Starter Class Diagram

Package in package 'Model'

<div align="right">

Starter Class Diagram
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/01/2019

</div>

Starter Class Diagram diagram

Class diagram in package 'Starter Class Diagram'

<div align="right">

Starter Class Diagram
Version 1.0
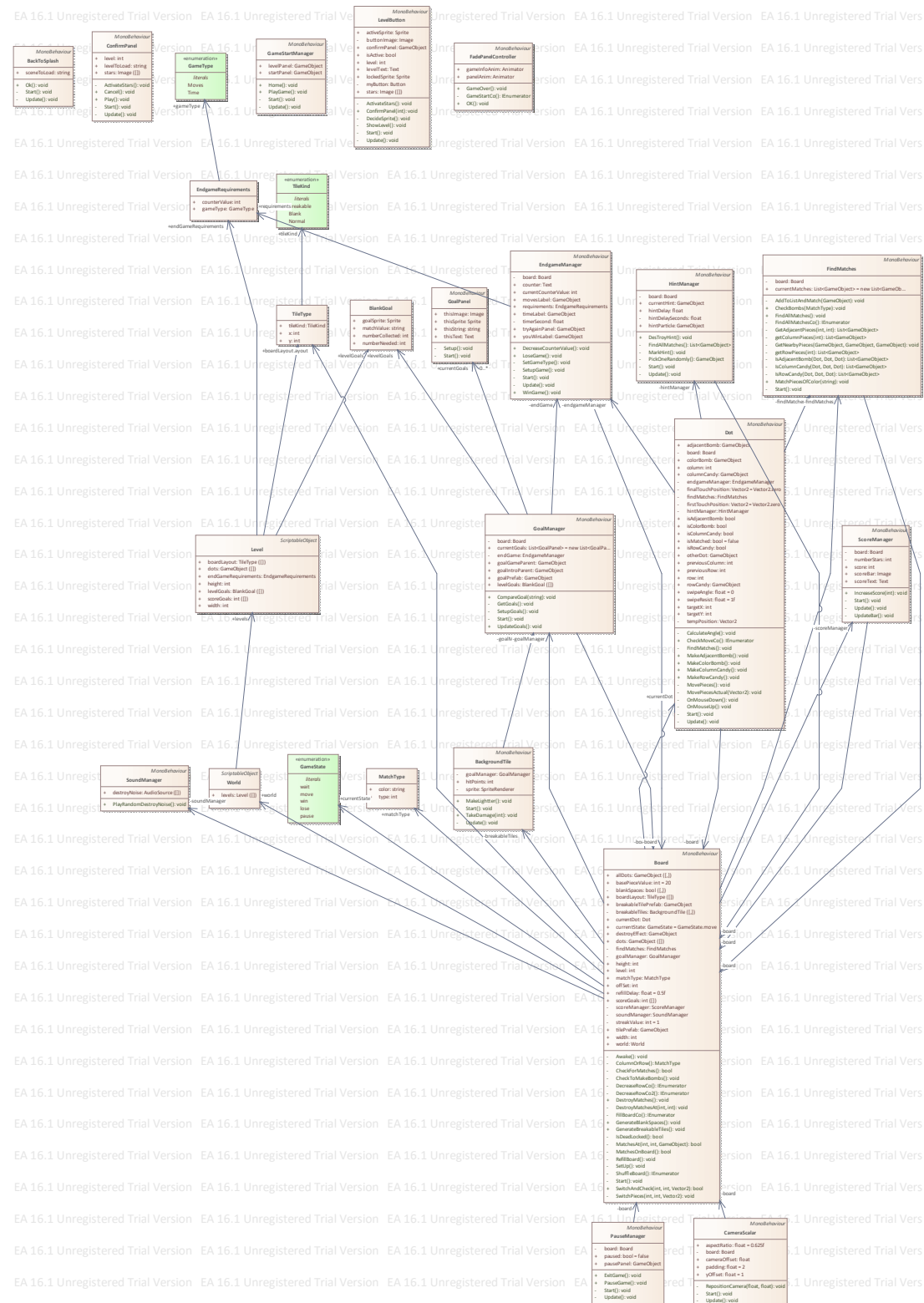ADMIN created on 23/05/2023. Last modified 23/05/2023

</div>

Figure 1: Starter Class Diagram

BackgroundTile

Class in package 'Starter Class Diagram'

BackgroundTile
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ goalManager : GoalManager Private

[Is static False. Containment is Not Specified.]

