

GameManager
+ run: int
- coins: int
+ numeroEnemigos: int
+ MonedasText: Text
+ generationComplete: bool
buyWeapon(Arma arma)
setEnemies()
setCoins()
EnterDungeon()
ChooseEnter()
openTienda()
chooseScene()
Restart()
tpPlayerLobby()

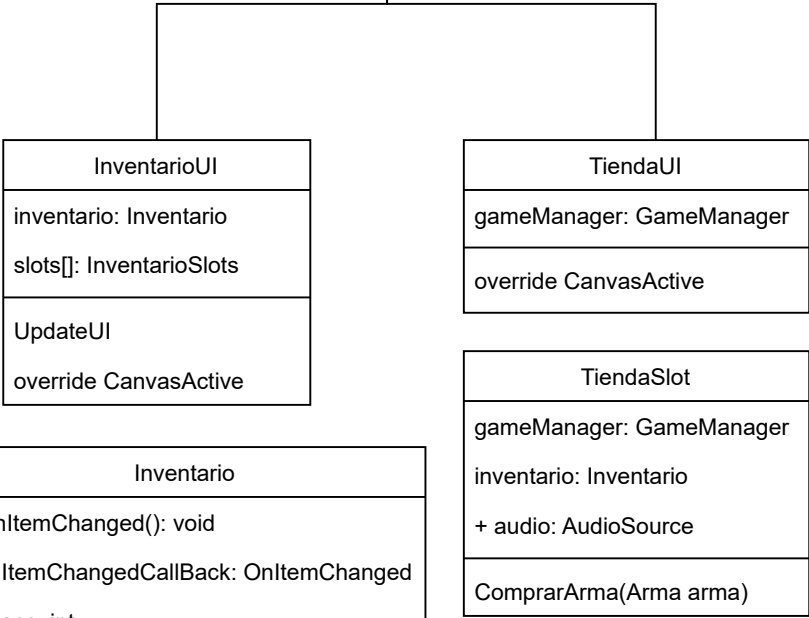
BarraDeVida
- barImage: Image
UpdateHealthBar(float maxHealth, float Health)

Player
+ barraDeVida: BarraDeVida
+ MaxHealth: float
+ ActualHealth: float
+ audioMuerte: AudioSource
OnCollisionStay2D(Collision2D collision)
OnTriggerEnter2D(Collider2D other)
muerte()
backToLobby()

Arma: ScriptableObject
+ name: string
+ icon: Sprite
+ price: int
+ numProyectiles: int
+ velocitatProyectil: float
+ proyectil: GameObject
+ isMeele: bool
Use()

Weapon
+ arma: Arma
+ velocidadRotacionArma: float
+ offsetX: float
+ offsetY: float
+ inicioDisparo: Transform
+ _input: GamelInput
setArma(Arma arma)
DispararProyectil(InputAction.CallbackContext obj)

CanvasUI
+ inventarioSlots: transform
+ canvasUI: GameObject
+ _inputs: GamelInput
CanvasActive(InputAction.CallbackContext obj)



Inventario
+ OnItemChanged(): void
+ onItemChangedCallBack: OnItemChanged
+ space: int
+ items: List<Arma>
Add(Arma arma)

DungeonDoor
gameManager: GameManager
OnTriggerEnter2D(Collider 2D collision)
ChooseOption(int n)

MainMenu
GameObject mainMenu
GameObject tutorial
clickButton(int n)

EndGame
+ enemigos: Text
+ coins: Text
clickButton(int n)

PauseMenu
+ pauseMenu: GameObject
+ _inputs: GamelInput
+ player: GameObject
clickButton(int n)
PauseActive(InputAction.CallbackContext obj)

EnemyBehaviour
- barraDeVida: BarraDeVida
+ statVida: float
+ isTurret: bool
vida: float
+ projectilePrefab: GameObject
+ projectileSpeed: float
+ projectileSpeed: float
- shootCooldown: float
- timeSinceLastShot: float
alreadyHit: bool
OnTriggerEnter2D(Collider2D other)
muerte()
TurretEnemy()
Shoot()
PlayerPosition()

Enemy
- jugador: Transform

RoomManager
roomPrefab: GameObject
- maxRooms: int
- minRooms: int
- roomWithd: int
- roomHeight: int
- gridSizeX: int
- gridSizeY: int
- roomObjects: List<GameObjects>
- roomQueue: Queue<Vector2Int>
- roomGrid: int[,]
- roomCount: int
- generationComplete: bool
StartRoomGenerationFromRoom(Vector2Int roomIndex)
TryGenerateRoom(Vector2Int roomIndex)
RegenerateRooms()
ChooseFloor(GameObject room)
OpenDoors(GameObject room, int x, int y)
GetRoomScriptAt(Vector2Int index)
CountAdjacentRooms(Vector2Int roomIndex)
GetPositionFromGridIndex(Vector2Int gridIndex)
OnDrawGizmos()

Room
topDoor: GameObject
bottomDoor: GameObject
leftDoor: GameObject
rightDoor: GameObject
topWall: GameObject
bottomWall: GameObject
leftWall: GameObject
rightWall: GameObject
decoracion1: GameObject
decoracion2: GameObject
decoracion3: GameObject
enemy1: GameObject
enemy2: GameObject
enemy3: GameObject
enemy4: GameObject
enemy5: GameObject
enemy6: GameObject
+ RoomIndex: Vector2Int
OpenDoor(Vector2Int direction)
ChosenFloor(int floor)
SetEnemies()
setActive(int[] randoms)
getRandom(int tamano)
