My Project

Generated by Doxygen 1.8.13

Contents

1 Hierarchical Index **1**

1.1 Class Hierarchy 1

2 Class Index **3**

2.1 Class List 3

3 Class Documentation **5**

3.1 ButtonManager Class Reference 5

3.1.1 Detailed Description 5

3.1.2 Member Function Documentation 5

3.1.2.1 NewGameBtn() 5

3.2 FlipperMove Class Reference 6

3.3 GameManager Class Reference 6

3.4 GroundPoints Class Reference 7

3.5 Obstacle Class Reference 7

3.6 Score Class Reference 7

3.7 Spring Class Reference 8

Index **9**

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

MonoBehaviour
- ButtonManager 5
- FlipperMove 6
- GameManager 6
- GroundPoints 7
- Obstacle 7
- Score 7
- Spring 8

Chapter 2

Class Index

2.1 Class List

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

ButtonManager 5
FlipperMove 6
GameManager 6
GroundPoints 7
Obstacle 7
Score 7
Spring 8

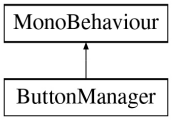
Chapter 3

Class Documentation

Comments: The ButtonManager class handles all of the menu buttons for the pre and post-game menu. Essentially this class handles the User Interface outside of the game.

3.1 ButtonManager Class Reference

Inheritance diagram for ButtonManager:



Public Member Functions

- void NewGameBtn (string newGame)
- void **ExitGameBtn** ()

3.1.1 Detailed Description

asdfjhalsdkjfhaskdjfhalskdjfhalsdjkf

3.1.2 Member Function Documentation

3.1.2.1 NewGameBtn()

```
void ButtonManager.NewGameBtn (
            string newGame )
```

A test class. A more elaborate class description.

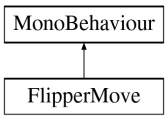
The documentation for this class was generated from the following file:

- ButtonManager.cs

Comments: The FlipperMove class handles the movement of the flippers in the game. The flippers are the main game objects that the user interacts with in Space Pinball 2017.

3.2 FlipperMove Class Reference

Inheritance diagram for FlipperMove:



Public Attributes

- float **restPosition** = 0f
- float **pressedPosition** = 45f
- float **hitStrength** = 10000f
- float **flipperDamper** = 350f
- string **inputName**

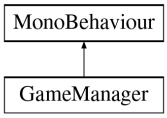
The documentation for this class was generated from the following file:

- FlipperMove.cs

Comments: The GameManager class manages the core gameplay and the state of the pinball game. Only one instance of GameManager is created, and this object organizes and calls the other game modules.

3.3 GameManager Class Reference

Inheritance diagram for GameManager:



Public Attributes

- float **speed**
- int **score**
- GameObject **resetBtn**
- Text **scoreText**
- Text **scoreTextMenu**
- Text **bestScoreText**
- LayerMask **whatIsGround**
- Animator **gameOverAnim**
- Transform **contactPoint**

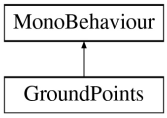
The documentation for this class was generated from the following file:

- GameManager.cs

Comments: The GroundPoints class manages the game objects on the floor of the pinball field that the pinball object passes over. These obstacles add points to the user's score, and have different modes with their own associated score multipliers.

3.4 GroundPoints Class Reference

Inheritance diagram for GroundPoints:



Public Attributes

- float **scoreBonus** = 100
- int **multiplier** = 1
- int **mode** = 0

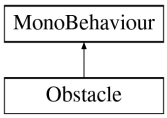
The documentation for this class was generated from the following file:

- GroundPoints.cs

Comments: The Obstacle class manages the above ground obstacles on the pinball field. Collisions with the pinball add points to the user's score, and certain combinations of collisions will apply score multipliers.

3.5 Obstacle Class Reference

Inheritance diagram for Obstacle:



Public Attributes

- int **mode** = 0
- float **scoreBonus** = 100
- int **multiplier** = 1

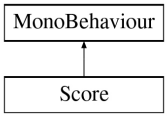
The documentation for this class was generated from the following file:

- Obstacle.cs

Comments: The Score class manages the player's score during the game, as well as the all time high score that has been achieved by previous players.

3.6 Score Class Reference

Inheritance diagram for Score:



Public Attributes

- float **highScore**
- s float **currentScore** = 0
- float [ ] **topScores**

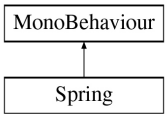
The documentation for this class was generated from the following file:

- Score.cs

Comments: The Spring class manages the spring that 'launches' the pinball at the start of the game.

3.7 Spring Class Reference

Inheritance diagram for Spring:



Public Attributes

- float **hitStrength** = 50000f
- float **restPosition** = 0f
- bool **wait** = true

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

- Spring.cs

Index

ButtonManager, 5
    NewGameBtn, 5

FlipperMove, 6

GameManager, 6
GroundPoints, 7

NewGameBtn
    ButtonManager, 5

Obstacle, 7

Score, 7
Spring, 8