Infinite Jumper

1.0

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

InfiniteJumper.LevelBuilder . . . 14
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MonoBehaviour
- FixedRatio . . . 11
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Chapter 3

Class Index

3.1 Class List

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

InfiniteJumper.Darkness
: Handles the translation of the gameobject that chases the player from the bottom of the screen. 9

InfiniteJumper.DataPersistence
: Data persistence. Handles saving and loading of high score. 10

InfiniteJumper.FadeIn
: Simple fade in script for CanvasRenderer. 11

FixedRatio 11

InfiniteJumper.FollowTarget
: Attach to camera to smoothly track player. 12

InfiniteJumper.GameOver
: Handles game over state. On game over: enables game over ui and saves high score. 12

InfiniteJumper.Head
: Handles death of player when InfiniteJumper.Darkness enters trigger. Invokes InfiniteJumper.↩ LevelChunks.OnDeath. 13

InfiniteJumper.HighScore
: Updates highscore UI on main menu. 13

InfiniteJumper.LevelBuilder
: Handles constructing (instantiating) the level chuncks. 14

InfiniteJumper.LevelChuckPreBuild
: A level chuck that is static and built at start. Used to construct the empty level chuck underneath player at game start. 15

InfiniteJumper.LevelChunk
: Level chunk. 16

InfiniteJumper.LevelChunkManager
: Builds new InfiniteJumper.LevelChunks when required. Stores current position and builds new chunks at current y position. 17

InfiniteJumper.LevelLoader
: Responsible from loading the level data from file. 18

InfiniteJumper.MainMenu
: Plays background audio clip if present. Loads game scene if any key is pressed. 19

InfiniteJumper.Platform
: Attach to the platform tile prefab. Handles destruction when InfiniteJumper.Darkness enters trigger. 20

InfiniteJumper.Player
: The main player movement script, also updates current score based on the players y position. 20

InfiniteJumper.Score
: Score UI component for main game scene. 23

InfiniteJumper.ScoreData
Class to store serializable score data. 24
InfiniteJumper.Shadow
Attach to the shadow tile. Destroys this gameobject if its associated platform tile is destroyed. . 25
InfiniteJumper.TilePrefab
Used to map a GameObject to its character representation in file. All prefabs should be of the same size. 25
InfiniteJumper.UIFlash
User interface flash. Acts as an overlay for the main menu and gameplay scene. 26

Chapter 4

Namespace Documentation

4.1 InfiniteJumper Namespace Reference

Classes

- class Darkness

  Handles the translation of the gameobject that chases the player from the bottom of the screen.
- class DataPersistence

  Data persistence. Handles saving and loading of high score.
- class FadeIn

  Simple fade in script for CanvasRenderer.
- class FollowTarget

  Attach to camera to smoothly track player.
- class GameOver

  Handles game over state. On game over: enables game over ui and saves high score.
- class Head

  Handles death of player when InfiniteJumper.Darkness enters trigger. Invokes InfiniteJumper.LevelChunks.OnDeath.
- class HighScore

  Updates highscore UI on main menu.
- class LevelBuilder

  Handles constructing (instantiating) the level chuncks.
- class LevelChuckPreBuild

  A level chuck that is static and built at start. Used to construct the empty level chuck underneath player at game start.
- class LevelChunk

  Level chunk.
- class LevelChunkManager

  Builds new InfiniteJumper.LevelChunks when required. Stores current position and builds new chunks at current y position.
- class LevelLoader

  Responsible from loading the level data from file.
- class MainMenu

  Plays background audio clip if present. Loads game scene if any key is pressed.
- class Platform

  Attach to the platform tile prefab. Handles destruction when InfiniteJumper.Darkness enters trigger.
- class Player

  The main player movement script, also updates current score based on the players y position.
- class Score

Score UI component for main game scene.

- class ScoreData

  Class to store serializable score data.

- class Shadow

  Attach to the shadow tile. Destroys this gameobject if its associated platform tile is destroyed.