◆ hitPoints : int Public

[Is static False. Containment is Not Specified.]

◆ sprite : SpriteRenderer Private

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) BackgroundTile   Target: Private goalManager (Class) GoalManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private breakableTiles (Class)
                                                         BackgroundTile

OPERATIONS

◆ MakeLightter () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ TakeDamage (damage : int) : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Update () : void Private

Update is called once per frame

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

BackToSplash

Class in package 'Starter Class Diagram'

<div align="right">

BackToSplash
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

</div>

ATTRIBUTES
◆ sceneToLoad : string Public
[Is static False. Containment is Not Specified.]

OPERATIONS
◆ Ok () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Start () : void Private
Start is called before the first frame update
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Update () : void Private
Update is called once per frame
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

BlankGoal

Class in package 'Starter Class Diagram'

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BlankGoal
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023

</div>

ATTRIBUTES
◆ goalSprite : Sprite Public
[Is static False. Containment is Not Specified.]
◆ matchValue : string Public
[Is static False. Containment is Not Specified.]
◆ numberCollected : int Public
[Is static False. Containment is Not Specified.]

ATTRIBUTES

🔹 numberNeeded : int Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✏️ Association (direction: Source -> Destination)

Source: Public (Class) Level   Target: Public levelGoals (Class) BlankGoal

✏️ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager   Target: Public levelGoals (Class) BlankGoal

Board

Class in package 'Starter Class Diagram'

Board
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

🔹 allDots : GameObject Public

[Is static False. Containment is Not Specified.]

🔹 basePieceValue : int Public = 20

[Is static False. Containment is Not Specified.]

🔹 blankSpaces : bool Private

[Is static False. Containment is Not Specified.]

🔹 boardLayout : TileType Public

    Properties:
      Attribute = [Header("Layout")]

[Is static False. Containment is Not Specified.]

🔹 breakableTilePrefab : GameObject Public

[Is static False. Containment is Not Specified.]

🔹 breakableTiles : BackgroundTile Private

[Is static False. Containment is Not Specified.]

🔹 currentDot : Dot Public

[Is static False. Containment is Not Specified.]

ATTRIBUTES

◆ currentState : GameState Public = GameState.move

[Is static False. Containment is Not Specified.]

◆ destroyEffect : GameObject Public

[Is static False. Containment is Not Specified.]

◆ dots : GameObject Public

[Is static False. Containment is Not Specified.]

◆ findMatches : FindMatches Private

[Is static False. Containment is Not Specified.]

◆ goalManager : GoalManager Private

[Is static False. Containment is Not Specified.]

◆ height : int Public

[Is static False. Containment is Not Specified.]

◆ level : int Public

[Is static False. Containment is Not Specified.]

◆ matchType : MatchType Public

Properties:
   Attribute = [Header("Match Stuff")]

[Is static False. Containment is Not Specified.]

◆ offSet : int Public

[Is static False. Containment is Not Specified.]

◆ refillDelay : float Public = 0.5f

[Is static False. Containment is Not Specified.]

◆ scoreGoals : int Public

[Is static False. Containment is Not Specified.]

◆ scoreManager : ScoreManager Private

[Is static False. Containment is Not Specified.]

◆ soundManager : SoundManager Private

[Is static False. Containment is Not Specified.]

◆ streakValue : int Private = 1

[Is static False. Containment is Not Specified.]

ATTRIBUTES

◆ tilePrefab : GameObject Public

    Properties:
      Attribute = [Header("Prefabs")]

                                                [Is static False. Containment is Not Specified.]

◆ width : int Public

    Properties:
      Attribute = [Header("Board Dimension")]

                                                [Is static False. Containment is Not Specified.]

