Model::Main

QestionChecker

- +private PlayAudio audioScript;
- +private QuestionGenerator questiongenerator;
- +private AnimationHandler animations;
- +[serializeField]private InputField inputAnswer;
- +[SerializeField]private GameObject victoryScreen
- +[SerializeField]private GameObject defeatScreen
- +private int winstreak = 0;
- +private bool isSkipping = false;
- +private Profile profile;
- +CheckQuestion()
- +Victory()
- +Deafeat()
- +QuestionAnimation()
- +SkipQuestion()
- +Skip()

- +private AnimationHandler animations
- +[serializeField]private Text questionText
- +GenrateQuestion()

- +Public string questionString
- +Public sprite questionAnswers
- +Public string∏ questionAnswers
- +public class Question(): scriptableObject

Question

SaveData

- +[serializeField]private Text incorrectName;
- +[serializefield]private InputField nameInputI
- +private bool showPamel
- +public bool Showpanel
- +private string nickname
- +private string Nickname
- +private int ip
- +public int IP
- +ShowText()
- +SaveName() +StoreDate()
- +GetData()
- +enterdata()

QuestionGenerator

- +public Question question
- +public question currentQuestion

- +[serializeField]private Image questionImage

DivisionChecker

- +public Division∏ divisions:
- +public Division currentDivision;
- +[SerializeField]private Image eloIcon;
- +[SerializeField]private Text eloText:
- +public void SetCurrentDivisionWithPoints(int value) +private void SetDivision()

Profile

- +[serializefield]private sprite[] icons;
- +private SaveData savedatascript;
- +private divisionchecker dvitionchecker;
- +private int icon;
- +priate int ip;
- +private string summonername
- +[SerializeField]private Text nameText;
- +[SerializeField]private Text IPText;
- +[SerializeField]private Image profileIcon;
- +[SerializeField]private Image LPBar;
- +public void StartingStats()
- +private void SetSummonerName()
- +public void SetIcon(int summonerIconIndex)
- +public void SetPoints()
- +public int GetPoints()
- +public void SetElo(int lp)
- +public int GetElo()
- +public void AddLeaguePoints(int ip)
- +public void SaveIcon()
- +public void SetLPBar()
- +public void HandleBar(float currentLP, float minLP, float maxLP)
- +private float Map()

PlayAudio

- +[SerializeField]private AudioClip[] clips;
- +[SerializeField]private Sprite[] soundSprites;
- +[SerializeField]private Image soundSprite;
- +private AudioSource source;
- +private bool soundIsOn = true;
- +public void PlaySound(int clipNumber)
- +public void ToggleSound()

CheckForFirstTime

- +[SerializeField]private GameObject panel;
- +[SerializeField]private GameObject playButton;
- +[SerializeField]private GameObject creditsButton;
- +[SerializeField]private GameObject quitButton;
- +[SerializeField]private GameObject profile;
- +public void HidePanel()

ImageEffects

- +private Image fadeImage
- +private float timer
- +[serializeField]private bool fade
- +[SerializeField]private bool scale = false;
- +void Fade()
- +public void ResetTimer()
- +void Scale()
- +public void ResetScale()

MenuAnimation

- +private Animator menuAnimator;
- +public void SetAnimation(int value)

MuteSound

+Public void OnClick()