PlayerController
Class
→ KinematicBody2D

▲ Fields
- ⚲ _acceleration : float
- ⚲ _animatedPlayerSprite : AnimatedSprite
- ⚲ _direction : int
- ⚲ _directionForFireball : bool
- ⚲ _fireball : PackedScene
- ⚲ _friction : float
- ⚲ _gravity : int
- ⚲ _health : int
- ⚲ _impulse : int
- ⚲ _isAbleToShoot : bool
- ⚲ _isFireballAvailable : bool
- ⚲ _isInAir : bool
- ⚲ _isLightningAvailable : bool
- ⚲ _isTakingDamage : bool
- ⚲ _jumpHeigth : int
- ⚲ _lightning : PackedScene
- ⚲ _positionOfGun : Position2D
- ⚲ _shootTimer : float
- ⚲ _shootTimerReset : float
- ⚲ _speed : int
- ⚲ _velocity : Vector2

▲ Properties
- ⚿ CurHealth { get; } : int
- ⚿ HasEnoughCoinsToOpenTheDoor { get; set; } : bool
- ⚿ MaxHealth { get; set; } : int
- ⚿ NumberOfCollectedCoins { get; set; } : int

▲ Methods
- ⚙ _on_AnimatedSprite_animation_finished() : void
- ⚙ _on_FallZone_body_entered(object body) : void
- ⚙ _PhysicsProcess(float delta) : void
- ⚙ _Ready() : void
- ⚙ IncreaseHealth() : void
- ⚙ IsAlive() : bool
- ⚙ TakeDamage(int damage) : void

▲ Nested Types

CoinCollected
Delegate

DamageTaken
Delegate

numberOfHeartsToHide : int

Death
Delegate

HealthIncreased
Delegate

additionalHealthPoints : int

MovablePlatform
Class
→ Node2D

▲ Fields
- ⚲ _indexOfPosition : int
- ⚲ _movementPositions : Array
- ⚲ _platformBody : KinematicBody2D
- ⚲ _tween : Tween

▲ Methods
- ⚙ _on_Tween_tween_completed(object obj, NodePath path) : void
- ⚙ _Ready() : void

MovableBlock
Class
→ RigidBody2D

Door
Class
→ Area2D

▲ Fields
- ⚲ _animationPlayer : AnimationPlayer
- ⚲ _pathToTheSceneToWhichTheDoorLeads : string
- ⚲ _theDoorIsOpen : bool
- ⚲ _thePlayerHasEnoughCoins : bool

▲ Methods
- ⚙ _on_AnimationPlayer_animation_finished(string animationName) : void
- ⚙ _on_Door_body_entered(Node body) : void
- ⚙ _on_Door_body_exited(Node body) : void
- ⚙ _Ready() : void
- ⚙ _UnhandledInput(InputEvent inputEvent) : void
- ⚙ IsAllowedToUseTheDoor() : bool
- ⚙ ShowWhetherTheDoorCanBeUsedByPlayerOrNot(PlayerController player) : void

ClosingDoor
Class
→ Area2D

▲ Fields
- ⚲ _animationPlayer : AnimationPlayer
- ⚲ _theDoorIsAlreadyClosed : bool

▲ Methods
- ⚙ _on_AnimationPlayer_animation_finished(string animationName) : void
- ⚙ _on_ClosingDoor_body_exited(Node body) : void
- ⚙ _Ready() : void

Log
Class
→ StaticBody2D

▲ Fields
- ⚲ _animationPlayer : AnimationPlayer

▲ Methods
- ⚙ _on_AnimationPlayer_animation_finished(string animationName) : void
- ⚙ _on_Log_body_entered(Node body) : void
- ⚙ _Ready() : void

LogWithoutDamage
Class
→ StaticBody2D

▲ Fields
- ⚲ _animationPlayer : AnimationPlayer

▲ Methods
- ⚙ _on_AnimationPlayer_animation_finished(string animationName) : void
- ⚙ _on_Area2D_body_entered(Node body) : void
- ⚙ _Ready() : void

Spike
Class
→ Node2D

▲ Methods
- ⚙ _on_Area2D_body_entered(object body) : void

saw
Class
→ Node2D

▲ Methods
- ⚙ _on_Area2D_body_entered(object body) : void

Coin
Class
→ Area2D

▲ Fields
- ⚲ _animationPlayer : AnimationPlayer

▲ Methods
- ⚙ _on_AnimationPlayer_animation_finished(string animationName) : void
- ⚙ _on_body_entered(Node body) : void
- ⚙ _Ready() : void

HealthHeart
Class
→ Area2D

▲ Fields
- ⚲ _animationPlayer : AnimationPlayer

▲ Methods
- ⚙ _on_CollectedSound_finished() : void
- ⚙ _on_HealthHeart_body_entered(Node body) : void
- ⚙ _Ready() : void

Fireball
Class
→ RigidBody2D

▲ Fields
- ⚲ _animatedFireballSprite : AnimatedSprite
- ⚲ _lifeSpan : float
- ⚲ _speed : int

▲ Methods
- ⚙ _on_Area2D_body_entered(Node body) : void
- ⚙ _Process(float delta) : void
- ⚙ _Ready() : void
- ⚙ MustDisappear(Node enteredBody) : bool

Lightning
Class
→ RigidBody2D

▲ Fields
- ⚲ _animatedLightningSprite : AnimatedSprite
- ⚲ _lifeSpan : float
- ⚲ _speed : int

