

Class French

Namespace: [Language](#)

Assembly: Spicy_Invaders.dll

French Language class for menu and gameplay text.

```
public class French : ILanguage
```








Inheritance

[object](#)  ← French

Implements

[ILanguage](#)

Inherited Members

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

Constructors

French()

```
public French()
```

Methods

ChooseLanguageMenuText(int)

Language Menu text options based on the option number.

```
public 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

```
public 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.

```
public 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

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

Returns

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

Returns list of strings containing the text

GameplayMenuOption(int, int)

text for small menu that user can open during gameplay

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

Parameters

menuNumber [int](#)

which menu is needed

optionNumber [int](#)

which option is needed

Returns

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

Returns text

GameplayText()

Text which is displayed during active gameplay.

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

Returns

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

Returns text which is displayed during active gameplay

Logo()

Game Logo Method, needed for the menu prompts.

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

Returns

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

Returns ascii art for the game logo

MainMenuText(int)

Main Menu text options based on the option number.

```
public 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.

```
public 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

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

Parameters

optionNumber [int](#)

which option is needed

Returns

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

Returns ascii art for the weapon menu options