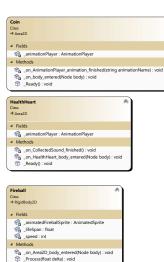


Spike	
Class	
-® Node2D	
■ Methods	
a_on_Area2D_body_entered(obje	ct body) : void





Ready(): void MustDisappear(Node enteredBody): bool \_animatedLightningSprite : AnimatedSprite a \_lifeSpan : float \_speed : int n\_an\_Area2D\_body\_entered(Node body) : void n Process(float delta): void Ready(): void MustDisappear(Node enteredBody): bool



«
s\_instance : GlobalOptions GetInstance { get; } : GlobalOptions GlobalOptions() TurnOffTheSound(bool turnOffTheSound) : void UpdateDisplayMode(bool shouldBeFullScreen) : vo DpdateVolume(float value) : void

SaveProgress Class → Node Properties IsLastLevelCompleted { get; set; } : boo LastLevelPlayedPath { get; set; } : string

SceneSwitcher Class → Node ■ Fields \_levelsPaths : List<string> \_currentScene { get; set; }: Node SwitchScene(string nextScenePath) : void
SwitchSceneWithElevatorAnimation(string nextScenePath) : void ■ Fields \_gameOverMessages : string[] A \_hpHearts : TextureRect[] \_lastVisibleHeartIndex : int sceneToRestartPath : string Mathode ⊕ \_on\_PauseMenuButton\_pressed() : void en\_estartButton\_pressed() : void
en\_on\_ResumeButton\_pressed() : void Ready0 : void HideAllContent(): void HideHeart(int index) : void HideNHearts(int numberOfHeartsToHide) : void Pause(): void Resume(): void SetScore(int currentScore, int maxScore) : void ShowGameOverMessage(): void ShowHeart(int index) : void ShowMessage(string text) : void ShowNHearts(int numberOfHeartsToShow) : void SwitchScene(string nextScenePath) : void Nested Types RestartGame

OptionsMenu Popup Fields aglobalOptions : GlobalOptions Methods \_on\_DisplayModeBtn\_item\_selected(int index) : void
\_\_on\_TurnOffBtn\_toggled(bool buttonlsPressed) : void a \_on\_VolumeSlider\_value\_changed(float value) : void an\_VsyncBtn\_toggled(bool buttonlsPressed) : void
OptionsMenu()

Class → Control ▲ Methods a\_on\_BackButton\_pressed(): void an\_on\_ContactBtn\_button\_up(): void on\_ReadAboutButton\_pressed() : void \_Ready() : void \_UnhandledInput(InputEvent @event) : void ூ் SwitchScene(string nextScenePath) : void

SelectLevelMenu PopupMenu ■ Methods A \_on\_Level1Button\_pressed(): void an\_Level2Button\_pressed(): void a\_on\_Level3Button\_pressed(): void SwitchScene(string nextScenePath) : void

TitleScreen ◆ Control ■ Fields \_savedProgress : SaveProgress a sceneSwitcher: SceneSwitcher a\_on\_AboutBtn\_button\_up(): void an OptionsBtn button up(): voice a\_on\_PlayBtn\_button\_up(): void \_on\_QuitBtn\_button\_up() : void \_Ready() : void