- class TilePrefab

  Used to map a GameObject to its character representation in file. All prefabs should be of the same size.

- class UIFlash

  User interface flash. Acts as an overlay for the main menu and gameplay scene.

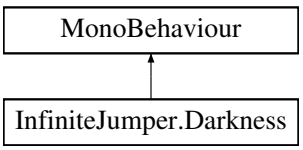
Chapter 5

Class Documentation

5.1 InfiniteJumper.Darkness Class Reference

Handles the translation of the gameobject that chases the player from the bottom of the screen.

Inheritance diagram for InfiniteJumper.Darkness:



Public Attributes

- float movementSpeed

  Base movement speed.
- Transform player

  Movement speed is based the movementSpeed and the distance from player.
- GameOver gameOverHandler

  Called in the event of the players death.
- bool **canMove** = false

5.1.1 Detailed Description

Handles the translation of the gameobject that chases the player from the bottom of the screen.

5.1.2 Member Data Documentation

5.1.2.1 GameOver InfiniteJumper.Darkness.gameOverHandler

Called in the event of the players death.

5.1.2.2 float InfiniteJumper.Darkness.movementSpeed

Base movement speed.

5.1.2.3 Transform InfiniteJumper.Darkness.player

Movement speed is based the movementSpeed and the distance from player.

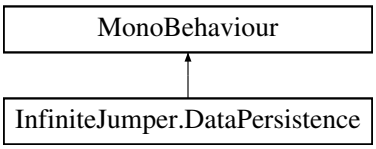
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Darkness.cs

5.2 InfiniteJumper.DataPersistence Class Reference

Data persistence. Handles saving and loading of high score.

Inheritance diagram for InfiniteJumper.DataPersistence:



Public Member Functions

- void Load ()

  Load the highscore from file.
- void Save (int score)

  If score greater that store highscore then it is saved to file.

Properties

- int Score `[get]`

  Gets the high score. Loaded from file.
- static DataPersistence instance `[get]`

  Gets the instance of this class. Can be accessed from any script.

5.2.1 Detailed Description

Data persistence. Handles saving and loading of high score.

5.2.2 Member Function Documentation

5.2.2.1 void InfiniteJumper.DataPersistence.Load ( )

Load the highscore from file.

5.2.2.2 void InfiniteJumper.DataPersistence.Save (int *score*)

If score greater that store highscore then it is saved to file.

Parameters

score	Score.

5.2.3 Property Documentation

5.2.3.1 DataPersistence InfiniteJumper.DataPersistence.instance [static],[get]

Gets the instance of this class. Can be accessed from any script.

The instance.

5.2.3.2 int InfiniteJumper.DataPersistence.Score [get]

Gets the high score. Loaded from file.

The score.

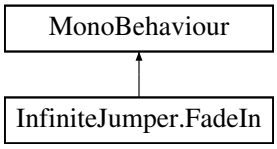
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/DataPersistence.cs

5.3 InfiniteJumper.FadeIn Class Reference

Simple fade in script for CanvasRenderer.

Inheritance diagram for InfiniteJumper.FadeIn:



5.3.1 Detailed Description

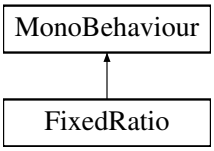
Simple fade in script for CanvasRenderer.

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

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/UI/FadeIn.cs

5.4 FixedRatio Class Reference

Inheritance diagram for FixedRatio:



Public Attributes

- float **ratioX** = 3f
- float **ratioY** = 4f

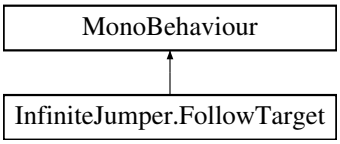
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/FixedRatio.cs

5.5 InfiniteJumper.FollowTarget Class Reference

Attach to camera to smoothly track player.

Inheritance diagram for InfiniteJumper.FollowTarget:



Public Attributes

- Transform **target**
- float **ySmoothing**
- float **yMargin**

5.5.1 Detailed Description

Attach to camera to smoothly track player.

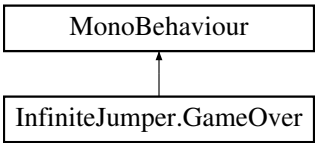
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/FollowTarget.cs

5.6 InfiniteJumper.GameOver Class Reference

Handles game over state. On game over: enables game over ui and saves high score.

Inheritance diagram for InfiniteJumper.GameOver:



Public Member Functions

- void OnGameOver ()

  Raised on game over. Shows game over ui and saves high score.

Public Attributes

- UIFlash **uiFlash**
- Score **score**
- GameObject[ ] **gameOverUI**

5.6.1 Detailed Description

Handles game over state. On game over: enables game over ui and saves high score.

5.6.2 Member Function Documentation

5.6.2.1 void InfiniteJumper.GameOver.OnGameOver ( )

Raised on game over. Shows game over ui and saves high score.

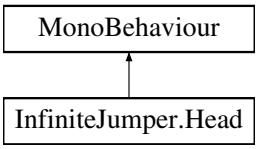
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/GameOver.cs

5.7 InfiniteJumper.Head Class Reference

Handles death of player when InfiniteJumper.Darkness enters trigger. Invokes InfiniteJumper.LevelChunks.On↩ Death.

Inheritance diagram for InfiniteJumper.Head:



Public Attributes

- Player **player**

5.7.1 Detailed Description

Handles death of player when InfiniteJumper.Darkness enters trigger. Invokes InfiniteJumper.LevelChunks.On↩ Death.

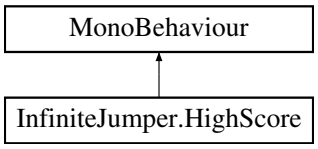
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Player/Head.cs

5.8 InfiniteJumper.HighScore Class Reference

Updates highscore UI on main menu.

Inheritance diagram for InfiniteJumper.HighScore:



5.8.1 Detailed Description

Updates highscore UI on main menu.

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

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/UI/HighScore.cs

5.9 InfiniteJumper.LevelBuilder Class Reference

Handles constructing (instantiating) the level chuncks.

Public Member Functions

- LevelBuilder (Dictionary< char, GameObject > tileLookUp)

  Initializes a new instance of the InfiniteJumper.LevelBuilder class.
- GameObject BuildChunkAtPosition (Vector2 position, LevelChunk level)

  Builds the level chunk at specified position.
- GameObject BuildChunkAtPosition (Vector2 position, string[,] levelGrid)

  Builds the level chunk at specified position.

5.9.1 Detailed Description

Handles constructing (instantiating) the level chuncks.

5.9.2 Constructor & Destructor Documentation

5.9.2.1 InfiniteJumper.LevelBuilder.LevelBuilder (Dictionary< char, GameObject > *tileLookUp*)

Initializes a new instance of the InfiniteJumper.LevelBuilder class.

Parameters

tileLookUp	Tile look up. Dictionary of GameObject prefabs along with their associated char representation in file.

5.9.3 Member Function Documentation

5.9.3.1 GameObject InfiniteJumper.LevelBuilder.BuildChunkAtPosition (Vector2 *position*, LevelChunk *level*)

Builds the level chunk at specified position.

Returns

The chunk at position.

Parameters

position	Position.
level	Level.

5.9.3.2 GameObject InfiniteJumper.LevelBuilder.BuildChunkAtPosition (Vector2 *position,* string *levelGrid[,]*)

Builds the level chunk at specified position.

Returns

The chunk at position.

Parameters

position	Position.
levelGrid	Level grid.

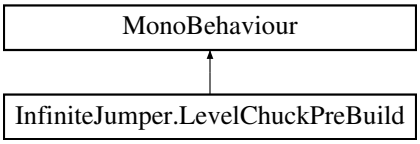
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Level/LevelBuilder.cs

5.10 InfiniteJumper.LevelChuckPreBuild Class Reference

A level chuck that is static and built at start. Used to construct the empty level chuck underneath player at game start.

Inheritance diagram for InfiniteJumper.LevelChuckPreBuild:



Public Attributes

- string levelFileName

  The name of the level file stored in the Resources/Levels folder.
- TilePrefab[ ] tilePrefabs

  The tile prefabs. A list of tile prefabs and associated char representation.

5.10.1 Detailed Description

A level chuck that is static and built at start. Used to construct the empty level chuck underneath player at game start.

5.10.2 Member Data Documentation

5.10.2.1 string InfiniteJumper.LevelChuckPreBuild.levelFileName

The name of the level file stored in the Resources/Levels folder.

5.10.2.2 TilePrefab [ ] InfiniteJumper.LevelChuckPreBuild.tilePrefabs

The tile prefabs. A list of tile prefabs and associated char representation.

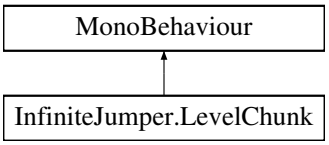
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Level/LevelChuckPre↩ Build.cs

5.11 InfiniteJumper.LevelChunk Class Reference

Level chunk.

Inheritance diagram for InfiniteJumper.LevelChunk:



Public Member Functions

- void Initialise ()

  Initialise this instance. Creates new instance of InfiniteJumper.LevelLoader .

Public Attributes

- string levelFileName

  The name of the level file stored in the Resources/Levels folder.
- float weight = 1

  The chance of this level chunk to spawn. This chance is proportional to the weights of the other InfiniteJumper.↩ LevelChunks

Static Public Attributes

- static readonly int WIDTH = 12

  The width of the level chunk.
- static readonly int HEIGHT = 20

  the height of the level chunk.

Properties

- string[,] levelGrid `[get]`

  Returns an initialised array of string representing a level chunk.

5.11.1 Detailed Description

Level chunk.

5.11.2 Member Function Documentation

5.11.2.1 void InfiniteJumper.LevelChunk.Initialise ( )

Initialise this instance. Creates new instance of InfiniteJumper.LevelLoader .

5.11.3 Member Data Documentation

5.11.3.1 readonly int InfiniteJumper.LevelChunk.HEIGHT = 20 [static]

the height of the level chunk.

5.11.3.2 string InfiniteJumper.LevelChunk.levelFileName

The name of the level file stored in the Resources/Levels folder.

5.11.3.3 float InfiniteJumper.LevelChunk.weight = 1

The chance of this level chunk to spawn. This chance is proportional to the weights of the other InfiniteJumper.↩ LevelChunks

5.11.3.4 readonly int InfiniteJumper.LevelChunk.WIDTH = 12 [static]

The width of the level chunk.

5.11.4 Property Documentation

5.11.4.1 string [,] InfiniteJumper.LevelChunk.levelGrid [get]

Returns an initialised array of string representing a level chunk.

The level grid.

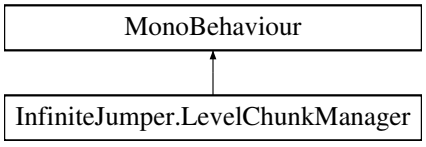
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Level/LevelChunk.cs

5.12 InfiniteJumper.LevelChunkManager Class Reference

Builds new InfiniteJumper.LevelChunks when required. Stores current position and builds new chunks at current y position.

Inheritance diagram for InfiniteJumper.LevelChunkManager:



Public Attributes

- Transform player

  The players y position is tracked to decide when to spawn new InfiniteJumper.LevelChunks.
- TilePrefab[ ] tilePrefabs

  The tile prefabs. A list of tile prefabs and associated char representation.
- int chucksToPreLoad = 3

  Number of InfiniteJumper.LevelChunks to load at start of game.
- bool preLoadLevelDataFromFile = true

  If true, all InfiniteJumper.LevelChunks data is loaded from the relevant files at game start.

