

# Class English

Namespace: [Language](#)

Assembly: Spicy\_Invaders.dll

English Language class for menu and gameplay text.

```
public class English : ILanguage
```








## Inheritance

[object](#)  ← English

## Implements

[ILanguage](#)

## Inherited Members

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

## Constructors

### English()

```
public English()
```

## 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