
- Transform theBoss
- Animator anim
- GameObject bullet

4.5.1 Member Function Documentation

4.5.1.1 EndBattle()

```
void BossBattle3.EndBattle ()  [inline]
```

4.5.2 Member Data Documentation

4.5.2.1 activeTime

```
float BossBattle3.activeTime
```

4.5.2.2 anim

```
Animator BossBattle3.anim
```

4.5.2.3 bullet

```
GameObject BossBattle3.bullet
```

4.5.2.4 camPosition

```
Transform BossBattle3.camPosition
```

4.5.2.5 camSpeed

```
float BossBattle3.camSpeed
```

4.5.2.6 firePoints

```
Transform [] BossBattle3.firePoints
```

4.5.2.7 inactiveTime

```
float BossBattle3.inactiveTime
```

4.5.2.8 theBoss

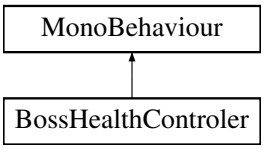
```
Transform BossBattle3.theBoss
```

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

- metal-slug6/Assets/scripts/BossBattle3.cs

4.6 BossHealthControler Class Reference

Inheritance diagram for BossHealthControler:



Public Member Functions

- void DamageBoss (int damageAmount)

Public Attributes

- Slider bossHealthSlider
- int currHealth = 30
- BossBattle1 theBoss

Static Public Attributes

- static BossHealthControler instance

4.6.1 Member Function Documentation

4.6.1.1 DamageBoss()

```
void BossHealthControler.DamageBoss (
            int damageAmount)  [inline]
```

4.6.2 Member Data Documentation

4.6.2.1 bossHealthSlider

```
Slider BossHealthControler.bossHealthSlider
```

4.6.2.2 currHealth

```
int BossHealthControler.currHealth = 30
```

4.6.2.3 instance

```
BossHealthControler BossHealthControler.instance  [static]
```

4.6.2.4 theBoss

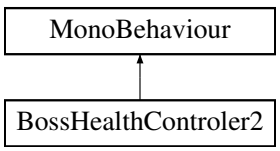
```
BossBattle1 BossHealthControler.theBoss
```

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

- metal-slug6/Assets/scripts/BossHealthControler.cs

4.7 BossHealthControler2 Class Reference

Inheritance diagram for BossHealthControler2:



Public Member Functions

- void DamageBoss (int damageAmount)

Public Attributes

- int maxHealth
- int currentHealth = 30
- BossBattle2 theBoss
- Slider healthSlider

Static Public Attributes

- static BossHealthControler2 instance

4.7.1 Member Function Documentation

4.7.1.1 DamageBoss()

```
void BossHealthControler2.DamageBoss (
            int damageAmount)  [inline]
```

4.7.2 Member Data Documentation

4.7.2.1 currentHealth

```
int BossHealthControler2.currentHealth = 30
```

4.7.2.2 healthSlider

```
Slider BossHealthControler2.healthSlider
```

4.7.2.3 instance

```
BossHealthControler2 BossHealthControler2.instance  [static]
```

4.7.2.4 maxHealth

```
int BossHealthControler2.maxHealth
```

4.7.2.5 theBoss

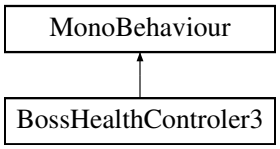
```
BossBattle2 BossHealthControler2.theBoss
```

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

- metal-slug6/Assets/scripts/BossHealthControler2.cs

4.8 BossHealthControler3 Class Reference

Inheritance diagram for BossHealthControler3:



Public Member Functions

- void DamageBoss (int damageAmount)

Public Attributes

- int maxHealth
- int currentHealth = 30
- BossBattle3 theBoss
- Slider healthSlider

Static Public Attributes

- static BossHealthControler3 instance

4.8.1 Member Function Documentation

4.8.1.1 DamageBoss()

```
void BossHealthControler3.DamageBoss (
            int damageAmount)  [inline]
```

4.8.2 Member Data Documentation

4.8.2.1 currentHealth

```
int BossHealthControler3.currentHealth = 30
```

4.8.2.2 healthSlider

```
Slider BossHealthControler3.healthSlider
```

4.8.2.3 instance

```
BossHealthControler3 BossHealthControler3.instance  [static]
```

4.8.2.4 maxHealth

```
int BossHealthControler3.maxHealth
```

4.8.2.5 theBoss

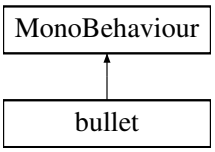
```
BossBattle3 BossHealthControler3.theBoss
```

