

# Namespace AddressableAssets

## Classes

[AssetReferenceAudioClip](#)

# Class AssetReferenceAudioClip


Namespace: [AddressableAssets](#)

Assembly: Assembly-CSharp.dll

[Serializable]

```
public class AssetReferenceAudioClip : AssetReferenceT<AudioClip>, IKeyEvaluator
```











## Inheritance

[object](#)  ← AssetReference ← AssetReferenceT<AudioClip> ← AssetReferenceAudioClip

## Implements

IKeyEvaluator

## Inherited Members

AssetReferenceT<AudioClip>.LoadAsset() , AssetReferenceT<AudioClip>.LoadAssetAsync() ,  
AssetReferenceT<AudioClip>.ValidateAsset(Object) ,  
[AssetReferenceT<AudioClip>.ValidateAsset\(string\)](#)  , AssetReferenceT<AudioClip>.DerivedClassType ,  
AssetReferenceT<AudioClip>.editorAsset , AssetReference.m\_AssetGUID , AssetReference.IsValid() ,  
AssetReference.ToString() , AssetReference.LoadAsset<TObject>() , AssetReference.LoadScene() ,  
AssetReference.Instantiate(Vector3, Quaternion, Transform) ,  
[AssetReference.Instantiate\(Transform, bool\)](#)  , AssetReference.LoadAssetAsync<TObject>() ,  
[AssetReference.LoadSceneAsync\(LoadSceneMode, bool, int\)](#)  , AssetReference.UnLoadScene() ,  
AssetReference.InstantiateAsync(Vector3, Quaternion, Transform) ,  
[AssetReference.InstantiateAsync\(Transform, bool\)](#)  , AssetReference.RuntimeKeysIsValid() ,  
AssetReference.ReleaseAsset() , AssetReference.ReleaseInstance(GameObject) ,  
AssetReference.SetEditorAsset(Object) , AssetReference.SetEditorSubObject(Object) ,  
AssetReference.OperationHandle , AssetReference.RuntimeKey , AssetReference.AssetGUID ,  
AssetReference.SubObjectName , AssetReference.IsDone , AssetReference.Asset ,  
AssetReference.CachedAsset , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  ,  
[object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  ,  
[object.ReferenceEquals\(object, object\)](#) 

## Constructors

AssetReferenceAudioClip(string)

```
public AssetReferenceAudioClip(string guid)
```

## Parameters

guid [string](#) 

# Namespace Audio

## Classes

[FootstepsSoundPlayer](#)

[MusicPlayer](#)

This class handles music playing.


# Class FootstepsSoundPlayer

Namespace: [Audio](#)

Assembly: Assembly-CSharp.dll

```
public class FootstepsSoundPlayer : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [FootstepsSoundPlayer](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),  
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),  
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),  
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),  
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),  
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),  
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),  
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

# Class MusicPlayer

Namespace: [Audio](#)

Assembly: Assembly-CSharp.dll

This class handles music playing.

```
public class MusicPlayer : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← MusicPlayer

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),



[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,  
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,  
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,  
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,  
Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#)<sup>↗</sup> , [Object.ToString\(\)](#) , [Object.name](#) ,  
[Object.hideFlags](#) , [object.Equals\(object, object\)](#)<sup>↗</sup> , [object.GetType\(\)](#)<sup>↗</sup> , [object.MemberwiseClone\(\)](#)<sup>↗</sup> ,  
[object.ReferenceEquals\(object, object\)](#)<sup>↗</sup>

## Properties

### Instance

```
public static MusicPlayer Instance { get; }
```

### Property Value

[MusicPlayer](#)

# Namespace Gameplay

## Classes

### [Config](#)

This class handles the game configuration.

### [EventManager](#)

This class handles all events.

### [Gameplay](#)

### [Health](#)

### [HurtingObject](#)

### [PathGenerator](#)

### [PlayerMovement](#)

### [SceneLoader](#)

## Enums

### [Lane](#)

# Class Config

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

This class handles the game configuration.

```
public class Config : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← Config

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),

[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,  
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,  
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,  
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,  
Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#)<sup>↗</sup> , [Object.ToString\(\)](#) , [Object.name](#) , [Object.hideFlags](#) , [object.Equals\(object, object\)](#)<sup>↗</sup> , [object.GetType\(\)](#)<sup>↗</sup> , [object.MemberwiseClone\(\)](#)<sup>↗</sup> , [object.ReferenceEquals\(object, object\)](#)<sup>↗</sup>

## Properties

### InitialPlayerPosition

```
public Vector3 InitialPlayerPosition { get; }
```

Property Value

[Vector3](#)

### Instance

```
public static Config Instance { get; }
```

Property Value

[Config](#)

### LaneWidth

```
public float LaneWidth { get; }
```


Property Value

[float](#)<sup>↗</sup>

### TileLength

```
public float TileLength { get; }
```

Property Value

[float](#) 

# Class EventManager

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

This class handles all events.

