|  |
| --- |
| Object Information |
| **Object Name**: Level  Abstract Type: No Persistence: Yes |

|  |  |  |
| --- | --- | --- |
| Trace-ability Information | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| 080 | Level | N\A |

|  |  |  |
| --- | --- | --- |
| Public Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N\A |  |  |

|  |  |  |
| --- | --- | --- |
| Protected Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N\A |  |  |

|  |  |  |
| --- | --- | --- |
| Private Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| N\A |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Attributes | | | | | |
| **Name** | **Type** | **Object(Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| Level manager | Class |  |  |  |  |
| Player | Class |  |  |  |  |
| Enemy | Class |  |  |  |  |

|  |  |
| --- | --- |
| Concurrency | |
| **Threading Issue** | **Description** |
| N\A |  |

|  |  |  |
| --- | --- | --- |
| Major Exceptions | | |
| **Name** | **Trigger** | **Action** |
| N\A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Instance Information | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
| 1 | \* | 5 |  |

|  |  |  |
| --- | --- | --- |
| General Comments | | |
| **Author** | **Date** | **Comments** |
| Carl Lowther | 11/1/18 | Level is not a class but a Unity object to hold data for the level, models, textures, Enemies, loot, the player. |