Namespace CustomUtils

Classes

CursorManager

static class for visible and moving or invisible and locked Cursor

FightTimer

timer functionality for GameLoop

GameManager

base class for GameLoop behaviours

ReferenceTable

static class holding references for Player, CurrentEnemy, GameManager and DragonSpawnManager

SaveAndRestoreScoreList

Serializing and Deserializing ScoreSystem to JSON

SceneManager

Scene Loading Manager

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Enums

CursorManager.CursorEvent

GameManager.GameMode

GameManager.GameState

Class CursorManager

static class for visible and moving or invisible and locked Cursor

Inheritance

System.Object
CursorManager

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public static class CursorManager
```

Methods

SetCursor(CursorManager.CursorEvent)

sets the Cursor either visible and movable or invisible and locked defaulting to visible and movable Cursor

Declaration

```
public static void SetCursor(CursorManager.CursorEvent cursorVisibility)
```

Parameters

TYPE	NAME	DESCRIPTION
CursorManager.CursorEvent	cursorVisibility	

Enum CursorManager.CursorEvent

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public enum CursorEvent
```

Fields

NAME	DESCRIPTION
Invisible	
Visible	

Class FightTimer

timer functionality for GameLoop

Inheritance

System.Object
FightTimer

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public class FightTimer : MonoBehaviour
```

Fields

fightTimer

Declaration

```
public double fightTimer
```

Field Value

TYPE	DESCRIPTION
System.Double	

fightTimerRef

Declaration

```
public double fightTimerRef
```

Field Value

TYPE	DESCRIPTION
System.Double	

fightTimerText

Declaration

```
public TextMeshProUGUI fightTimerText
```

Field Value

TYPE	DESCRIPTION
TextMeshProUGUI	

maxTimer

Declaration

```
public double maxTimer
```

Field Value

TYPE	DESCRIPTION
System.Double	

maxTimerRef

Declaration

```
public double maxTimerRef
```

Field Value

TYPE	DESCRIPTION
System.Double	

maxTimerText

Declaration

```
public TextMeshProUGUI maxTimerText
```

Field Value

TYPE	DESCRIPTION
TextMeshProUGUI	

Methods

OnFight()

setting the maxTimerText in the UI and Starting the Fighting Countdown

Declaration

```
public void OnFight()
```

OnPause()

Stopping the Fighting Countdown

Declaration

```
public void OnPause()
```

Reset()

resets maxTimer and fightTimer back to their referenced values

Declaration

```
public void Reset()
```

Class GameManager

base class for GameLoop behaviours

Inheritance

System.Object
GameManager

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public class GameManager : MonoBehaviour
```

Fields

currentEnemyIdx

Declaration

```
public int currentEnemyIdx
```

Field Value

TYPE	DESCRIPTION
System.Int32	

fightTimer

Declaration

```
public FightTimer fightTimer
```

Field Value

TYPE	DESCRIPTION
FightTimer	

gameModeChoose

Declaration

```
public GameObject gameModeChoose
```

Field Value

TYPE	DESCRIPTION
GameObject	

optionsMenu

Declaration

```
public GameObject optionsMenu
```

Field Value

TYPE	DESCRIPTION
GameObject	

pauseMenu

Declaration

```
public GameObject pauseMenu
```

Field Value

TYPE	DESCRIPTION
GameObject	

playerDefeated

Declaration

```
public GameObject playerDefeated
```

Field Value

TYPE	DESCRIPTION
GameObject	

scoreText

Declaration

```
public TextMeshProUGUI scoreText
```

Field Value

TYPE	DESCRIPTION
TextMeshProUGUI	

switcher

Declaration

```
public CineMachineSwitcher switcher
```

Field Value

TYPE	DESCRIPTION
CineMachineSwitcher	

tutorialWinScreen

Declaration

```
public GameObject tutorialWinScreen
```

Field Value

TYPE	DESCRIPTION
GameObject	

Methods

DisableGameModeChoose()

Declaration

```
public void DisableGameModeChoose()
```

DisableOptionsMenu()

Declaration

```
public void DisableOptionsMenu()
```

EnableGameModeUI()

Declaration

```
public void EnableGameModeUI()
```

EnableOptionsMenu()

setting the cursor visible enabling the OptionsMenu

Declaration

```
public void EnableOptionsMenu()
```

SetGameMode(GameManager.GameMode)

setting the _gameMode reference switching the State to CutScene

Declaration

```
public void SetGameMode(GameManager.GameMode setGameMode)
```

Parameters

TYPE	NAME	DESCRIPTION
GameManager.GameMode	setGameMode	the chosen GameMode

SetState(GameManager.GameState)

setting the _currentState to newState switching States accordingly

Declaration

```
public void SetState(GameManager.GameState newState)
```

Parameters

TYPE	NAME	DESCRIPTION
GameManager.GameState	newState	new State to be set

SetTutorialDone()

enabling the tutorialDone Canvas pausing the fightTimer

Declaration

```
public void SetTutorialDone()
```

UpdateScore()

Declaration

```
public void UpdateScore()
```

Enum GameManager.GameMode

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public enum GameMode
```

Fields

NAME	DESCRIPTION
Random	
Solo	
Tutorial	

Enum GameManager.GameState

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public enum GameState
```

Fields

NAME	DESCRIPTION
CutScene	
Defeat	
Fight	
Pause	
Start	

Class ReferenceTable

static class holding references for Player, CurrentEnemy, GameManager and DragonSpawnManager

Inheritance

System.Object
ReferenceTable

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public class ReferenceTable : MonoBehaviour
```

Fields

CurrentEnemy

Declaration

```
public static GameObject CurrentEnemy
```

Field Value

TYPE	DESCRIPTION
GameObject	

DragonSpawner

Declaration

```
public static DragonSpawnManager DragonSpawner
```

Field Value

TYPE	DESCRIPTION
DragonSpawnManager	

GameManager

Declaration

```
public static GameManager GameManager
```

Field Value

TYPE	DESCRIPTION
GameManager	

LookAtEnemy

Declaration

```
public static Transform LookAtEnemy
```

Field Value

TYPE	DESCRIPTION
Transform	

Player

Declaration

```
public static GameObject Player
```

Field Value

TYPE	DESCRIPTION
GameObject	

Methods

SetCurrentEnemy(GameObject)

given a GameObject updating the references CurrentEnemy and LookAtEnemy

Declaration

```
public static void SetCurrentEnemy(GameObject enemy)
```

Parameters

TYPE	NAME	DESCRIPTION
GameObject	enemy	

Class SaveAndRestoreScoreList

Serializing and Deserializing ScoreSystem to JSON

Inheritance

System.Object

SaveAndRestoreScoreList

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public class SaveAndRestoreScoreList
```

Constructors

SaveAndRestoreScoreList()

Constructor -> instantiating the scoreList

Declaration

```
public SaveAndRestoreScoreList()
```

Fields

ScoreList

Declaration

```
public ScoreSystem[] ScoreList
```

Field Value

TYPE	DESCRIPTION
ScoreSystem[]	

Methods

SaveScore(ScoreSystem)

loading the Score Updating the score if the input parameter is higher than an old value Writing the new ScoreSystem[] to the file

Declaration

```
public void SaveScore(ScoreSystem newScore)
```

Parameters

TYPE	NAME	DESCRIPTION
ScoreSystem	newScore	score the player accomplished

Class SceneManager

Scene Loading Manager

Inheritance

System.Object
SceneManager

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public static class SceneManager
```

Fields

CurrentScene

Declaration

```
public static Scene CurrentScene
```

Field Value

TYPE	DESCRIPTION
Scene	

Methods

LoadScene(String)

Loading the scene by string setting Reference

Declaration

```
public static void LoadScene(string sceneName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	sceneName	the scene to be loaded

Class ScoreSystem

Inheritance

System.Object
ScoreSystem

Namespace: CustomUtils

Assembly: cs.temp.dll.dll

Syntax

```
public class ScoreSystem : IComparable<ScoreSystem>
```

Constructors

ScoreSystem()

Declaration

```
public ScoreSystem()
```

Fields

CurrentScore

Declaration

```
public int CurrentScore
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

CompareTo(ScoreSystem)

implementation of IComparable CompareTo() comparing this to other if other is greater than this, the spot in array will be replaced by other

Declaration

```
public int CompareTo(ScoreSystem other)
```

Parameters

TYPE	NAME	DESCRIPTION
ScoreSystem	other	the ScoreSystem to be compared to

Returns

TYPE	DESCRIPTION
System.Int32	0: the CurrentScores are the same 1: the CurrentScore of other is less than this or null - resulting in higher index -1: the CurrentScore of other is higher than this - resulting in lower index

GetScore()

Declaration

```
public int GetScore()
```

Returns

TYPE	DESCRIPTION
System.Int32	

IncreaseScore(Int32)

Declaration

```
public void IncreaseScore(int amount)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	amount	

Namespace Enemy

Classes

DestroyMultipleTornado

DragonSpawnManager

ScriptableObject for modifying dragons that will be spawned

Enemy

basic enemy behaviour

EnemyAttacks

class for Enemy Attacks

EnemyMeleeAnimations

grounded enemy animations

EnemyRangedAnimations

flying enemy animations

EnemyStates

FieldOfView

FieldOfView implementation for enemy

FireBallDragon

TornadoDragon

same as FireBallDragon class

Class DestroyMultipleTornado

Inheritance

System.Object

DestroyMultipleTornado

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class DestroyMultipleTornado : MonoBehaviour
```

Class DragonSpawnManager

ScriptableObject for modifying dragons that will be spawned

Inheritance

System.Object
DragonSpawnManager

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class DragonSpawnManager : ScriptableObject
```

Methods

SpawnDragon(Int32)

setting currentEnemyIdx reference in GameManager spawning GameObject prefab according to the number

Declaration

```
public void SpawnDragon(int dragonNumber)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	dragonNumber	

Class Enemy

basic enemy behaviour

Inheritance

System.Object
Enemy

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class Enemy : MonoBehaviour
```

Fields

fov

Declaration

```
public FieldOfView fov
```

Field Value

TYPE	DESCRIPTION
FieldOfView	

path

Declaration

```
public List<Vector3> path
```

Field Value

TYPE	DESCRIPTION
List<Vector3>	

Properties

State

Declaration

```
public EnemyStates State { get; }
```

Property Value

TYPE	DESCRIPTION
EnemyStates	

Methods

GettingHit(Vector3)

Declaration

```
public void GettingHit(Vector3 contactPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	contactPoint	

Class EnemyAttacks

class for Enemy Attacks

Inheritance

System.Object

EnemyAttacks

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class EnemyAttacks : MonoBehaviour
```

Class EnemyMeleeAnimations

grounded enemy animations

Inheritance

System.Object

EnemyMeleeAnimations

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class EnemyMeleeAnimations : MonoBehaviour
```

Class EnemyRangedAnimations

flying enemy animations

Inheritance

System.Object

EnemyRangedAnimations

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class EnemyRangedAnimations : MonoBehaviour
```

Class EnemyStates

Inheritance

System.Object
EnemyStates

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class EnemyStates
```

Fields

foundPlayer

Declaration

```
public bool foundPlayer
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isAttackingMelee

Declaration

```
public bool isAttackingMelee
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isAttackingRanged

Declaration

```
public bool isAttackingRanged
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isDead

Declaration

```
public bool isDead
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isHit

Declaration

```
public bool isHit
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isWalking

Declaration

```
public bool isWalking
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class FieldOfView

FieldOfView implementation for enemy

Inheritance

System.Object
FieldOfView

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class FieldOfView
```

Properties

Angle

Declaration

```
public float Angle { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

BumpRadius

Declaration

```
public float BumpRadius { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

CanSeePlayer

Declaration

```
public bool CanSeePlayer { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

SeenTimer

Declaration

```
public float SeenTimer { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

SeeRadius

Declaration

```
public float SeeRadius { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

CalcDetectTime()

Declaration