5.12.1 Detailed Description

Builds new InfiniteJumper.LevelChunks when required. Stores current position and builds new chunks at current y position.

5.12.2 Member Data Documentation

5.12.2.1 int InfiniteJumper.LevelChunkManager.chucksToPreLoad = 3

Number of InfiniteJumper.LevelChunks to load at start of game.

5.12.2.2 Transform InfiniteJumper.LevelChunkManager.player

The players y position is tracked to decide when to spawn new InfiniteJumper.LevelChunks.

5.12.2.3 bool InfiniteJumper.LevelChunkManager.preLoadLevelDataFromFile = true

If true, all InfiniteJumper.LevelChunks data is loaded from the relevant files at game start.

5.12.2.4 TilePrefab [ ] InfiniteJumper.LevelChunkManager.tilePrefabs

The tile prefabs. A list of tile prefabs and associated char representation.

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

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Level/LevelChunkManager.↩ cs

5.13 InfiniteJumper.LevelLoader Class Reference

Responsible from loading the level data from file.

Public Member Functions

- LevelLoader (string fileName)

  Initializes a new instance of the InfiniteJumper.LevelLoader class.
- string[,] LoadLevel ()

  Loads the level data from file and converts it to a 2d array of strings. Returns cached data if level data already loaded.

Static Public Attributes

- static readonly string LOCAL_LOCATION = "Levels/"

  The local level data file location.

5.13.1 Detailed Description

Responsible from loading the level data from file.

5.13.2 Constructor & Destructor Documentation

5.13.2.1 InfiniteJumper.LevelLoader.LevelLoader (string *fileName*)

Initializes a new instance of the InfiniteJumper.LevelLoader class.

Parameters

fileName	The filename of the level data to load.

5.13.3 Member Function Documentation

5.13.3.1 string [,] InfiniteJumper.LevelLoader.LoadLevel ( )

Loads the level data from file and converts it to a 2d array of strings. Returns cached data if level data already loaded.

Returns

The level data.

5.13.4 Member Data Documentation

5.13.4.1 readonly string InfiniteJumper.LevelLoader.LOCAL_LOCATION = "Levels/" [static]

The local level data file location.

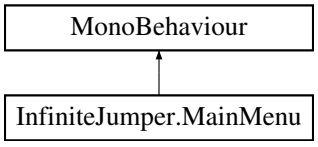
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Level/LevelLoader.cs

5.14 InfiniteJumper.MainMenu Class Reference

Plays background audio clip if present. Loads game scene if any key is pressed.

Inheritance diagram for InfiniteJumper.MainMenu:



Public Attributes

- AudioClip **backgroundAudio**

5.14.1 Detailed Description

Plays background audio clip if present. Loads game scene if any key is pressed.

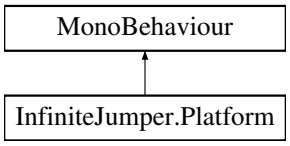
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/UI/MainMenu.cs

5.15 InfiniteJumper.Platform Class Reference

Attach to the platform tile prefab. Handles destruction when InfiniteJumper.Darkness enters trigger.

Inheritance diagram for InfiniteJumper.Platform:



Public Attributes

- GameObject **explosionParticleContainer**

Properties

- bool **beingDestroyed** `[get]`

5.15.1 Detailed Description

Attach to the platform tile prefab. Handles destruction when InfiniteJumper.Darkness enters trigger.

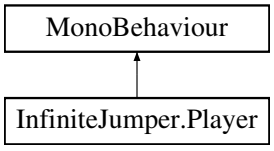
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Platform.cs

5.16 InfiniteJumper.Player Class Reference

The main player movement script, also updates current score based on the players y position.

