1. **Adjust Volume** (*68 lines*) – This script adjusts the volume of background music and sfx of the game.

A screenshot of a computer

Description automatically generated with medium confidence

2. **Audio Manager** (*45 lines*) – This script set ups the volume of music and sfx via mixer.

A screenshot of a computer

Description automatically generated

3. **Background Music** (*40 lines*) – This script play or stop the background music.

A screenshot of a computer screen

Description automatically generated

4. **Back On Escape** (*47 lines*) – This script closes option menu and help menu when “esc” is pressed.

A screenshot of a computer

Description automatically generated

5. **Confirmation UI** (*49 lines*) – This script is about the exit menu, there will be a UI that will ask for confirmation.

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Description automatically generated

6. **Game Manager** (*99 lines*) – This script is attached to Game Manager object in Luksong Baka Scene. It holds public string constants, holds variables used in various scripts, updates score.

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Description automatically generated with medium confidence

7. **Main Menu** (*57 lines*) – This script redirects main menu scene to other menu and scenes like Luksong Baka Scene, Help Scene, and Option Menu.

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Description automatically generated with medium confidence

8. **Pause Menu** (*82 lines*) – This script maintains the overall progress of the game, when it is paused and resumed. The game will stop or freeze when the game pause, and will continue once it’s resumed.

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Description automatically generated

9. **Player Controller** (*411 lines*) – This script manages controls of the player such as jumping, throws, animations, and sound effects.

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Description automatically generated

10. **Player Health** (*79 lines*) – This script controls the number of lives of the player, when the player collects a heart then the player will regain another life.

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Description automatically generated

11. **Player Powerup** (*242 lines*) – This script revolves on all the powerups such as strength, bomb, and dagger powerup.

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Description automatically generated with medium confidence

12. **Shake Screen** (*44 lines*) – This script manages the shake screen effect when the player hits an obstacle/cow/truck.

A screenshot of a computer

Description automatically generated

13. **Spawn Manager** (*236 lines*) – This script spawns the obstacle and cow which gradually increases the spawn rate as the game progresses. It also spawn powerups and hearts.

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Description automatically generated

14. **Truck Collision** (*98 lines*) - This script controls all collision to trucks.

A screenshot of a computer

Description automatically generated

15. **UI Manager in Game** (*81 lines*) - Load and controls ui in game which includes score, game over menu, and restarting the game

A screenshot of a computer

Description automatically generated

16. **Move Background** (*18 lines*) – Reset the position of the moving background when on its half.

A screenshot of a computer screen

Description automatically generated

17. **Move Left** (*208 lines*) – This script is all about the speed of the game, how fast the obstacles, cows, trucks and the background go left, as well as the visual effects and sound effects of the obstacles, when their being destroyed. This script also deletes all objects that are being out of bounds as well as the adding of score.

A screenshot of a computer

Description automatically generated

18. **Move Right** (*23 lines*) – This script is attached to projectiles, specifically bombs and daggers to make it go right and hit some objects.

A screenshot of a computer

Description automatically generated

19. **Move Top Right** (*25 lines*) – This script is attached to all obstacles. It handles the movement of thrown obstacles (caused by collision with player with strength powerup)

A screenshot of a computer

Description automatically generated

20. **Rotate in Y axis** (*16 lines*) – This script is attached to dagger prefab and powerup indicator. Rotate the object in its y axis. The rotate speed will be different for each object.

A screenshot of a computer

Description automatically generated

21. **Rotate in Z axis** (*16 lines*) – This script is attached to bomb and powerup prefabs. Rotate the object in its z axis. The rotate speed will be different for each object.

A screenshot of a computer

Description automatically generated with medium confidence