```
public class EventManager : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← EventManager

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),



[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,  
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,  
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,  
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,  
Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#)<sup>↗</sup> , [Object.ToString\(\)](#) , [Object.name](#) , [Object.hideFlags](#) , [object.Equals\(object, object\)](#)<sup>↗</sup> , [object.GetType\(\)](#)<sup>↗</sup> , [object.MemberwiseClone\(\)](#)<sup>↗</sup> , [object.ReferenceEquals\(object, object\)](#)<sup>↗</sup>

## Properties

### Instance

```
public static EventManager Instance { get; }
```

### Property Value

[EventManager](#)

## Methods

### RaiseOnGameOver()

```
public void RaiseOnGameOver()
```

### RaiseOnGamePaused()

```
public void RaiseOnGamePaused()
```

### RaiseOnGameResumed()

```
public void RaiseOnGameResumed()
```

## Events

### OnGameOver

`public static event Action OnGameOver`

Event Type

[Action](#)

## OnGamePaused

`public static event Action OnGamePaused`

Event Type

[Action](#)

## OnGameResumed

`public static event Action OnGameResumed`

Event Type

[Action](#)

# Class Gameplay

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

```
public class Gameplay : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← Gameplay

## Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#), [Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#), [Component.SendMessageUpwards\(string, SendMessageOptions\)](#),

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),  
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),  
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),  
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),  
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),  
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),  
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),  
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Properties

### CurrentScore

```
public int CurrentScore { get; }
```

Property Value

[int](#)

### Instance

This class handles gameplay-related things.

```
public static Gameplay Instance { get; set; }
```

Property Value

[Gameplay](#)

### IsGamePaused

```
public bool IsGamePaused { get; }
```

Property Value

[bool](#)

### Player

```
public GameObject Player { get; }
```

Property Value

GameObject

## Methods

### OnSwitchGamePause(CallbackContext)

```
public void OnSwitchGamePause(InputAction.CallbackContext context)
```

Parameters

**context** InputAction.CallbackContext

### PauseGame()

```
public void PauseGame()
```

### ResumeGame()

```
public void ResumeGame()
```


# Class Health

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

```
public class Health : MonoBehaviour
```

## Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← Health

## Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 



[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),  
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),  
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),  
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),  
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),  
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),  
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),  
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Properties

### HealthPoints

```
public int HealthPoints { get; set; }
```

#### Property Value

[int](#)

## Methods

### ReceiveDamage()

```
public void ReceiveDamage()
```

# Class HurtingObject

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

```
public class HurtingObject : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [HurtingObject](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(enumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),  
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),  
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),  
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),  
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),  
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),  
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),  
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

# Enum Lane

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

```
public enum Lane
```

## Fields

```
Left = 0
```

```
Middle = 1
```

```
Right = 2
```

# Class PathGenerator

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

```
public class PathGenerator : MonoBehaviour
```

## Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← PathGenerator

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), Component.GetComponentIndex(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,  
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),  
[Object.Equals\(object\)](#), Object.InstantiateAsync<T>(T), Object.InstantiateAsync<T>(T, Transform),  
Object.InstantiateAsync<T>(T, Vector3, Quaternion),  
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
Object.Instantiate(Object, Vector3, Quaternion),  
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),  
Object.Instantiate(Object, Scene), Object.Instantiate(Object, Transform),  
[Object.Instantiate\(Object, Transform, bool\)](#), Object.Instantiate<T>(T),  
Object.Instantiate<T>(T, Vector3, Quaternion),  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),  
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),  
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),  
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),  
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),  
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),  
Object.FindFirstObjectByType<T>(FindObjectsInactive),  
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,



Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Properties

### NumberOfNextTiles

```
public int NumberOfNextTiles { get; }
```

Property Value

[int](#)

### NumberOfPreviousTiles

```
public int NumberOfPreviousTiles { get; }
```

Property Value

[int](#)

# Class PlayerMovement

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

```
public class PlayerMovement : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [PlayerMovement](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

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[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,  
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),  
[Object.Equals\(object\)](#), Object.InstantiateAsync<T>(T), Object.InstantiateAsync<T>(T, Transform),  
Object.InstantiateAsync<T>(T, Vector3, Quaternion),  
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
Object.Instantiate(Object, Vector3, Quaternion),  
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),  
Object.Instantiate(Object, Scene), Object.Instantiate(Object, Transform),  
[Object.Instantiate\(Object, Transform, bool\)](#), Object.Instantiate<T>(T),  
Object.Instantiate<T>(T, Vector3, Quaternion),  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),  
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),  
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),  
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),  
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),  
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),  
Object.FindFirstObjectByType<T>(FindObjectsInactive),  
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Properties

### CurrentLane