```
public void CalcDetectTime()
```

FOVRoutine()

updating the state while gameObject is Alive perform FOVCheck

Declaration

```
public IEnumerator FOVRoutine()
```

Returns

TYPE	DESCRIPTION
IEnumerator	

Class FireBallDragon

Inheritance

System.Object

FireBallDragon

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class FireBallDragon : MonoBehaviour
```

Class TornadoDragon

same as FireBallDragon class

Inheritance

System.Object

TornadoDragon

Namespace: Enemy

Assembly: cs.temp.dll.dll

Syntax

```
public class TornadoDragon : MonoBehaviour
```

Namespace Health

Classes

Health

HealthPackage

HealthPackage behaviour

Class Health

Inheritance

System.Object
Health

Namespace: Health

Assembly: cs.temp.dll.dll

Syntax

```
public class Health : MonoBehaviour
```

Fields

isInvincible

Declaration

```
public bool isInvincible
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

CurrentHealth

Declaration

```
public int CurrentHealth { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

GetDamagedOverTime(Int32, Single)

Declaration

```
public void GetDamagedOverTime(int value, float time)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	value	
System.Single	time	

IncreaseHealth(Int32)

increasing the currentHealth by value

Declaration

```
public void IncreaseHealth(int value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	value	

ResetHealth()

Declaration

```
public void ResetHealth()
```

Class HealthPackage

HealthPackage behaviour

Inheritance

System.Object

HealthPackage

Namespace: Health

Assembly: cs.temp.dll.dll

Syntax

```
public class HealthPackage : MonoBehaviour
```

Namespace Player

Classes

AnimationHandler

Animation handling for the wizard

Attacks

Handling Abilities Tornado and Shield

CineMachineSwitcher

behaviour for switching 3rd person to 1st person with camera locked to dragon

Controller

basic controls for Player like Health GetHit-Animation Score

FireBallPlayer

tornado behaviour after instantiation

MovementController

Handling Movement for the Player

PlayerAnimationState

PlayerStates

Class AnimationHandler

Animation handling for the wizard

Inheritance

System.Object

AnimationHandler

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public class AnimationHandler : MonoBehaviour
```

Class Attacks

Handling Abilities Tornado and Shield

Inheritance

System.Object
Attacks

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public class Attacks : MonoBehaviour
```

Fields

hasAttackCoolDown

Declaration

```
public bool hasAttackCoolDown
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

hasDefenseCoolDown

Declaration

```
public bool hasDefenseCoolDown
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class CineMachineSwitcher

behaviour for switching 3rd person to 1st person with camera locked to dragon

Inheritance

System.Object
CineMachineSwitcher

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public class CineMachineSwitcher : MonoBehaviour
```

Fields

enemyTarget

Declaration

```
public CinemachineVirtualCamera enemyTarget
```

Field Value

TYPE	DESCRIPTION
CinemachineVirtualCamera	

Methods

SwitchLock()

enabling 1st Person disabling 3rd Person or enabling 3rd Person disabling 1st Person

Declaration

```
public void SwitchLock()
```

Class Controller

basic controls for Player like Health GetHit-Animation Score

Inheritance

System.Object
Controller

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public class Controller : MonoBehaviour
```

Methods

GetScore()

Declaration

```
public string GetScore()
```

Returns

TYPE	DESCRIPTION
System.String	

GetScoreSystem()

Declaration

```
public ScoreSystem GetScoreSystem()
```

Returns

TYPE	DESCRIPTION
ScoreSystem	

GotHit()

Declaration

```
public void GotHit()
```

ResetScore()

Declaration

```
public void ResetScore()
```

UpdateScore(Int32)

Declaration

```
public void UpdateScore(int dragonNumber)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	dragonNumber	

Class FireBallPlayer

tornado behaviour after instantiation

Inheritance

System.Object

FireBallPlayer

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public class FireBallPlayer : MonoBehaviour
```

Class MovementController

Handling Movement for the Player

Inheritance

System.Object

MovementController

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public class MovementController : MonoBehaviour
```

Fields

turnTime

Declaration

