

## ShortSword

I put this script in because it uses a lot of different Unity and C# ideas. The bullet points will highlight a few of them.

- It makes use of Singletons
  - Singleton to set stat on line 16
  - Singleton on line 70 to remove method from delegate
- Use of inheritance can be seen
  - Override method line 31
- Delegate for stacking methods
  - Line 70 the class remove its attack method from the playerAttack() delegate
  - That delegate is called when player wants to attack. Attacks called by mouse click/hold are put there and removed when attack is unequip or removed in some other way.
- IEnumerator method and Coroutine
  - IEnumerator method on line 39
  - Line 35 calls the IEnumerator method with a Coroutine

## Fireball Script

I like this script because I had to use some kinematics to solve it. I wanted to shoot a projectile forward to a mouse click location. My inputs were start location, end location and gravity. So I had deltaX, deltaY and g. Lines 86-89 show my solve. There is also a method in there that does the rotation of the projectile.

## MakeTree

A C++ script that procedurally generated trees through a recursive function. I thought it was fun. Here's what they look like. (picture below).

