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| --- |
| Class Information |
| **Class Name**: ShadowDetection  Abstract Type: No Persistence: No |

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| --- | --- | --- |
| Trace-ability Information | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| 065 | Enemy AI | N\A |

|  |  |  |
| --- | --- | --- |
| Public Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| Void Update() | Game Is Runnnig | Calls DetectShadows |
| Void Reset() | Game Starts Running | Finds all the lights in the level |
| Float DectectShadows() | Called From Update | Detects how much the player is in shadow |

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| Protected Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| --- | --- | --- |
| Private Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| --- | --- | --- | --- | --- | --- |
| Attributes | | | | | |
| **Name** | **Type** | **Object(Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| Lights | Lights[] | Y | Instance | Public | All lights in the level |
| ShadowPercentage | Float | N | Instance | Public | how much the player is in shadow |

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

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

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

|  |  |  |
| --- | --- | --- |
| General Comments | | |
| **Author** | **Date** | **Comments** |
|  |  |  |