Inheritance diagram for InfiniteJumper.Player:



Public Member Functions

- void MoveLeft ()

  Move character left in next call to FixedUpdate. Called on button down.
- void StopMovingLeft ()

  Stop moving the character left. Called on button up.
- void MoveRight ()

  Move character right in next call to FixedUpdate. Called on button down.
- void StopMovingRight ()

  Stop moving the character left. Called on button up.
- void Jump ()

  Makes the character jump (if on ground) or double jump (if already in the air and has not already double jumped).
- void OnDeath ()

  Called on death event. Plays InfiniteJumper.Player.audioOnDeath, disables player sprite and enables on death particles. Destroys object after a set amount of time.

Public Attributes

- float maxSpeed = 10f

  Maximum left/right movement speed.
- float jumpForce = 700f

  The force applied when the player jumps.
- Transform groundCheck

  The location to perform a check to see if the player is touching the ground.
- LayerMask groundMask

  The layer mask for tiles that the player can stand on.
- AudioClip[ ] jumpClips

  Audio clips to play when the player jumps.
- AudioClip[ ] walkClips

  Clips to play as the player walks on the ground.
- AudioClip[ ] audioOnDeath

  Audio clip to play on death.
- Vector3 groundScale

  Player scale when on groud.
- Vector3 **jumpingScale**
- GameObject explosionParticleContainer

  The explosion particle container. The gameobject the holds the particle system used when the player dies and explods.
- ParticleSystem landParticle

  The land particle. Any particle system for when the player lands on the ground after a jump.
- Score score

  Used to update the current score and the corresponding text.
- GameObject playerSpriteContainer

  The gameobject that holds the players sprite. This is disabled when the player dies.

5.16.1 Detailed Description

The main player movement script, also updates current score based on the players y position.

5.16.2 Member Function Documentation

5.16.2.1 void InfiniteJumper.Player.Jump ( )

Makes the character jump (if on ground) or double jump (if already in the air and has not already double jumped).

5.16.2.2 void InfiniteJumper.Player.MoveLeft ( )

Move character left in next call to FixedUpdate. Called on button down.

5.16.2.3 void InfiniteJumper.Player.MoveRight ( )

Move character right in next call to FixedUpdate. Called on button down.

5.16.2.4 void InfiniteJumper.Player.OnDeath ( )

Called on death event. Plays InfiniteJumper.Player.audioOnDeath, disables player sprite and enables on death particles. Destroys object after a set amount of time.

5.16.2.5 void InfiniteJumper.Player.StopMovingLeft ( )

Stop moving the character left. Called on button up.

5.16.2.6 void InfiniteJumper.Player.StopMovingRight ( )

Stop moving the character left. Called on button up.

5.16.3 Member Data Documentation

5.16.3.1 AudioClip [ ] InfiniteJumper.Player.audioOnDeath

Audio clip to play on death.

5.16.3.2 GameObject InfiniteJumper.Player.explosionParticleContainer

The explosion particle container. The gameobject the holds the particle system used when the player dies and explods.

5.16.3.3 Transform InfiniteJumper.Player.groundCheck

The location to perform a check to see if the player is touching the ground.

5.16.3.4 LayerMask InfiniteJumper.Player.groundMask

The layer mask for tiles that the player can stand on.

5.16.3.5 Vector3 InfiniteJumper.Player.groundScale

Player scale when on groud.

5.16.3.6 AudioClip [ ] InfiniteJumper.Player.jumpClips

Audio clips to play when the player jumps.

5.16.3.7 float InfiniteJumper.Player.jumpForce = 700f

The force applied when the player jumps.

5.16.3.8 ParticleSystem InfiniteJumper.Player.landParticle

The land particle. Any particle system for when the player lands on the ground after a jump.

5.16.3.9 float InfiniteJumper.Player.maxSpeed = 10f

Maximum left/right movement speed.

5.16.3.10 GameObject InfiniteJumper.Player.playerSpriteContainer

The gameobject that holds the players sprite. This is disabled when the player dies.

5.16.3.11 Score InfiniteJumper.Player.score

Used to update the current score and the corresponding text.