◆ world : World Public

    Properties:
      Attribute = [Header("Scriptable Object Stuff")]

                                                [Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private soundManager (Class)
                                                      SoundManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private scoreManager (Class)
                                                      ScoreManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private findMatches (Class) FindMatches

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Public currentDot (Class) Dot

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private breakableTiles (Class)
                                                      BackgroundTile

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Public world (Class) World

✎ Association (direction: Source -> Destination)

ASSOCIATIONS

Source: Public (Class) Board	Target: Public currentState (Enumeration) GameState

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board

Target: Private goalManager (Class) GoalManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board

Target: Public matchType (Class) MatchType

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board

Target: Public boardLayout (Class) TileType

✎ Association (direction: Source -> Destination)

Source: Public (Class) PauseManager

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) ScoreManager

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) HintManager

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) Dot

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) FindMatches

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) CameraScalar

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) EndgameManager

Target: Private board (Class) Board

OPERATIONS

🔶 Awake () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 ColumnOrRow () : MatchType Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 CheckForMatches () : bool Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 CheckToMakeBombs () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 DecreaseRowCo () : IEnumerator Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 DecreaseRowCo2 () : IEnumerator Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 DestroyMatches () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 DestroyMatchesAt (column : int , row : int) : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 FillBoardCo () : IEnumerator Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 GenerateBlankSpaces () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 GenerateBreakableTiles () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 IsDeadLocked () : bool Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 MatchesAt (column : int , row : int , piece : GameObject) : bool Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 MatchesOnBoard () : bool Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 RefillBoard () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

🔶 SetUp () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 ShuffleBoard () : IEnumerator Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 SwitchAndCheck (column : int , row : int , direction : Vector2) : bool Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 SwitchPieces (column : int , row : int , direction : Vector2) : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

CameraScalar

Class in package 'Starter Class Diagram'

CameraScalar
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

🔷 aspectRatio : float Public = 0.625f

[Is static False. Containment is Not Specified.]

🔷 board : Board Private

[Is static False. Containment is Not Specified.]

🔷 cameraOffset : float Public

[Is static False. Containment is Not Specified.]

🔷 padding : float Public = 2

[Is static False. Containment is Not Specified.]

🔷 yOffset : float Public = 1

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) CameraScalar   Target: Private board (Class) Board

OPERATIONS

◆ RepositionCamera (x : float , y : float) : void Private
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Start () : void Private

Start is called before the first frame update
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Update () : void Private

Update is called once per frame
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ConfirmPanel

Class in package 'Starter Class Diagram'

ConfirmPanel
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ level : int Public
                    [Is static False. Containment is Not Specified.]

◆ levelToLoad : string Public
                    [Is static False. Containment is Not Specified.]

◆ stars : Image Public
                    [Is static False. Containment is Not Specified.]

OPERATIONS

◆ ActivateStars () : void Private
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Cancel () : void Public
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

🔶 Play () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Update () : void Private

Update is called once per frame

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Dot

Class in package 'Starter Class Diagram'

Dot
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

🔶 adjacentBomb : GameObject Public

[Is static False. Containment is Not Specified.]

🔶 board : Board Private

[Is static False. Containment is Not Specified.]

🔶 colorBomb : GameObject Public

[Is static False. Containment is Not Specified.]

🔶 column : int Public

Properties:
    Attribute = [Header("Board Variables")]

[Is static False. Containment is Not Specified.]

🔶 columnCandy : GameObject Public

[Is static False. Containment is Not Specified.]

🔶 endgameManager : EndgameManager Private

[Is static False. Containment is Not Specified.]

🔶 finalTouchPosition : Vector2 Private = Vector2.zero

[Is static False. Containment is Not Specified.]

ATTRIBUTES

◆ findMatches : FindMatches Private

[Is static False. Containment is Not Specified.]

◆ firstTouchPosition : Vector2 Private = Vector2.zero

[Is static False. Containment is Not Specified.]

◆ hintManager : HintManager Private

[Is static False. Containment is Not Specified.]

