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| SoundManager | | |
| Function called | Calling Point | Notes |
| init | Main script | Inits the sounds |
| playBulletSound | gameWorldscript:  updateBullets | Called form SM’s update, plays sound after every sound gap |
| Update | Main script | Updates the runtime |
| PlaybackgroundMusic | gameWorld:create() | Called when gameworld screen is created |
| playMainMenuBackgroundMusic | mainMenu: create() |  |
| playObstacleDeathSound | Obstacle:update() |  |
| stopBackgroundMusic | Gw.destroy() &  mM.destory() |  |
| stopAllAudios | inGameUI |  |

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| Preferences | | | |
| Field | Script | Method | Notes |
| “launchCount” | Main | - | Init launchCount and increments it every time game is launched |
| “bestScore” | GW | makeGameOverMenu | Emits confetti on beating prev high score |
| “volumeLevel” | SoundManager | Check in all functions that play sound, init() |  |
| “volumeLevel” | inGameUI | makePauseMenu() |  |

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| VibrationHelper | | |
| Function called | Calling Point | Notes |
| vibrateOnce | --- | Vibrates device once |
| vibrateWithPattern | Obstacle:update | Called form Obstacle’s update and vibrates on Death of obstacle |