My Project

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

MonoBehaviour
- box . . . 7
- buttonPlay . . . 7
- collision . . . 8
- gravityShift . . . 8
- LevelSelect . . . 8
- RobotControllerSript . . . 8
- RobotLEFT . . . 9
- RobotUP . . . 9
- trigger . . . 10
- UIManager . . . 10
- win . . . 11

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

box 7
buttonPlay 7
collision 8
gravityShift 8
LevelSelect 8
RobotControllerSript 8
RobotLEFT 9
RobotUP 9
trigger 10
UIManager 10
win 11

Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

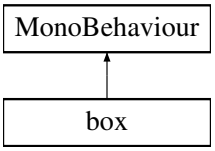
trigger.cs 13
win.cs 13

Chapter 4

Class Documentation

4.1 box Class Reference

Inheritance diagram for box:

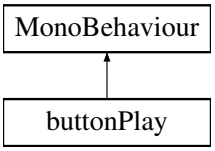


The documentation for this class was generated from the following file:

- box.cs

4.2 buttonPlay Class Reference

Inheritance diagram for buttonPlay:



Public Attributes

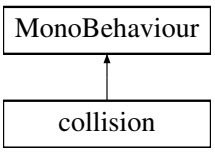
- GameObject **Play**
- GameObject **Levels**
- GameObject **Credits**

The documentation for this class was generated from the following file:

- buttonPlay.cs

4.3 collision Class Reference

Inheritance diagram for collision:

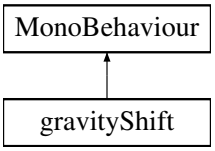


The documentation for this class was generated from the following file:

- collision.cs

4.4 gravityShift Class Reference

Inheritance diagram for gravityShift:

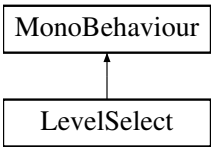


The documentation for this class was generated from the following file:

- gravityShift.cs

4.5 LevelSelect Class Reference

Inheritance diagram for LevelSelect:

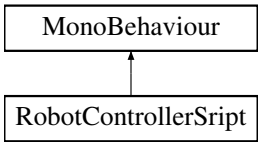


The documentation for this class was generated from the following file:

- LevelSelect.cs

4.6 RobotControllerSript Class Reference

Inheritance diagram for RobotControllerSript:



Public Attributes

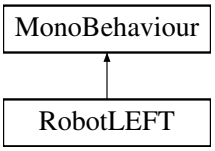
- float **maxSpeed** = 10f
- Transform **groundCheck**
- LayerMask **whatIsGround**
- float **jumpForce** = 700f
- int **jumpdir**
- AudioClip **crush**

The documentation for this class was generated from the following file:

- RobotControllerSript.cs

4.7 RobotLEFT Class Reference

Inheritance diagram for RobotLEFT:



Public Attributes

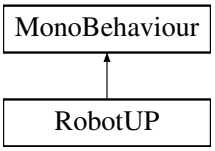
- float **maxSpeed** = 10f
- Transform **groundCheck**
- LayerMask **whatIsGround**
- float **jumpForce** = 700f
- int **jumpdir**
- AudioClip **crush**

The documentation for this class was generated from the following file:

- RobotLEFT.cs

4.8 RobotUP Class Reference

Inheritance diagram for RobotUP:



Public Attributes

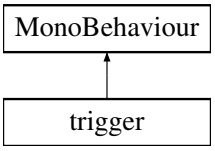
- float **maxSpeed** = 10f
- Transform **groundCheck**
- LayerMask **whatIsGround**
- float **jumpForce** = 700f
- int **jumpdir**
- AudioClip **crush**

The documentation for this class was generated from the following file:

- RobotUP.cs

4.9 trigger Class Reference

Inheritance diagram for trigger:



Public Attributes

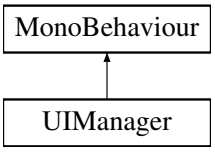
- GameObject **movingWall**
- string **doorOpen**
- GameObject **success**
- GameObject **elect1**
- GameObject **elect2**
- AudioClip **Zap**

The documentation for this class was generated from the following file:

- trigger.cs

4.10 UIManager Class Reference

Inheritance diagram for UIManager:



Public Member Functions

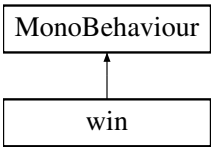
- void **StartGame** ()
- void **Levels** ()
- void **Credits** ()
- void **TitleMenu** ()
- void **Mute** ()
- void **ErasePlayerPrefs** ()
- void **LL1** ()
- void **LL2** ()
- void **LL3** ()
- void **LL4** ()
- void **LL5** ()
- void **LL6** ()
- void **LL7** ()
- void **LL8** ()
- void **LL9** ()
- void **LL10** ()
- void **LL11** ()
- void **LL12** ()
- void **LL13** ()
- void **LL14** ()
- void **LL15** ()
- void **LL16** ()
- void **LL17** ()
- void **LL18** ()
- void **LL19** ()
- void **LL20** ()

The documentation for this class was generated from the following file:

- UIManager.cs

4.11 win Class Reference

Inheritance diagram for win:



The documentation for this class was generated from the following file:

- win.cs

Chapter 5

File Documentation

5.1 trigger.cs File Reference

Classes

- class trigger

5.2 win.cs File Reference

Classes

- class win

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