◆ isAdjacentBomb : bool Public

[Is static False. Containment is Not Specified.]

◆ isColorBomb : bool Public

Properties:
    Attribute = [Header("Powerup Stuff")]

[Is static False. Containment is Not Specified.]

◆ isColumnCandy : bool Public

[Is static False. Containment is Not Specified.]

◆ isMatched : bool Public = false

[Is static False. Containment is Not Specified.]

◆ isRowCandy : bool Public

[Is static False. Containment is Not Specified.]

◆ otherDot : GameObject Public

[Is static False. Containment is Not Specified.]

◆ prerviousColumn : int Public

[Is static False. Containment is Not Specified.]

◆ prerviousRow : int Public

[Is static False. Containment is Not Specified.]

◆ row : int Public

[Is static False. Containment is Not Specified.]

◆ rowCandy : GameObject Public

[Is static False. Containment is Not Specified.]

◆ swipeAngle : float Public = 0

Properties:

ATTRIBUTES

Attribute = [Header("Swipe Stuff")]

[Is static False. Containment is Not Specified.]

◆ swipeResist : float Public = 1f

[Is static False. Containment is Not Specified.]

◆ targetX : int Public

[Is static False. Containment is Not Specified.]

◆ targetY : int Public

[Is static False. Containment is Not Specified.]

◆ tempPosition : Vector2 Private

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) Dot

Target: Private endgameManager (Class) EndgameManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) Dot

Target: Private findMatches (Class) FindMatches

✎ Association (direction: Source -> Destination)

Source: Public (Class) Dot

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) Dot

Target: Private hintManager (Class) HintManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board

Target: Public currentDot (Class) Dot

OPERATIONS

◆ CalculateAngle () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ CheckMoveCo () : IEnumerator Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

◆ FindMatches () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ MakeAdjacentBomb () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ MakeColorBomb () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ MakeColumnCandy () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ MakeRowCandy () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ MovePieces () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ MovePiecesActual (direction : Vector2) : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ OnMouseDown () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ OnMouseUp () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Update () : void Private

Update is called once per frame

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

EndgameManager

Class in package 'Starter Class Diagram'

EndgameManager
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ board : Board Private

[Is static False. Containment is Not Specified.]

◆ counter : Text Public

[Is static False. Containment is Not Specified.]

◆ currentCounterValue : int Public

[Is static False. Containment is Not Specified.]

◆ movesLabel : GameObject Public

[Is static False. Containment is Not Specified.]

◆ requirements : EndgameRequirements Public

[Is static False. Containment is Not Specified.]

◆ timeLabel : GameObject Public

[Is static False. Containment is Not Specified.]

◆ timerSecond : float Private

[Is static False. Containment is Not Specified.]

◆ tryAgainPanel : GameObject Public

[Is static False. Containment is Not Specified.]

◆ youWinLabel : GameObject Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) EndgameManager

Target: Public requirements (Class) EndgameRequirements

✎ Association (direction: Source -> Destination)

Source: Public (Class) EndgameManager

Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) Dot

Target: Private endgameManager (Class) EndgameManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager

Target: Private endGame (Class) EndgameManager

ASSOCIATIONS

OPERATIONS

◆ DecreaseCounterValue () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ LoseGame () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ SetGameType () : void Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ SetupGame () : void Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Start () : void Private

Start is called before the first frame update
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Update () : void Private

Update is called once per frame
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ WinGame () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

EndgameRequirements

Class in package 'Starter Class Diagram'

EndgameRequirements
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023

ATTRIBUTES

◆ counterValue : int Public
[Is static False. Containment is Not Specified.]

◆ gameType : GameType Public
[Is static False. Containment is Not Specified.]