▲ Methods
- ⚙ _on_Area2D_body_entered(Node body) : void
- ⚙ _Process(float delta) : void
- ⚙ _Ready() : void
- ⚙ MustDisappear(Node enteredBody) : bool

ElevatorIdling
Class
→ Node2D

▲ Fields
- ⚲ _animationPlayer : AnimationPlayer
- ⚲ _musicAnimationPlayer : AnimationPlayer

▲ Methods
- ⚙ _on_Timer_timeout() : void
- ⚙ _Ready() : void

GlobalOptions
Class
→ Node

▲ Fields
- ⚲ s_instance : GlobalOptions

▲ Properties
- ⚿ GetInstance { get; } : GlobalOptions

▲ Methods
- ⚙ EnableVsync(bool turnOnVsync) : void
- ⚙ GlobalOptions() : void
- ⚙ TurnOffTheSound(bool turnOffTheSound) : void
- ⚙ UpdateDisplayMode(bool shouldBeFullScreen) : void
- ⚙ UpdateVolume(float value) : void

SaveProgress
Class
→ Node

▲ Properties
- ⚿ IsLastLevelCompleted { get; set; } : bool
- ⚿ LastLevelPlayedPath { get; set; } : string

SceneSwitcher
Class
→ Node

▲ Fields
- ⚲ _levelsPaths : List<string>

▲ Properties
- ⚿ _currentScene { get; set; } : Node

▲ Methods
- ⚙ _Ready() : void
- ⚙ SwitchScene(string nextScenePath) : void
- ⚙ SwitchSceneWithElevatorAnimation(string nextScenePath) : void

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HUD
Class
→ CanvasLayer

▲ Fields
- ⚲ _gameOverMessages : string[]
- ⚲ _hpHearts : TextureRect[]
- ⚲ _lastVisibleHeartIndex : int
- ⚲ _sceneToRestartPath : string

▲ Methods
- ⚙ _on_PauseMenuButton_pressed() : void
- ⚙ _on_RestartButton_pressed() : void
- ⚙ _on_ResumeButton_pressed() : void
- ⚙ _Ready() : 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
Delegate

OptionsMenu
Class
→ Popup

▲ Fields
- ⚲ _globalOptions : GlobalOptions

▲ Methods
- ⚙ _on_DisplayModeBtn_item_selected(int index) : void
- ⚙ _on_TurnOffBtn_toggled(bool buttonIsPressed) : void
- ⚙ _on_VolumeSlider_value_changed(float value) : void
- ⚙ _on_VsyncBtn_toggled(bool buttonIsPressed) : void
- ⚙ OptionsMenu()

AboutScene
Class
→ Control

▲ Methods
- ⚙ _on_BackButton_pressed() : void
- ⚙ _on_ContactBtn_button_up() : void
- ⚙ _on_ReadAboutButton_pressed() : void
- ⚙ _Ready() : void
- ⚙ _UnhandledInput(InputEvent @event) : void
- ⚙ SwitchScene(string nextScenePath) : void

SelectLevelMenu
Class
→ PopupMenu

▲ Methods
- ⚙ _on_Level1Button_pressed() : void
- ⚙ _on_Level2Button_pressed() : void
- ⚙ _on_Level3Button_pressed() : void
- ⚙ SwitchScene(string nextScenePath) : void

TitleScreen
Class
→ Control

▲ Fields
- ⚲ _savedProgress : SaveProgress
- ⚲ _sceneSwitcher : SceneSwitcher

▲ Methods
- ⚙ _on_AboutBtn_button_up() : void
- ⚙ _on_OptionsBtn_button_up() : void
- ⚙ _on_PlayBtn_button_up() : void
- ⚙ _on_QuitBtn_button_up() : void
- ⚙ _Ready() : void

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ghost
Class
→ KinematicBody2D

▲ Fields
- ⚲ _gravity : int
- ⚲ _health : int
- ⚲ _rayCastBottomLeft : RayCast2D
- ⚲ _rayCastBottomRight : RayCast2D
- ⚲ _rayCastMidLeft : RayCast2D
- ⚲ _rayCastMidRight : RayCast2D
- ⚲ _speed : int
- ⚲ _sprite : AnimatedSprite
- ⚲ _velocity : Vector2

▲ Methods
- ⚙ _on_AnimatedSprite_animation_finished() : void
- ⚙ _on_Area2D_body_entered(object body) : void
- ⚙ _on_AudioStreamPlayer_finished() : void
- ⚙ _Process(float delta) : void
- ⚙ _Ready() : void
- ⚙ TakeDamage(int damage) : void

Core
Class
→ Node2D

▲ Fields
- ⚲ _numberOfCoinsToUnlockTheDoor : int
- ⚲ _score : int

▲ Methods
- ⚙ _on_Player_CoinCollected() : void
- ⚙ _on_Player_DamageTaken(int numberOfHeartsToHide) : void
- ⚙ _on_Player_Death() : void
- ⚙ _on_Player_HealthIncreased(int numberOfHeartsToShow) : void
- ⚙ _Ready() : void
- ⚙ _UnhandledInput(InputEvent inputEvent) : void
- ⚙ HideAllHudContent() : void
- ⚙ HidePauseMenu() : void
- ⚙ SetScoreInHUD(int score) : void
- ⚙ ShowPauseMenu() : void
- ⚙ ShowPosthumousMenu() : void