8X8 GAMES BY SIMONE TIBERTI
class diagram uml

GameManager

Attributi

delegate
GameDelegate();
GameManager Instance;
event GameDelegate
OnGameStarted;
event GameDelegate
OnGameover;
GameObject startPage;
GameObject
gameOverPage;
GameObject gamePage;
GameObject boardGame;
enum PageState
int score;

Metodi

Awake() ;
OnEnable() ;
OnDisable() ;
OnEndGame() ;
OnScored() ;
SetPageState(PageState);
ConfirmGameOver() ;
StartGame() ;

ScorePointScript

Attributi

Int punteggio ;
Text Score ;

Metodi

OnEnable() ;
OnDisable() ;
Update() ;

HighScoreScript

Attributi

Int punteggio ;
Text Score ;

Metodi

OnEnable() ;
Update() ;

BoardScript

Attributi

delegate BoardDelegate();
event BoardDelegate
OnEndGame;
event BoardDelegate
OnScored;
int width ;
int height ;
GameObject spawn;
GameObject[,] cubearray;
float colorcheck ;
int score;
int highScore ;
int countdown;

Metodi

OnEnable() ;
OnDisable() ;
Update() ;
SetUp() ;
CheckColor() ;
DestroyAreaColor(int, int);
DestroyAllSpawn();

IEnumerator Countdown() ;

SpawnScript

Attributi

GameObject cube;
bool empty ;
int index;
int indey;

Metodi

Start() ;
Update() ;
SpawnCube() ;

CubeScript

Attributie

SpriteRenderer sprite;
Transform trans;
Color red ;
Color blue ;
Color green ;
Color yellow ;
Color violet ;
Color orange ;
float numerocol ;
bool isIncontact ;
int index ;
int indey ;

Metodi

Start() ;
Update() ;
Color ColoreRandom();
bool CubebyTouch(Touch);
DestroyCube();