ASSOCIATIONS

ASSOCIATIONS	
✎ Association (direction: Source -> Destination)	
Source: Public (Class) EndgameRequirements	Target: Public gameType (Enumeration) GameType
✎ Association (direction: Source -> Destination)	
Source: Public (Class) EndgameManager	Target: Public requirements (Class) EndgameRequirements
✎ Association (direction: Source -> Destination)	
Source: Public (Class) Level	Target: Public endGameRequirements (Class) EndgameRequirements

FadePanelController

Class in package 'Starter Class Diagram'

FadePanelController
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES	
◆ gameInfoAnim : Animator Public	
	[Is static False. Containment is Not Specified.]
◆ panelAnim : Animator Public	
	[Is static False. Containment is Not Specified.]

OPERATIONS	
◆ GameOver () : void Public	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ GameStartCo () : IEnumerator Private	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ OK () : void Public	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

FindMatches

Class in package 'Starter Class Diagram'

FindMatches
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ board : Board Private

[Is static False. Containment is Not Specified.]

◆ currentMatches : List<GameObject> Public = new List<GameObject>()

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✏ Association (direction: Source -> Destination)

Source: Public (Class) FindMatches   Target: Private board (Class) Board

✏ Association (direction: Source -> Destination)

Source: Public (Class) Dot   Target: Private findMatches (Class) FindMatches

✏ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private findMatches (Class) FindMatches

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OPERATIONS

◆ AddToListAndMatch (dot : GameObject) : void Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ CheckBombs (matchType : MatchType) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ FindAllMatches () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ FindAllMatchesCo () : IEnumerator Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ GetAdjacentPieces (column : int , row : int) : List<GameObject> Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ getColumnPieces (column : int) : List<GameObject> Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ GetNearbyPieces (dot1 : GameObject , dot2 : GameObject , dot3 : GameObject) : void Private

---

OPERATIONS

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 getRowPieces (row : int) : List<GameObject> Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 IsAdjacentBomb (dot1 : Dot , dot2 : Dot , dot3 : Dot) : List<GameObject> Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 IsColumnCandy (dot1 : Dot , dot2 : Dot , dot3 : Dot) : List<GameObject> Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 IsRowCandy (dot1 : Dot , dot2 : Dot , dot3 : Dot) : List<GameObject> Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 MatchPiecesOfColor (color : string) : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

GameStartManager

Class in package 'Starter Class Diagram'

GameStartManager
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

🔷 levelPanel : GameObject Public

[Is static False. Containment is Not Specified.]

🔷 startPanel : GameObject Public

[Is static False. Containment is Not Specified.]

OPERATIONS

🔶 Home () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 PlayGame () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

◆ Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Update () : void Private

Update is called once per frame

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

GoalManager

Class in package 'Starter Class Diagram'

GoalManager
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ board : Board Private

[Is static False. Containment is Not Specified.]

◆ currentGoals : List<GoalPanel> Public = new List<GoalPanel>()

[Is static False. Containment is Not Specified.]

◆ endGame : EndgameManager Private

[Is static False. Containment is Not Specified.]

◆ goalGameParent : GameObject Public

[Is static False. Containment is Not Specified.]

◆ goalIntroParent : GameObject Public

[Is static False. Containment is Not Specified.]

◆ goalPrefab : GameObject Public

[Is static False. Containment is Not Specified.]

◆ levelGoals : BlankGoal Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager   Target: Private endGame (Class) EndgameManager

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager   Target: Public levelGoals (Class) BlankGoal

✎ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager   Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager   Target: Public currentGoals (Class) GoalPanel
                                                       Cardinality: [0..*]

✎ Association (direction: Source -> Destination)

Source: Public (Class) BackgroundTile   Target: Private goalManager (Class) GoalManager

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private goalManager (Class) GoalManager

OPERATIONS

🔶 CompareGoal (goalToCompare : string) : void Public
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 GetGoals () : void Private
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 SetupGoals () : void Private
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Start () : void Private

Use this for initialization
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 UpdateGoals () : void Public
                    [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

GoalPanel

Class in package 'Starter Class Diagram'

GoalPanel

Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES	
◆ thisImage : Image Public	[Is static False. Containment is Not Specified.]
◆ thisSprite : Sprite Public	[Is static False. Containment is Not Specified.]
◆ thisString : string Public	[Is static False. Containment is Not Specified.]
◆ thisText : Text Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) GoalManager   Target: Public currentGoals (Class) GoalPanel
                                                                              Cardinality: [0..*]

OPERATIONS

◆ Setup () : void Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

HintManager

Class in package 'Starter Class Diagram'

HintManager
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ board : Board Private

[Is static False. Containment is Not Specified.]

