Class GameSettings

Namespace: [Spicy_Invaders](#)

Assembly: Spicy_Invaders.dll

Class containing all different const/static values needed in game and program.

```
public class GameSettings
```

Inheritance

[object](#) ← GameSettings

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Fields

ENEMYMOVERATE

```
public const int ENEMYMOVERATE = 2
```

Field Value

[int](#)

ENEMYSPAWNRATE

```
public const int ENEMYSPAWNRATE = 14
```

Field Value

[int](#)

ENEMYVELOCITY

```
public const int ENEMYVELOCITY = 1
```

Field Value

int⤢

ENEMY_START_POS

```
public static Vector ENEMY_START_POS
```

Field Value

Vector

GAMEBOARD_X_LIMIT

```
public const int GAMEBOARD_X_LIMIT = 115
```

Field Value

int⤢

GAMEBOARD_X_START

```
public const int GAMEBOARD_X_START = 7
```

Field Value

int⤢

GAMEBOARD_Y_LIMIT

```
public const int GAMEBOARD_Y_LIMIT = 40
```

Field Value

int⧉

GAMEBOARD_Y_START

```
public const int GAMEBOARD_Y_START = 7
```

Field Value

int⧉

MENU_OPTIONS_HORIZONTAL_PADDING

```
public const int MENU_OPTIONS_HORIZONTAL_PADDING = 5
```

Field Value

int⧉

MENU_OPTIONS_VERTICAL_PADDING

```
public const int MENU_OPTIONS_VERTICAL_PADDING = 1
```

Field Value

int⧉

MENU_PROMPT_VERTICAL_PADDING

```
public const int MENU_PROMPT_VERTICAL_PADDING = 3
```

Field Value

int⍇

MENU_WINDOW_HEIGHT

```
public const int MENU_WINDOW_HEIGHT = 50
```

Field Value

int⍇

MENU_WINDOW_WIDTH

```
public const int MENU_WINDOW_WIDTH = 96
```

Field Value

int⍇

MENU_X_POS

```
public const int MENU_X_POS = 15
```

Field Value

int⍇

MENU_Y_POS

```
public const int MENU_Y_POS = 1
```

Field Value

int ⍈

PLAYER_START_POS

```
public static Vector PLAYER_START_POS
```

Field Value

Vector

PROJECTILEMOVERATE

```
public const int PROJECTILEMOVERATE = 3
```

Field Value

int ⍈

PROJECTILESPAWNRATE

```
public const int PROJECTILESPAWNRATE = 6
```

Field Value

int ⍈

WINDOW_HEIGHT

```
public const int WINDOW_HEIGHT = 44
```

Field Value

int⬀

WINDOW_WIDTH

```
public const int WINDOW_WIDTH = 120
```

Field Value

int⬀