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

- metal-slug6/Assets/scripts/BossHealthControler3.cs

4.9 bullet Class Reference

Inheritance diagram for bullet:



Public Attributes

- float bulletSpeed
- Rigidbody2D theRb
- float bulletDamage
- Vector2 bulletDirection
- int damageAmount = 1
- GameObject bulletEffect

4.9.1 Member Data Documentation

4.9.1.1 bulletDamage

```
float bullet.bulletDamage
```

4.9.1.2 bulletDirection

```
Vector2 bullet.bulletDirection
```

4.9.1.3 bulletEffect

```
GameObject bullet.bulletEffect
```

4.9.1.4 bulletSpeed

```
float bullet.bulletSpeed
```

4.9.1.5 damageAmount

```
int bullet.damageAmount = 1
```

4.9.1.6 theRb

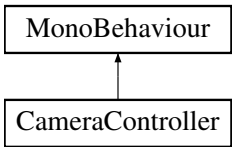
```
Rigidbody2D bullet.theRb
```

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

- metal-slug6/Assets/scripts/bullet.cs

4.10 CameraController Class Reference

Inheritance diagram for CameraController:



Public Attributes

- BoxCollider2D bound

4.10.1 Member Data Documentation

4.10.1.1 bound

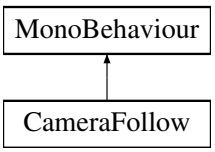
```
BoxCollider2D CameraController.bound
```

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

- metal-slug6/Assets/scripts/CameraController.cs

4.11 CameraFollow Class Reference

Inheritance diagram for CameraFollow:



Public Attributes

- Transform player
- Vector3 offset
- float smoothSpeed = 0.125f

4.11.1 Member Data Documentation

4.11.1.1 offset

```
Vector3 CameraFollow.offset
```

4.11.1.2 player

```
Transform CameraFollow.player
```

4.11.1.3 smoothSpeed

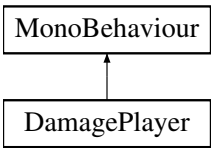
```
float CameraFollow.smoothSpeed = 0.125f
```

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

- metal-slug6/Assets/scripts/CameraFollow.cs

4.12 DamagePlayer Class Reference

Inheritance diagram for DamagePlayer:



Public Attributes

- int damageAmount = 10

4.12.1 Member Data Documentation

4.12.1.1 damageAmount

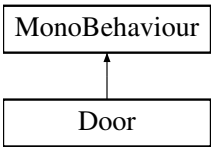
```
int DamagePlayer.damageAmount = 10
```

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

- metal-slug6/Assets/scripts/DamagePlayer.cs

4.13 Door Class Reference

Inheritance diagram for Door:



Public Attributes

- Animator anim
- float distanceToOpen
- Transform exitPoint
- float moveSpeed
- string levelToLoad

4.13.1 Member Data Documentation

4.13.1.1 anim

```
Animator Door.anim
```

4.13.1.2 distanceToOpen

```
float Door.distanceToOpen
```

4.13.1.3 exitPoint

```
Transform Door.exitPoint
```

4.13.1.4 levelToLoad

```
string Door.levelToLoad
```

4.13.1.5 moveSpeed

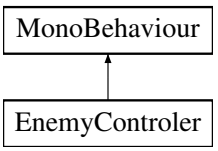
```
float Door.moveSpeed
```

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

- metal-slug6/Assets/scripts/Door.cs

4.14 EnemyControler Class Reference

Inheritance diagram for EnemyControler:



Public Attributes

- Transform[ ] patrolPoints
- float movSpeed
- float waitTime
- float jumpForce
- Rigidbody2D theRB

4.14.1 Member Data Documentation

4.14.1.1 jumpForce

```
float EnemyControler.jumpForce
```

4.14.1.2 movSpeed

```
float EnemyControler.movSpeed
```

4.14.1.3 patrolPoints

```
Transform [] EnemyControler.patrolPoints
```

4.14.1.4 theRB

```
Rigidbody2D EnemyControler.theRB
```

4.14.1.5 waitTime

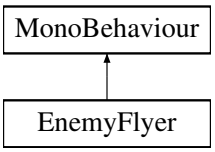
```
float EnemyControler.waitTime
```

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

- metal-slug6/Assets/scripts/EnemyControler.cs

4.15 EnemyFlyer Class Reference

Inheritance diagram for EnemyFlyer:



