**StartScene**

-Important Game objects:

Global BGM

Global Control

Corresponding scripts:

1. **GlobalBGM.cs**

This script implemented functions for GameObject Global BGM which controls the play of global background music.

Variables:

public AudioSource globalBGM

An audio object controls plays the BGM in the game(Don’t destroy object)

private float bgmvolume

Store the value of globalBGM.volume;

private bool isPlay

Status of whether globalBGM is playing;

Functions:

(Get) getBGMVolume

Return the value of globalBGM.volume.

(Get) getIsPlay

Return the value of isPlay

setVolume(float newVolume)

Set globalBGM.volume to newVolume

stopPlayBGM()

Stop play globalBGM and set isPlay = false;

startPlayBGM(ulong delay)

Start play globalBGM if isPlay = false and set isPlay to false;

1. **GlobalControl.cs**

A Singleton class used to store some parameters which may be used between different scenes. Use GlobalControl.Instance.xxx to use this Singleton instance.

Variables:

public int[] notes

Array to store the type of notes (0 miss, 1 bad, 2 good 3 great 4 perfect)

public int score

the score after users finished one song.

public int maxCombo

the number of maximum combos after users finished one song.

public float noteVolume

the volume of note now.

public float noteSpeed

the speed of note now.

public Koreography[] songs

A list of Note maps which will be initialized when game start.

public AudioClip[] audios

A list of Songs which will be initialized when game start.

public int chosedNumber

The number of the chosen song in a song list.

public bool NozomiMode

Status of choosing NozomiMode or not.

public string eventID

eventID of koreographer track in one Koreograhpy object (the note map.)

Functions:

None.

1. **StartGame.cs**

A simple script with a listener for the buttons in start scene deciding which scene will be loaded after clicked.

Variables:

None.

Functions:

OnStartGame(string sceneName)

Load to next scene with the name of ‘sceneName’.

**ListScene**

1. **ListButton.cs**

The button controller for List scene which controls the choice of songs and switch to other scenes.

Variables:

GlobalBGM globalBGM

The global BGM generated in start scene.

Functions:

onSongClick(string songName)

Modify chosedNumber in GlobalControl according to songName, then load the game scene.

OnSettingClick(string sceneName)

Load next scene according to sceneName(Here is Setting scene)

1. **NozomiModeToggle.cs**

The script controls the value of NozomiMode in Global Control.

Variables: None.

Functions:

OnValueChanged(bool isOn)

Modify bool variable NozomiMode in GlobalControl to isOn.

1. **ScrollSongs.cs**

(Not finished yet)

**SettingScene**

1. **OnTextChange.cs**

Variables:

Text gameVolumeNum

Text component gameVolumeNum in scene

Text noteVolumeNum

Text component noteVolumeNum in scene

Text noteSpeedNum

Text component noteSpeedNum in scene

Functions:

OnBGMSliderChange(float value)

Modify the text in gameVolumeNum when BGM slider is changed.

OnNoteVolumeSliderChange(float value)

Modify the text in noteVolumeNum when note volume slider is changed.

OnNoteSpeedSliderCHange(float value)

Modify the text in noteSpeedNum when note speed slider is changed.

1. **SettingScripts.cs**

Variables:

public Slider GameVolume

Slider for adjusting game volume

public Slider NoteVolume

Slider for adjusting note volume

public Slider NoteSpeed

Slider for adjusting note speed

GlobalBGM globalBGM

The global BGM generated in start scene.

Functions:

OnBGMVolumeSliderClick()

Get the new value of BGM slider when the slider change position and set new volume value in Global BGM.

OnNoteVolumeSliderClick()

Get the new value of note volume slider when the slider change position and set GlobalControl.noteVolume with new value.

OnNoteSpeedSliderClick()

Get the new value of BGM slider when the slider change position and set GlobalControl.noteSpeed with new value.

OnBackClick(string sceneName)

Load next scene according to sceneName.

onNoteVolumeResetClick()

Reset the note volume value to default value(50%)

OnVolumeResetClick()

Reset the game volume value to default value(70%)

OnNoteSpeedResetClick()

Reset the note speed value to default value(8.0 with range 1- 16)

**CompleteScene**

1. **CompleteScript.cs**

Variables:

public Text perfectText

public Text greatText

public Text goodTex;

public Text badText

public Text missText

public Text maxComboText

public Text scoreText

A set of result Texts used to show finished song information.

int[] notes = new int[5];

Array to store the count of game notes.

Functions:

showNoteCounts()

Get the note array from Global Control and change the text of result texts.

showMaxComboAndScore()

Calculate the rank of the played song and maximum combo, then show them as well as score.

1. **CompleteBackButton.cs**

Variables: None.

Functions:

OnBackClick(string sceneName)

Load next scene according to sceneName.

**RhythmGame**

1. **ButtonController.cs**

Variables:

Functions:

1. **ButtonPanel.cs**

Variables:

Functions:

1. **ComboCount.cs**

Variables:

Functions:

1. **HitJudgement.cs**

Variables:

Functions:

1. **HPSliderCtl.cs**

Variables:

Functions:

1. **LaneController.cs**

Variables:

Functions:

1. **NoteHitSound.cs**

Variables:

Functions:

1. **NoteObject.cs**

Variables:

Functions:

1. **NoteSpeed.cs**

Variables:

Functions:

1. **RhythmGameController.cs**

Variables:

Functions:

1. **ScoreCount.cs**

Variables:

Functions: