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| Scripts | Conditionals | Cyclomatic Complexity |
| ControlMenu.cs | none | 1 |
| ControlMenuThree.cs | none | 1 |
| ControlMenuTwo.cs | none | 1 |
| CubeMeshData.cs | for statements: 1 | 2 |
| FlockBehavior.cs | if statements: 8  foreach statements: 1 | 10 |
| FlockPets.cs | if statements: 1  for statements: 1 | 3 |
| FollowTarget.cs | none | 1 |
| GameTimer.cs | none | 1 |
| ProCube.cs | for statements: 1 | 2 |
| ProGrid.cs | for statements: 2 | 3 |
| Scoreboard.cs | if statements: 3 | 4 |
| SphereColor.cs | none | 1 |
| TimeRndmSpawn.cs | if statements: 1 | 2 |
| VoxelDisplay.cs | if statements: 1  for statements: 3 | 5 |
| VoxelInfo.cs | none | 1 |