```
public Lane CurrentLane { get; }
```

Property Value

[Lane](#)

### GravityValue

```
public float GravityValue { get; }
```

Property Value

[float](#)

### GroundCheckDistance

```
public float GroundCheckDistance { get; }
```

Property Value

[float](#)

### HorizontalMovementSpeed

```
public float HorizontalMovementSpeed { get; }
```

Property Value

[float](#)

## IsGrounded

```
public bool IsGrounded { get; }
```

Property Value

[bool](#)

## JumpHeight

```
public float JumpHeight { get; }
```

Property Value

[float](#)

## MovementDirection

```
public Vector3 MovementDirection { get; }
```

Property Value

Vector3

## MovementSpeed

```
public float MovementSpeed { get; }
```

Property Value

## Methods

### OnJump(CallbackContext)

```
public void OnJump(InputAction.CallbackContext context)
```

#### Parameters

**context** InputAction.CallbackContext

### OnMoveLeft(CallbackContext)

```
public void OnMoveLeft(InputAction.CallbackContext context)
```

#### Parameters

**context** InputAction.CallbackContext

### OnMoveRight(CallbackContext)

```
public void OnMoveRight(InputAction.CallbackContext context)
```

#### Parameters

**context** InputAction.CallbackContext

# Class SceneLoader

Namespace: [Gameplay](#)

Assembly: Assembly-CSharp.dll

```
public class SceneLoader : MonoBehaviour
```

## Inheritance

[object](#) ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [SceneLoader](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#), [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#), [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#), [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#), [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#), [Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#), [Component.SendMessageUpwards\(string, SendMessageOptions\)](#),

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),  
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),  
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),  
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),  
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),  
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),  
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),  
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),



Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Properties

### GameSceneName

```
public string GameSceneName { get; }
```

Property Value

[string](#)

### Instance

```
public static SceneLoader Instance { get; set; }
```

Property Value

[SceneLoader](#)

### MenuSceneName

```
public string MenuSceneName { get; }
```

Property Value

[string](#)

## Methods

### LoadMenu()

```
public void LoadMenu()
```

## QuitGame()

```
public void QuitGame()
```

## StartGame()

```
public void StartGame()
```

# Namespace UI

## Classes

[PauseMenuUI](#)

[ScoreUI](#)


# Class PauseMenuUI

Namespace: [UI](#)

Assembly: Assembly-CSharp.dll

```
public class PauseMenuUI : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [PauseMenuUI](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

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[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),  
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),  
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),  
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),  
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),  
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
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[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),  
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),  
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),

Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Methods

### Hide()

```
public void Hide()
```

### Show()

```
public void Show()
```


# Class ScoreUI

Namespace: [UI](#)

Assembly: Assembly-CSharp.dll

```
public class ScoreUI : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [ScoreUI](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), [Component.transform](#),  
[Component.gameObject](#), [Component.tag](#), [Object.GetInstanceID\(\)](#), [Object.GetHashCode\(\)](#),  
[Object.Equals\(object\)](#), [Object.InstantiateAsync<T>\(T\)](#), [Object.InstantiateAsync<T>\(T, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#), [Object.InstantiateAsync<T>\(T, int\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#),  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#),  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion\)](#),  
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#), [Object.Instantiate\(Object\)](#),  
[Object.Instantiate\(Object, Scene\)](#), [Object.Instantiate\(Object, Transform\)](#),  
[Object.Instantiate\(Object, Transform, bool\)](#), [Object.Instantiate<T>\(T\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#),  
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#), [Object.Instantiate<T>\(T, Transform\)](#),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), [Object.Destroy\(Object\)](#),  
[Object.DestroyImmediate\(Object, bool\)](#), [Object.DestroyImmediate\(Object\)](#),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.DontDestroyOnLoad\(Object\)](#), [Object.DestroyObject\(Object, float\)](#),  
[Object.DestroyObject\(Object\)](#), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), [Object.FindObjectsOfType<T>\(\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#), [Object.FindObjectsOfType<T>\(bool\)](#),  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#),  
[Object.FindObjectOfType<T>\(\)](#), [Object.FindObjectOfType<T>\(bool\)](#),  
[Object.FindFirstObjectByType<T>\(\)](#), [Object.FindAnyObjectByType<T>\(\)](#),  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), [Object.ToString\(\)](#), [Object.name](#),



Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)