# Static class GameManager

Class that manages the game

### Variables:

• Static bool gameOver

### Methods:

- static GameOver()
- static LoadTittleScreen()
- static LoadScene(int buildIndex)
- static Quit()
- static PauseGame()
- static ResumeGame()

# Static class UIManager

Class that manages the user interface

### Variables:

- Private GameObject pauseMenu
- Private GameObject gameOverScreen

## Methods:

- Static ShowPauseMenu()
- Static ShowGameOverScreen()
- Static HidePauseMenu()
- Static HideGameOverScreen()

## **Public class Shot**

Class for projectile object

## Variables:

- Private float lifeTime
- Public float damage
- Public float speed

### Methods:

- Move()
- CheckLifeTime()

## **Public class Objective**

Class for projectile object

### Variables:

• Private int health

### Methods:

• CheckHealth()

## **Public class Enemy**

Primary class used to create enemy variants.

#### Variables:

- Private int m health
- Private int m damage
- Private int m\_speed

### Methods:

- protected virtual Move()
- protected virtual Attack()

# **Public class Unit**

Primary class used to create unit variants.

#### Variables:

- Private int m\_damage
- Private float m\_shotSpeed
- Private float m\_reloadTime
- Private GameObject m\_tarjet

#### Methods:

protected Attack()

# **Public class TankEnemy**

Enemy variant with more health but slower.

### Variables:

- Private int health
- Private int damage
- Private int speed

## Public class RunnerEnemy

Enemy variant faster but with less health

### Variables:

- Private int health
- Private int damage
- Private int speed

## **Public class HeavyUnit**

Unit variant with more damage but slower shot

#### Variables:

- Private int damage
- Private int speed
- Private float reloadTime
- Private float shotSpeed

## Public class RunnerEnemy

Unit variant with less damage but faster shot

## Variables:

- Private int damage
- Private int speed
- Private float reloadTime
- Private float shotSpeed