SpicyNvader - Sam Greppin

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Class List

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

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Classes

- class **Alien**class **Obstacle**
- class **Player**
- class **Ship**
- class **Shot**

Test Namespace Reference

Classes

class **TestSpicyNvader**

Class Documentation

Classes.Alien Class Reference

Public Member Functions

- **Alien** (byte number, int locationX, int locationY, bool alive)

Properties

- byte **Number** `[get, set]`
- int **LocationX** `[get, set]`
- int **LocationY** `[get, set]`
- bool **Alive** `[get, set]`

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

- Classes/Alien.cs

Classes.Obstacle Class Reference

Public Member Functions

- **Obstacle** (int locationX, int locationY, byte health)

Properties

- int **LocationX** `[get, set]`
- int **LocationY** `[get, set]`
- byte **Health** `[get, set]`

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

- Classes/Obstacle.cs

Classes.Player Class Reference

Public Member Functions

- **Player** (string name, int score)

Properties

- string **Name** `[get, set]`
- int **Score** `[get, set]`

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

- Classes/Player.cs

Classes.Ship Class Reference

Public Member Functions

- **Ship** (int locationX, int locationY, int health, bool alive)
- void **moveRight** (**Ship** ship)
- void **moveLeft** (**Ship** ship)

Properties

- int **LocationX** [get, set]
- int **LocationY** [get, set]
- int **Health** [get, set]
- bool **Alive** [get, set]

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

- Classes/Ship.cs

Classes.Shot Class Reference

Public Member Functions

- **Shot** (int locationX, int locationY)

Properties

- int **LocationX** `[get, set]`
- int **LocationY** `[get, set]`

The documentation for this class was generated from the following file:
- Classes/Shot.cs

Test.TestSpicyNvader Class Reference

Public Member Functions

- void **TestPlayerName** ()
- void **TestGoRight** ()
- void **TestGoLeft** ()
- void **TestCreationAlien** ()

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

- Test/TestSpicyNvader.cs

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