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| --- | --- | --- |
| Scripts | Conditionals | Cyclomatic Complexity |
| BREANNA’S SCRIPTS |  |  |
| ButtonManager.cs | 0 | 1 |
| OnTriggerLoadLevel.cs | If statements : 2 | 3 |
| ThirdPersonUserControl.cs | If statements : 5  Else statements : 3 | 9 |
| ThirdPersonCharacter.cs | If statements : 13  Else statements : 4 | 18 |
| RICKY’S SCRIPTS |  |  |
| gameplayCanvas.cs | If statements: 2  For statements: 1 | 3 |
| MainMenu.cs | None | 1 |
| monster.cs | If statements:19 | 20 |
| player.cs | If Statements: 2  Else if statements: 1 | 4 |
| SAM’S SCRIPTS |  |  |
| CubeMeshData.cs | for statements: 1 | 2 |
| GameTimer.cs | none | 1 |
| ProCube.cs | for statements: 1 | 2 |
| ProGrid.cs | for statements: 2 | 3 |
| Scoreboard.cs | if statements: 2 | 3 |
| SphereColor.cs | none | 1 |
| TimeRndmSpawn.cs | if statements: 1 | 2 |
| VoxelDisplay.cs | if statements: 1  for statements: 3 | 5 |
| VoxelInfo.cs | None | 1 |
| BRIT’S SCRIPTS |  |  |
| Jeep.cs | if statements: 5 | 6 |
| JeepCam.cs | if statements: 6  else statements: 2 | 9 |
| Road.cs | foreach loop: 1  if statements: 1 | 3 |
| Water.cs | foreach loop: 1  if statements: 1 | 3 |
| WaveBuilder.cs | if statements: 1  for loop: 1 | 3 |
| Timer.cs | None | 1 |