

# Interface ILanguage

Namespace: [Language](#)

Assembly: Spicy\_Invaders.dll

Language interface blueprint for different language classes needed for program text.

```
public interface ILanguage
```

## Methods

### ChooseLanguageMenuText(int)

Language Menu text options based on the option number.

```
List<string> ChooseLanguageMenuText(int optionNumber)
```

### Parameters

**optionNumber** [int](#)

which option is needed

### Returns

[List](#) <[string](#)>

Returns ascii art for the Language options

### ColorMenuText(int)

Color menu text options based on the option number

```
List<string> ColorMenuText(int optionNumber)
```

### Parameters

`optionNumber` [int](#)

which option is needed

Returns

[List](#) [<string>](#)

Returns ascii art for the color menu options

## ControlsMenuText(int)

Controls Menu text options based on the option number.

```
List<string> ControlsMenuText(int optionNumber)
```

Parameters

`optionNumber` [int](#)

which option is needed

Returns

[List](#) [<string>](#)

Returns ascii art for the Controls menu options

## DBText()

DB text for scoreboard screen

```
List<string> DBText()
```

Returns

[List](#) [<string>](#)

Returns text

## GameplayMenuOption(int, int)

text for small menu that user can open during gameplay

```
List<string> GameplayMenuOption(int optionNumber, int menuNumber)
```

### Parameters

**optionNumber** [int](#)

which option is needed

**menuNumber** [int](#)

which menu is needed

### Returns

[List](#) <[string](#)>

Returns text

## GameplayText()

Text which is displayed during active gameplay.

```
List<string> GameplayText()
```

### Returns

[List](#) <[string](#)>

Returns text which is displayed during active gameplay

## Logo()

Game Logo Method, needed for the menu prompts.

```
List<string> Logo()
```

Returns

[List](#) <[string](#)>

Returns ascii art for the game logo

## MainMenuText(int)

Main Menu text options based on the option number.

```
List<string> MainMenuText(int optionNumber)
```

Parameters

**optionNumber** [int](#)

which option is needed

Returns

[List](#) <[string](#)>

Returns ascii art for the main menu options

## OptionsMenuText(int)

Options menu text options based on the option number.

```
List<string> OptionsMenuText(int optionNumber)
```

Parameters

**optionNumber** [int](#)

which option is needed

## Returns

[List](#) <[string](#)>

Returns ascii art for the options menu options

## WeaponMenuText(int)

Weapon menu text options based on the option number

```
List<string> WeaponMenuText(int optionNumber)
```

## Parameters

**optionNumber** [int](#)

which option is needed

## Returns

[List](#) <[string](#)>

Returns ascii art for the weapon menu options