ATTRIBUTES

🔶 currentHint : GameObject Public

[Is static False. Containment is Not Specified.]

🔶 hintDelay : float Public

[Is static False. Containment is Not Specified.]

🔶 hintDelaySeconds : float Private

[Is static False. Containment is Not Specified.]

🔶 hintParticle : GameObject Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✏️ Association (direction: Source -> Destination)

Source: Public (Class) HintManager   Target: Private board (Class) Board

✏️ Association (direction: Source -> Destination)

Source: Public (Class) Dot   Target: Private hintManager (Class) HintManager

OPERATIONS

🔶 DesTroyHint () : void Public

Destroy the hint.

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 FindAllMatches () : List<GameObject> Private

First, I want to find all possible matches on the board

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 MarkHint () : void Private

Create the hint behind the chosen match

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 PickOneRandomly () : GameObject Private

Pick one of those matches randomly

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

◆ Update () : void Private

Update is called once per frame

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Level

Class in package 'Starter Class Diagram'

Level
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends ScriptableObject

ATTRIBUTES

◆ boardLayout : TileType Public

Properties:
    Attribute = [Header("Starting Tiles")]

[Is static False. Containment is Not Specified.]

◆ dots : GameObject Public

Properties:
    Attribute = [Header("Available Dots")]

[Is static False. Containment is Not Specified.]

◆ endGameRequirements : EndgameRequirements Public

Properties:
    Attribute = [Header("End Game Requirements ")]

[Is static False. Containment is Not Specified.]

◆ height : int Public

[Is static False. Containment is Not Specified.]

◆ levelGoals : BlankGoal Public

[Is static False. Containment is Not Specified.]

◆ scoreGoals : int Public

Properties:
    Attribute = [Header("Score Goals")]

[Is static False. Containment is Not Specified.]

◆ width : int Public

Properties:
    Attribute = [Header("Board Dimension")]

ATTRIBUTES

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✏ Association (direction: Source -> Destination)

Source: Public (Class) Level   Target: Public levelGoals (Class) BlankGoal

✏ Association (direction: Source -> Destination)

Source: Public (Class) Level   Target: Public endGameRequirements (Class)
                                                                      EndgameRequirements

✏ Association (direction: Source -> Destination)

Source: Public (Class) Level   Target: Public boardLayout (Class) TileType

✏ Association (direction: Source -> Destination)

Source: Public (Class) World   Target: Public levels (Class) Level

LevelButton

Class in package 'Starter Class Diagram'

LevelButton
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ activeSprite : Sprite Public

[Is static False. Containment is Not Specified.]

◆ buttonImage : Image Private

[Is static False. Containment is Not Specified.]

◆ confirmPanel : GameObject Public

[Is static False. Containment is Not Specified.]

◆ isActive : bool Public

Properties:
    Attribute = [Header("Active Stuff")]

[Is static False. Containment is Not Specified.]

◆ level : int Public

ATTRIBUTES

	[Is static False. Containment is Not Specified.]
◆ levelText : Text Public	
	[Is static False. Containment is Not Specified.]
◆ lockedSprite : Sprite Public	
	[Is static False. Containment is Not Specified.]
◆ myButton : Button Private	
	[Is static False. Containment is Not Specified.]
◆ stars : Image Public	
	[Is static False. Containment is Not Specified.]

OPERATIONS

◆ ActivateStars () : void Private	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ConfirmPanel (level : int) : void Public	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ DecideSprite () : void Private	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ShowLevel () : void Private	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Start () : void Private	
Start is called before the first frame update	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Update () : void Private	
Update is called once per frame	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

MatchType

Class in package 'Starter Class Diagram'

MatchType
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023

ATTRIBUTES
◆ color : string Public
[Is static False. Containment is Not Specified.]
◆ type : int Public
[Is static False. Containment is Not Specified.]