```
public float turnTime
```

Field Value

TYPE	DESCRIPTION
System.Single	

walkSpeed

Declaration

```
public float walkSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

States

Declaration

```
public PlayerStates States { get; }
```

Property Value

TYPE	DESCRIPTION
PlayerStates	

Class PlayerAnimationState

Inheritance

System.Object
PlayerAnimationState

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public static class PlayerAnimationState
```

Fields

isAttacking

Declaration

```
public static bool isAttacking
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isDead

Declaration

```
public static bool isDead
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isDefending

Declaration

```
public static bool isDefending
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isJumping

Declaration

```
public static bool isJumping
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isLevitating

Declaration

```
public static bool isLevitating
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isRunning

Declaration

```
public static bool isRunning
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

isWalking

Declaration

```
public static bool isWalking
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class PlayerStates

Inheritance

System.Object
PlayerStates

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: Player

Assembly: cs.temp.dll.dll

Syntax

```
public class PlayerStates
```

Fields

ability

Declaration

```
public bool ability
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

move

Declaration

```
public Vector2 move
```

Field Value

TYPE	DESCRIPTION
Vector2	

moveEnabled

Declaration

```
public bool moveEnabled
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

TurnVelocity

Declaration

```
public float TurnVelocity
```

Field Value

TYPE	DESCRIPTION
System.Single	

Namespace Sound

Classes

SoundManager

Sound Manager class

SoundSource

Class SoundManager

Sound Manager class

Inheritance

System.Object
SoundManager

Namespace: Sound

Assembly: cs.temp.dll.dll

Syntax

```
public class SoundManager : MonoBehaviour
```

Methods

OnSoundEffect(Transform, SoundSource)

Declaration

```
public void OnSoundEffect(Transform position, SoundSource hitEffectRef)
```

Parameters

TYPE	NAME	DESCRIPTION
Transform	position	
SoundSource	hitEffectRef	

VolumeChangeEffects(Slider)

Declaration

```
public void VolumeChangeEffects(Slider effectSlider)
```

Parameters

TYPE	NAME	DESCRIPTION
Slider	effectSlider	

VolumeChangeMusic(Slider)

Declaration

```
public void VolumeChangeMusic(Slider musicSlider)
```

Parameters

TYPE	NAME	DESCRIPTION
Slider	musicSlider	

Class SoundSource

Inheritance

System.Object

SoundSource

Namespace: Sound

Assembly: cs.temp.dll.dll

Syntax

```
public class SoundSource : ScriptableObject
```

Fields

audioC

Declaration

```
public AudioClip audioC
```

Field Value

TYPE	DESCRIPTION
AudioClip	

sound

Declaration

```
public AudioSource sound
```

Field Value

TYPE	DESCRIPTION
AudioSource	

Methods

Play(Transform)

sets the audioClip instantiates a GameObjects Plays the Sound

Declaration

```
public AudioSource Play(Transform parent)
```

Parameters

TYPE	NAME	DESCRIPTION
Transform	parent	position of the GameObject

Returns

TYPE	DESCRIPTION
AudioSource	playing AudioSource

Play(Transform, Single)

sets the audioClip instantiates a GameObjects Plays the Sound with the effectVolume

Declaration

```
public void Play(Transform parent, float effectVolume)
```

Parameters

TYPE	NAME	DESCRIPTION
Transform	parent	position of the GameObject
System.Single	effectVolume	volume of the soundEffect

Reset()

stops the sound

Declaration

```
public void Reset()
```

Namespace UserInterface

Classes

GameModeChooseMenu

Behaviour for GameModeChooseMenu

MainMenu

behaviour for MainMenu

PauseMenu

ScoresTexts

Class GameModeChooseMenu

Behaviour for GameModeChooseMenu

Inheritance

System.Object
GameModeChooseMenu

Namespace: UserInterface

Assembly: cs.temp.dll.dll

Syntax

```
public class GameModeChooseMenu : MonoBehaviour
```

Methods

OnHoverDragon1Enter()