Public Attributes

- float RangeToMove
- float moveSpeed
- float turnSpeed
- Animator anim

4.15.1 Member Data Documentation

4.15.1.1 anim

```
Animator EnemyFlyer.anim
```

4.15.1.2 moveSpeed

```
float EnemyFlyer.moveSpeed
```

4.15.1.3 RangeToMove

```
float EnemyFlyer.RangeToMove
```

4.15.1.4 turnSpeed

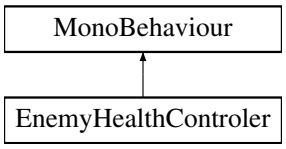
```
float EnemyFlyer.turnSpeed
```

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

- metal-slug6/Assets/scripts/EnemyFlyer.cs

4.16 EnemyHealthControler Class Reference

Inheritance diagram for EnemyHealthControler:



Public Member Functions

- void DamageEnemy (int damageAmount)

Public Attributes

- int totalHealth
- Animator anim
- GameObject deathEffect

4.16.1 Member Function Documentation

4.16.1.1 DamageEnemy()

```
void EnemyHealthControler.DamageEnemy (
            int damageAmount)  [inline]
```

4.16.2 Member Data Documentation

4.16.2.1 anim

```
Animator EnemyHealthControler.anim
```

4.16.2.2 deathEffect

```
GameObject EnemyHealthControler.deathEffect
```

4.16.2.3 totalHealth

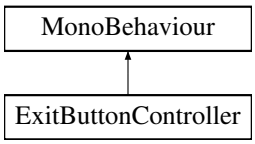
```
int EnemyHealthControler.totalHealth
```

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

- metal-slug6/Assets/scripts/EnemyHealthControler.cs

4.17 ExitButtonController Class Reference

Inheritance diagram for ExitButtonController:

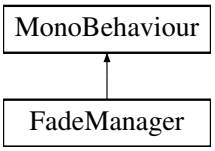


The documentation for this class was generated from the following file:

- metal-slug6/Assets/scripts/ExitButtonController.cs

4.18 FadeManager Class Reference

Inheritance diagram for FadeManager:



Public Attributes

- Image fadeImage
- string nextSceneName

4.18.1 Member Data Documentation

4.18.1.1 fadeImage

```
Image FadeManager.fadeImage
```

4.18.1.2 nextSceneName

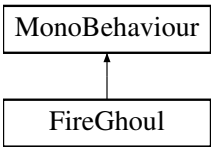
```
string FadeManager.nextSceneName
```

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

- metal-slug6/Assets/scripts/FadeManager.cs

4.19 FireGhoul Class Reference

Inheritance diagram for FireGhoul:



Public Attributes

- float movSpeed
- float jumpForce
- float RangeToMove
- Rigidbody2D theRB

4.19.1 Member Data Documentation

4.19.1.1 jumpForce

```
float FireGhoul.jumpForce
```

4.19.1.2 movSpeed

```
float FireGhoul.movSpeed
```

4.19.1.3 RangeToMove

```
float FireGhoul.RangeToMove
```

4.19.1.4 theRB

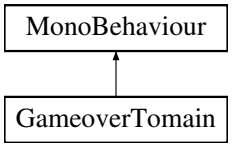
```
Rigidbody2D FireGhoul.theRB
```

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

- metal-slug6/Assets/scripts/FireGhoul.cs

4.20 GameoverTomain Class Reference

Inheritance diagram for GameoverTomain:



Public Attributes

- Image fadeImage
- float fadeDuration = 1f
- float stayDuration = 2f

4.20.1 Member Data Documentation

4.20.1.1 fadeDuration

```
float GameoverTomain.fadeDuration = 1f
```

4.20.1.2 fadeImage

```
Image GameoverTomain.fadeImage
```

4.20.1.3 stayDuration

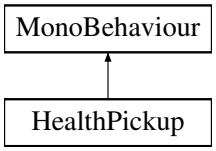
```
float GameoverTomain.stayDuration = 2f
```

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

- metal-slug6/Assets/scripts/GameoverTomain.cs

4.21 HealthPickup Class Reference

Inheritance diagram for HealthPickup:



Public Attributes

- int healAmount

4.21.1 Member Data Documentation

4.21.1.1 healAmount

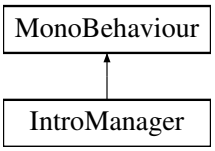
```
int HealthPickup.healAmount
```

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

- metal-slug6/Assets/scripts/HealthPickup.cs

4.22 IntroManager Class Reference

Inheritance diagram for IntroManager:



Public Attributes

- float introDuration = 5f
- float fadeDuration = 1f

4.22.1 Member Data Documentation

4.22.1.1 fadeDuration

```
float IntroManager.fadeDuration = 1f
```

4.22.1.2 introDuration

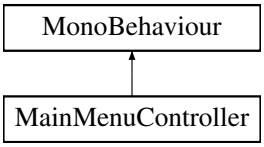
```
float IntroManager.introDuration = 5f
```

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

- metal-slug6/Assets/scripts/IntroManager.cs

4.23 MainMenuController Class Reference

Inheritance diagram for MainMenuController:



Public Member Functions

- void StartGame ()

4.23.1 Member Function Documentation

4.23.1.1 StartGame()

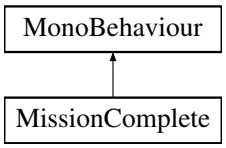
```
void MainMenuController.StartGame ()  [inline]
```

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

- metal-slug6/Assets/scripts/MainMenuController.cs

4.24 MissionComplete Class Reference

Inheritance diagram for MissionComplete:



Public Attributes

- SpriteRenderer missionCompleteSprite
- float flickerDuration = 2f
- float fadeDuration = 1f
- float flickerSpeed = 5f

4.24.1 Member Data Documentation

4.24.1.1 fadeDuration

```
float MissionComplete.fadeDuration = 1f
```

4.24.1.2 flickerDuration

```
float MissionComplete.flickerDuration = 2f
```

4.24.1.3 flickerSpeed

```
float MissionComplete.flickerSpeed = 5f
```

4.24.1.4 missionCompleteSprite

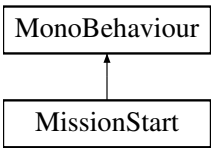
```
SpriteRenderer MissionComplete.missionCompleteSprite
```

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

- metal-slug6/Assets/scripts/MissionComplete.cs

4.25 MissionStart Class Reference

Inheritance diagram for MissionStart:



Public Attributes

- SpriteRenderer missionSprite
- SpriteRenderer startSprite
- float flickerDuration = 2f
- float fadeDuration = 1f
- float flickerSpeed = 5f

4.25.1 Member Data Documentation

4.25.1.1 fadeDuration

```
float MissionStart.fadeDuration = 1f
```

4.25.1.2 flickerDuration

```
float MissionStart.flickerDuration = 2f
```

4.25.1.3 flickerSpeed

```
float MissionStart.flickerSpeed = 5f
```

4.25.1.4 missionSprite

```
SpriteRenderer MissionStart.missionSprite
```

4.25.1.5 startSprite

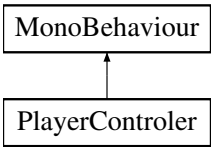
```
SpriteRenderer MissionStart.startSprite
```

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

- metal-slug6/Assets/scripts/MissionStart.cs

4.26 PlayerControler Class Reference

Inheritance diagram for PlayerControler:



Public Attributes

- Rigidbody2D theRB
- Animator anim
- Animator crouchAnim
- float moveSpeed
- float jumpForce
- LayerMask whatIsGround
- Transform groundCheck
- bullet bullet
- Transform firePoint
- GameObject standing
- GameObject crouch
- float waitToCrouch
- bool canMove

4.26.1 Member Data Documentation

4.26.1.1 anim

```
Animator PlayerControler.anim
```

4.26.1.2 bullet

```
bullet PlayerControler.bullet
```

4.26.1.3 canMove

```
bool PlayerControler.canMove
```

4.26.1.4 crouch

```
GameObject PlayerControler.crouch
```

4.26.1.5 crouchAnim

```
Animator PlayerControler.crouchAnim
```

4.26.1.6 firePoint

```
Transform PlayerControler.firePoint
```

4.26.1.7 groundCheck

```
Transform PlayerControler.groundCheck
```

4.26.1.8 jumpForce

```
float PlayerControler.jumpForce
```

4.26.1.9 moveSpeed

```
float PlayerControler.moveSpeed
```

4.26.1.10 standing

```
GameObject PlayerControler.standing
```

4.26.1.11 theRB

```
Rigidbody2D PlayerControler.theRB
```

4.26.1.12 waitToCrouch

```
float PlayerControler.waitToCrouch
```

4.26.1.13 whatIsGround

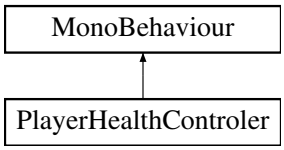
```
LayerMask PlayerControler.whatIsGround
```