5.16.3.12 AudioClip [ ] InfiniteJumper.Player.walkClips

Clips to play as the player walks on the ground.

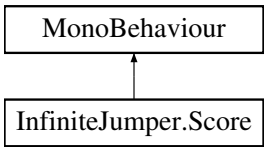
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Player/Player.cs

5.17 InfiniteJumper.Score Class Reference

Score UI component for main game scene.

Inheritance diagram for InfiniteJumper.Score:



Public Member Functions

- void IncrementScore (int amount)

  Increments the score by amount. Updates UI.
- void SetScore (int score)

  Sets the score. Updates UI.

Properties

- int currentScore [get]

  Gets the current score.

5.17.1 Detailed Description

Score UI component for main game scene.

5.17.2 Member Function Documentation

5.17.2.1 void InfiniteJumper.Score.IncrementScore (int *amount*)

Increments the score by amount. Updates UI.

Parameters

amount	Amount.

5.17.2.2 void InfiniteJumper.Score.SetScore (int *score*)

Sets the score. Updates UI.

Parameters

score	Score.

5.17.3 Property Documentation

5.17.3.1 int InfiniteJumper.Score.currentScore [get]

Gets the current score.

The current score.

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

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/UI/Score.cs

5.18 InfiniteJumper.ScoreData Class Reference

Class to store serializable score data.

Public Member Functions

- **ScoreData** (int round)

Properties

- int **Round** [get]

5.18.1 Detailed Description

Class to store serializable score data.

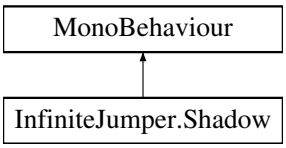
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/DataPersistence.cs

5.19 InfiniteJumper.Shadow Class Reference

Attach to the shadow tile. Destroys this gameobject if its associated platform tile is destroyed.

Inheritance diagram for InfiniteJumper.Shadow:



5.19.1 Detailed Description

Attach to the shadow tile. Destroys this gameobject if its associated platform tile is destroyed.

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

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Level/Shadow.cs

5.20 InfiniteJumper.TilePrefab Class Reference

Used to map a GameObject to its character representation in file. All prefabs should be of the same size.

Public Attributes

- GameObject prefab

  The tile prefab.
- char textRepresentation

  The character representation of the prefab in the level text files.

5.20.1 Detailed Description

Used to map a GameObject to its character representation in file. All prefabs should be of the same size.

5.20.2 Member Data Documentation

5.20.2.1 GameObject InfiniteJumper.TilePrefab.prefab

The tile prefab.

5.20.2.2 char InfiniteJumper.TilePrefab.textRepresentation

The character representation of the prefab in the level text files.

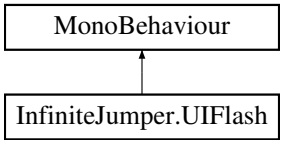
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/Level/TilePrefab.cs

5.21 InfiniteJumper.UIFlash Class Reference

User interface flash. Acts as an overlay for the main menu and gameplay scene.

Inheritance diagram for InfiniteJumper.UIFlash:



Public Member Functions

- void GameOverUIFlash ()

  Games the over user interface flash.

Public Attributes

- bool isMenu

  Overlay behaviour is different for menu and game scene. For menu, the overlay is less translucent.

5.21.1 Detailed Description

User interface flash. Acts as an overlay for the main menu and gameplay scene.

5.21.2 Member Function Documentation

5.21.2.1 void InfiniteJumper.UIFlash.GameOverUIFlash ( )

Games the over user interface flash.

5.21.3 Member Data Documentation

5.21.3.1 bool InfiniteJumper.UIFlash.isMenu

Overlay behaviour is different for menu and game scene. For menu, the overlay is less translucent.

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

- /Users/robert/Dropbox/Work/Unity/Infinite Jumper/Assets/InfiniteJumper/Scripts/UI/UIFlash.cs

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