

My Project

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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:

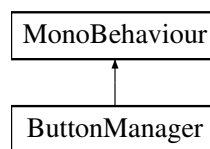
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FlipperMove	6
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Chapter 3

Class Documentation

3.1 ButtonManager Class Reference

Inheritance diagram for ButtonManager:



Public Member Functions

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

3.1.1 Detailed Description

asdfjhalsdkjfhaskdjfhalskdjfhalsdjf

3.1.2 Member Function Documentation

3.1.2.1 NewGameBtn()

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

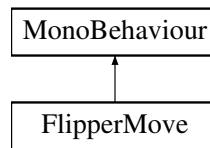
A test class. A more elaborate class description.

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

- ButtonManager.cs

3.2 FlipperMove Class Reference

Inheritance diagram for FlipperMove:



Public Attributes

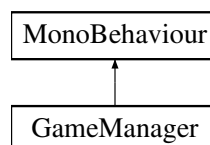
- float **restPosition** = 0f
- float **pressedPosition** = 45f
- float **hitStrength** = 10000f
- float **flipperDamper** = 350f
- string **inputName**

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

- FlipperMove.cs

3.3 GameManager Class Reference

Inheritance diagram for GameManager:



Public Attributes

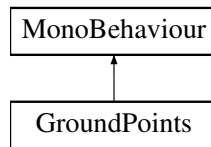
- float **speed**
- int **score**
- GameObject **resetBtn**
- Text **scoreText**
- Text **scoreTextMenu**
- Text **bestScoreText**
- LayerMask **whatIsGround**
- Animator **gameOverAnim**
- Transform **contactPoint**

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

- GameManager.cs

3.4 GroundPoints Class Reference

Inheritance diagram for GroundPoints:



Public Attributes

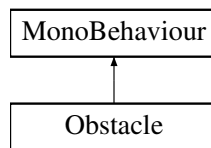
- float **scoreBonus** = 100
- int **multiplier** = 1
- int **mode** = 0

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

- GroundPoints.cs

3.5 Obstacle Class Reference

Inheritance diagram for Obstacle:



Public Attributes

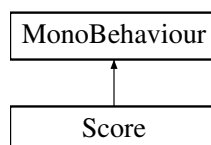
- int **mode** = 0
- float **scoreBonus** = 100
- int **multiplier** = 1

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

- Obstacle.cs

3.6 Score Class Reference

Inheritance diagram for Score:



Public Attributes

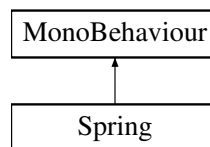
- float **highScore**
- s float **currentScore** = 0
- float [] **topScores**

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

- Score.cs

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

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