Hover-Enter Event for SoulEater Button Enabling dragonImage

Declaration

```
public void OnHoverDragon1Enter()
```

OnHoverDragon1Exit()

Hover-Exit Event for SoulEater Button Disabling dragonImage

Declaration

```
public void OnHoverDragon1Exit()
```

OnHoverDragon2Enter()

Hover-Enter Event for SoulEater Button Enabling dragonImage

Declaration

```
public void OnHoverDragon2Enter()
```

OnHoverDragon2Exit()

Hover-Exit Event for SoulEater Button Disabling dragonImage

Declaration

```
public void OnHoverDragon2Exit()
```

OnHoverDragon3Enter()

Hover-Exit Event for SoulEater Button Disabling dragonImage

Declaration

```
public void OnHoverDragon3Enter()
```

OnHoverDragon3Exit()

Hover-Exit Event for SoulEater Button Disabling dragonImage

Declaration

```
public void OnHoverDragon3Exit()
```

OnHoverDragon4Enter()

Hover-Exit Event for SoulEater Button Disabling dragonImage

Declaration

```
public void OnHoverDragon4Enter()
```

OnHoverDragon4Exit()

Hover-Exit Event for SoulEater Button Disabling dragonImage

Declaration

```
public void OnHoverDragon4Exit()
```

OnHoverRandom()

Enabling Cycling Dragon Images

Declaration

```
public void OnHoverRandom()
```

OnHoverRandomExit()

Disabling Cycling Dragon Images

Declaration

```
public void OnHoverRandomExit()
```

OnRandom()

Button functionality for Random Setting GameMode to Random

Declaration

```
public void OnRandom()
```

OnSoloDragon1()

Button functionality for SoulEater setting currentEnemyIdx to 1 Setting GameMode to Solo

Declaration

```
public void OnSoloDragon1()
```

OnSoloDragon2()

Button functionality for Nightmare setting currentEnemyIdx to 2 Setting GameMode to Solo

Declaration

```
public void OnSoloDragon2()
```

OnSoloDragon3()

Button functionality for Usurper setting currentEnemyIdx to 3 Setting GameMode to Solo

Declaration

```
public void OnSoloDragon3()
```

OnSoloDragon4()

Button functionality for TerrorBringer setting currentEnemyIdx to 4 Setting GameMode to Solo

Declaration

```
public void OnSoloDragon4()
```

Class MainMenu

behaviour for MainMenu

Inheritance

System.Object
MainMenu

Namespace: UserInterface

Assembly: cs.temp.dll.dll

Syntax

```
public class MainMenu : MonoBehaviour
```

Methods

OnExit()

Quitting the Game

Declaration

```
public void OnExit()
```

OnOptions()

Enabling OptionsMenu

Declaration

```
public void OnOptions()
```

OnPlay()

Enabling GameModeChooseMenu

Declaration

```
public void OnPlay()
```

OnTutorial()

Loading PlayScene Setting GameMode to Tutorial

Declaration

```
public void OnTutorial()
```

Class PauseMenu

Inheritance

System.Object

PauseMenu

Namespace: UserInterface

Assembly: cs.temp.dll.dll

Syntax

```
public class PauseMenu : MonoBehaviour
```

Methods

OnExitPause()

Setting GameState to Defeat

Declaration

```
public void OnExitPause()
```

OnResume()

Setting GameState to Fight

Declaration

```
public void OnResume()
```

Class ScoresTexts

Inheritance

System.Object

ScoresTexts

Namespace: UserInterface

Assembly: cs.temp.dll.dll

Syntax

```
public class ScoresTexts : MonoBehaviour
```

Fields

bestRun

Declaration

```
public TextMeshProUGUI bestRun
```

Field Value

TYPE	DESCRIPTION
TextMeshProUGUI	

secondbestRun

Declaration

```
public TextMeshProUGUI secondbestRun
```

Field Value

TYPE	DESCRIPTION
TextMeshProUGUI	

thirdbestRun

Declaration

```
public TextMeshProUGUI thirdbestRun
```

Field Value

TYPE	DESCRIPTION
TextMeshProUGUI	