Entities

Virus
- Can_Move
- Has_Health
- Attack_J
- Create_Particles_After_Death
- Virus

Bactérie
- Can_Move
- Has_Health
- Attack_J
- Create_Particles_After_Death
- Bacterie

Macrophage
- Price
- Can_Attack

Lymphocyte
- Price
- Anticorps_Factory
- Lymphocyte

Vaccin
- Price
- Vaccin

Antibiotique
- Price
- Efficiency

Joueur
- Bank
- Has_Health
- Current_Lvl
- Score

Anticorps
- Can_Move
- Has_Health
- Lifespan
- Can_Attack
- Anticorps

Level
- Spawn
- Active_Lvl_Buttons

VirusParticle
- Lifespan

BacterieParticle
- Lifespan

Components

Can_Move
- move_speed
- checkpoints
- target_final
- spawn_point
- arrived

Has_Health
- max_health
- health

Can_Attack
- attack_speed
- strength
- range
- last_attack

Attack_J
- has_attacked
- strength

Spawn
- nb_waves
- nb_enemies
- hp_enemies
- atk_enemies
- speed_enemies
- size_enemies
- energy_sec
- energy_enemy
- energy_start
- score_enemy
- wait_time
- spawn_prog
- energy_prog
- add_enemies
- lvl_spawn_point
- lvl_checkpoints
- lvl_target_final
- virus1_prefab
- virus2_prefab
- bacterie1_prefab
- bacterie2_prefab
- macro_prefab
- macro_shadow_prefab
- lymp1_prefab
- lymp1_shadow_prefab
- lymp2_prefab
- lymp2_shadow_prefab
- anti_prefab
- vaci_prefab

Score
- lvl_score
- max_scores

Bank
- init_energy
- energy

Anticorps_Factory
- wait_time
- spawn_prog
- anti_prefab

Active_Lvl_Buttons
- macro_button
- lymp1_button
- lymp2_button
- anti_button
- vaci_button
- des_virus1
- des_virus2
- des_bacterie1
- des_bacterie2
- des_cancel
- back_from_lvl_button
- menu_from_lvl_button
- mute_sound_button
- mute_music_button

Efficiency
- nb_used

Create_Particles_After_Death
- particles_number
- explosion_force
- particles_prefab

Current_Lvl
- current_scene
- unlocked_scene
- max_scene

Price
- energy_cost

Lifespan
- lifespan

Anticorps
- type

Lymphocyte
- type

Vaccin

Bacterie
- type

Virus
- type

Components used on UI GameObjects

Menu
- menu_nb

Msg_Fin
- txt_nb

Help
- help_nb
- type

Prefab_link
- prefab

Tips
- lvl_nb

Lvl_Buttons
- button_nb

Shadow

Mute_Canvas

Systems

Movement_System

Moves all entities that can move thru the level towards their targets.

Attack_System

Actualize the HP of each entity that has health and not bank, going thru each entity that attacks and seeing if they have an entity that has health close enough and if they can attack.

Attack_J_System

Actualize the HP of each entity that has health and bank (aka the Joueur) using Attack_J

Spawn_System

Creates new enemies each wave (waves have some time between them) until nb_waves.

Anticorps_System

Creates new Anticorps, goes thru each Lymphocyte to do that.

Spe_Power_System

If a special power was used this iteration, applies its powers.

Destruction_System

Destroys all enemies who have zero or negative HP.It controls the bonus of energy given to the player for each killed enemy.

Energy_System

Actualizes the energy of the Joueur. It also creates the new unities the Joueur tries to put in the level, but only if they have enough energy to cover costs.

Tower_Animation_System

Turns a coroutine that makes towers "move". They get rhythmically bigger and smaller so as to give the impression of mouvement.

Load_Scene_System

Responsible for the changing of scenes, controls when a level ends. If the Joueur has zero or negative HP, it ends the level.It also controls the menus in the MasterScene.

Lvl_Button_Control_System

Responsible for the activation/deactivation of buttons in level scenes, so that we can control what the player can use/build. This enables us to control the difficulty, and present each element in different levels.

The buttons for the choice of vaccine are controlled by Energy_System because they rely on the vaci_button that is controlled there.

Special_Powers_Effects_System

Turns a coroutine that makes the screen pulse in green when the antibiotique is used and in blue when the vaccin is used.

Tower_Attack_Effects_System

Turns a coroutine that makes towers pulse in red when they attack or create an anticorps.