# Global

## Signal Manager

* Signal hub. All signals should be defined here so all objects refer to this instead.

### General

#### object\_initialized(Entity)

* passes entity object that emitted the signal

### UI

#### resized()

* is emitted when Controls are resized

### Entity

#### damaged(Entity)

* is emitted when Entity is damaged
* passes entity object that emitted the signal

#### died(Entity)

* is emitted when Entity has died
* passes entity object that emitted the signal

### Enemy

#### intent\_changed(Enemy)

* is emitted when Enemy changed their intent
* passes enemy object that emitted the signal

### Board

#### actions\_populated(Array[ActionInstance])

* is emitted when Board has resolved the matches and populated the action array
* passes action array from the board resolution

#### regenerate\_board()

* emit to force trigger board regeneration (spawn new orbs in missing spots)

### TurnManager

#### player\_turn\_completed()

* is emitted when player turn is completed (when actions have been resolved)

#### enemy\_turn\_completed()

* is emitted when enemy turn is completed (when enemy actions have been resolved)

#### full\_turn\_completed()

* is emitted at the end of the turn (after one player turn and one enemy turn)

### Orb

#### orb\_selectable(Orb)

* **currently not being emitted**
* can use this to toggle process function maybe
* passes orb entity on mouse

#### orb\_swap(Orb, Orb)

* is emitted when 2 orb hitboxes collide
* passes selectedOrb and orb collided with on board

#### orb\_selected(Orb)

* is emitted when orb is hold-clicked
* **maybe makes orb selectable redundant**
* passes orb entity on mouse

#### orb\_dropped(Orb)

* emitted when orb is dropped (selected orb is no longer being held)
* passes orb entity on mouse

### Debug

#### debug\_breakpoint()

* emit to pass “await debug\_breakpoint”
* used to test timings

## RNG Manager

* One RNG Object in order to tie everything to one RNG seed.

### Variables

#### rng

### Methods

#### get\_seed()

* returns rng seed

#### get\_state()

* returns rng state

#### set\_seed(Int)

* sets rng state

#### set\_state(Int)

* sets rng state

#### pick\_from(Array, Array)

* returns an object from an array
* can take in extra array for weights to do weighted randomization

#### randf()

* returns random float from 0 to 1

#### randf\_range(Float, Float)

* returns random float from given range (inclusive)

#### randfn(Float, Float)

* returns random float with normal distribution probability
* can take in mean and deviation inputs

#### randi()

* returns random unsigned integer from 0 to 4294967295 (2^32) inclusive

#### randi\_range(Int, Int)

* returns random integer from given range (inclusive)

#### randomize()

* randomizes rng seed

# Static Objects

## ActionBoard

### Variables

#### nodes

#### orbs

#### temp\_orb\_asset\_paths

#### new\_orb\_scene

#### turn\_manager

#### node\_link

#### orb\_link

#### turn\_actions

#### target\_orb

### Methods

#### ready()

#### regenerateBoard()

#### resolveBoard()

#### clearBoard()

#### orbSwap(Orb, Orb)

#### orbDropped(Orb)

#### checkOrbMatches(Orb)

#### resolveOrbs(Array)

#### floodFill(Vector2, Array, String)

## TurnManager

### Variables

#### TURN

#### player

#### player\_actions

#### enemy

#### battle\_ongoing

#### current\_turn

### Methods

#### ready()

#### start\_battle(Entity, Entity)

#### on\_action\_board\_actions\_populated(Array)

#### entity\_death(Entity)

## PlayerBox

* see CustomControl

## EnemyBox

* see CustomControl

## Player

### Methods

#### ready()

#### update\_properties()

#### turn\_completed()

# Instanced Objects

## Orb

### Variables

#### TYPE

#### COLOR

#### hitbox

#### orb\_type

#### orb\_color

#### board\_position

#### selectable

#### selected

#### resolved

### Methods

#### ready()

#### process(delta)

#### on\_hitbox\_mouse\_entered()

#### on\_hitbox\_mouse\_exited()

#### on\_hitbox\_body\_entered(body)

#### newOrb(Int, image, Vector2)

#### orb\_selected(Orb)

#### orb\_dropped(Orb)

#### moveTo(Vector2)

## HealthBar

### Methods

#### ready()

#### update\_hp(Entity)

## Enemy

### Variables

#### action\_roll

#### attacks

#### action\_instances

#### current\_intent

### Methods

#### ready()

#### update\_properties()

#### decide\_action()

#### set\_target(Array)

#### resolve\_action(ActionInstance)

# UI

## CustomControl

### Variables

#### base\_size

#### current\_scale

#### global\_center

#### entity\_owner

### Methods

#### ready()

#### set\_entity\_owner(Entity)

#### get\_current\_scale()

#### get\_global\_center()

#### update\_properties()

#### owner\_died(Entity)

#### on\_resized()

#### on\_tree\_entered()

# Debug