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

- metal-slug6/Assets/scripts/PlayerControler.cs

4.27 PlayerHealthControler Class Reference

Inheritance diagram for PlayerHealthControler:



Public Member Functions

- void DamagePlayer (int damageAmount)
- void HealPlayer (int healAmount)

Public Attributes

- int currentHealth
- float invincibilityLength
- float flashLength
- int maxHealth = 10
- SpriteRenderer[ ] playerSprites
- AudioSource audioSource
- AudioClip damageSound
- AudioClip healthPickupSound

Static Public Attributes

- static PlayerHealthControler instance

4.27.1 Member Function Documentation

4.27.1.1 DamagePlayer()

```
void PlayerHealthControler.DamagePlayer (
            int damageAmount)  [inline]
```

4.27.1.2 HealPlayer()

```
void PlayerHealthControler.HealPlayer (
            int healAmount)  [inline]
```

4.27.2 Member Data Documentation

4.27.2.1 audioSource

```
AudioSource PlayerHealthControler.audioSource
```

4.27.2.2 currentHealth

```
int PlayerHealthControler.currentHealth
```

4.27.2.3 damageSound

```
AudioClip PlayerHealthControler.damageSound
```

4.27.2.4 flashLength

```
float PlayerHealthControler.flashLength
```

4.27.2.5 healthPickupSound

```
AudioClip PlayerHealthControler.healthPickupSound
```

4.27.2.6 instance

```
PlayerHealthControler PlayerHealthControler.instance  [static]
```

4.27.2.7 invincibilityLength

```
float PlayerHealthControler.invincibilityLength
```

4.27.2.8 maxHealth

```
int PlayerHealthControler.maxHealth = 10
```

4.27.2.9 playerSprites

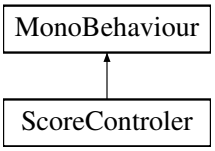
```
SpriteRenderer [] PlayerHealthControler.playerSprites
```

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

- metal-slug6/Assets/scripts/PlayerHealthControler.cs

4.28 ScoreControler Class Reference

Inheritance diagram for ScoreControler:



Static Public Member Functions

- static void AddPoints (int pointsToAdd)

Public Attributes

- TextMeshProUGUI scoreText

Static Public Attributes

- static int scoreValue = 0

4.28.1 Member Function Documentation

4.28.1.1 AddPoints()

```
static void ScoreControler.AddPoints (
            int pointsToAdd)  [inline], [static]
```

4.28.2 Member Data Documentation

4.28.2.1 scoreText

```
TextMeshProUGUI ScoreControler.scoreText
```

4.28.2.2 scoreValue

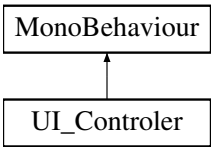
```
int ScoreControler.scoreValue = 0  [static]
```

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

- metal-slug6/Assets/scripts/ScoreControler.cs

4.29 UI_Controler Class Reference

Inheritance diagram for UI_Controler:



Public Member Functions

- void UpdateHealth (int currentHealth, int maxHealth)

Public Attributes

- Slider healthSlider

Static Public Attributes

- static UI_Controler instance

4.29.1 Member Function Documentation

4.29.1.1 UpdateHealth()

```
void UI_Controler.UpdateHealth (
            int currentHealth,
            int maxHealth)  [inline]
```

4.29.2 Member Data Documentation

4.29.2.1 healthSlider

```
Slider UI_Controler.healthSlider
```

4.29.2.2 instance

```
UI_Controler UI_Controler.instance  [static]
```

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

- metal-slug6/Assets/scripts/UI_Controler.cs

Chapter 5

File Documentation

5.1 metal-slug6/Assets/scripts/Boss1Bullet.cs File Reference

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- class Boss1Bullet

5.2 metal-slug6/Assets/scripts/BossActivator.cs File Reference

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- class BossActivator

5.3 metal-slug6/Assets/scripts/BossBattle1.cs File Reference

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5.7 metal-slug6/Assets/scripts/BossHealthControler2.cs File Reference

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5.8 metal-slug6/Assets/scripts/BossHealthControler3.cs File Reference

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5.9 metal-slug6/Assets/scripts/bullet.cs File Reference

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5.10 metal-slug6/Assets/scripts/CameraController.cs File Reference

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5.11 metal-slug6/Assets/scripts/CameraFollow.cs File Reference

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5.28 metal-slug6/Assets/scripts/ScoreControler.cs File Reference

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5.29 metal-slug6/Assets/scripts/UI_Controler.cs File Reference

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