ASSOCIATIONS
✏ Association (direction: Source -> Destination)
Source: Public (Class) Board   Target: Public matchType (Class) MatchType

PauseManager

Class in package 'Starter Class Diagram'

PauseManager
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES
◆ board : Board Private
[Is static False. Containment is Not Specified.]
◆ paused : bool Public = false
[Is static False. Containment is Not Specified.]
◆ pausePanel : GameObject Public
[Is static False. Containment is Not Specified.]

ASSOCIATIONS
✏ Association (direction: Source -> Destination)
Source: Public (Class) PauseManager   Target: Private board (Class) Board

OPERATIONS
◆ ExitGame () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ PauseGame () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

◆ Start () : void Private

Start is called before the first frame update

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Update () : void Private

Update is called once per frame

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ScoreManager

Class in package 'Starter Class Diagram'

ScoreManager
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

◆ board : Board Private

[Is static False. Containment is Not Specified.]

◆ numberStars : int Private

[Is static False. Containment is Not Specified.]

◆ score : int Public

[Is static False. Containment is Not Specified.]

◆ scoreBar : Image Public

[Is static False. Containment is Not Specified.]

◆ scoreText : Text Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) ScoreManager   Target: Private board (Class) Board

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private scoreManager (Class)
ScoreManager

OPERATIONS

🔶 IncreaseScore (amountToIncrease : int) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Start () : void Private

Use this for initialization
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 Update () : void Private

Update is called once per frame
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

🔶 UpdateBar () : void Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

SoundManager

Class in package 'Starter Class Diagram'

SoundManager
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends MonoBehaviour

ATTRIBUTES

🔷 destroyNoise : AudioSource Public
[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✏️ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Private soundManager (Class)
                                                                                   SoundManager

OPERATIONS

🔶 PlayRandomDestroyNoise () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TileType

Class in package 'Starter Class Diagram'

TileType

Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023

ATTRIBUTES

◆ tileKind : TileKind Public

[Is static False. Containment is Not Specified.]

◆ x : int Public

[Is static False. Containment is Not Specified.]

◆ y : int Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) TileType   Target: Public tileKind (Enumeration) TileKind

✎ Association (direction: Source -> Destination)

Source: Public (Class) Level   Target: Public boardLayout (Class) TileType

✎ Association (direction: Source -> Destination)

Source: Public (Class) Board   Target: Public boardLayout (Class) TileType

World

Class in package 'Starter Class Diagram'

World
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023
Extends ScriptableObject

ATTRIBUTES

◆ levels : Level Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) World   Target: Public levels (Class) Level

✎ Association (direction: Source -> Destination)

ASSOCIATIONS	
Source: Public (Class) Board	Target: Public world (Class) World

GameState

Enumeration in package 'Starter Class Diagram'

GameState
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023

ATTRIBUTES
◆ wait : Public
[Is static False. Containment is Not Specified.]
◆ move : Public
[Is static False. Containment is Not Specified.]
◆ win : Public
[Is static False. Containment is Not Specified.]
◆ lose : Public
[Is static False. Containment is Not Specified.]
◆ pause : Public
[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✎ Association (direction: Source -> Destination)	
Source: Public (Class) Board	Target: Public currentState (Enumeration) GameState

GameType

Enumeration in package 'Starter Class Diagram'

GameType
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023

ATTRIBUTES
◆ Moves : Public
[Is static False. Containment is Not Specified.]

ATTRIBUTES

◆ Time : Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) EndgameRequirements   Target: Public gameType (Enumeration)
                                                     GameType

TileKind

Enumeration in package 'Starter Class Diagram'

TileKind
Version 1.0 Phase 1.0 Proposed
ADMIN created on 23/05/2023. Last modified 23/05/2023

ATTRIBUTES

◆ Breakable : Public

[Is static False. Containment is Not Specified.]

◆ Blank : Public

[Is static False. Containment is Not Specified.]

◆ Normal : Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Class) TileType   Target: Public tileKind (Enumeration) TileKind