

Sweep Pain Code Documentation

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2.1 Package List

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3.1 Class Hierarchy

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5.1 File List

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Chapter 6

Directory Documentation

6.1 Assets Directory Reference

Directories

- directory [Scripts](#)

6.2 Assets/Scripts/InGame Directory Reference

Directory dependency graph for InGame:



Files

- file [GameManager.cs](#)
- file [MapLoader.cs](#)
- file [SceneController.cs](#)

6.3 Assets/Scripts/MapEditor Directory Reference

Directory dependency graph for MapEditor:

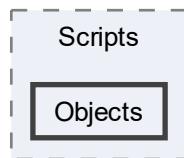


Files

- file [GridManager.cs](#)
- file [ScreenshotHandler.cs](#)
- file [Settings.cs](#)
- file [TextureManager.cs](#)
- file [UiHandler.cs](#)

6.4 Assets/Scripts/Objects Directory Reference

Directory dependency graph for Objects:



Files

- file [Axe.cs](#)
- file [Blade.cs](#)
- file [Bullet.cs](#)
- file [Canon.cs](#)

- file [Map.cs](#)
- file [MapItem.cs](#)
- file [Player.cs](#)
- file [Rail.cs](#)
- file [Saw.cs](#)
- file [Spike.cs](#)
- file [Tile.cs](#)
- file [Trap.cs](#)

6.5 Assets/Scripts/Tests/PlayMode Directory Reference

Directory dependency graph for PlayMode:

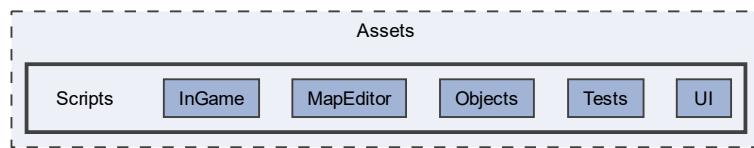


Files

- file [SpikeTest.cs](#)

6.6 Assets/Scripts Directory Reference

Directory dependency graph for Scripts:



Directories

- directory [InGame](#)
- directory [MapEditor](#)
- directory [Objects](#)
- directory [Tests](#)
- directory [UI](#)

Files

- file [API.cs](#)
- file [MapManager.cs](#)
- file [UserManager.cs](#)

6.7 Assets/Scripts/Tests Directory Reference

Directory dependency graph for Tests:



Directories

- directory [PlayMode](#)

Files

- file [PlayerTest.cs](#)
- file [TileTest.cs](#)
- file [TrapTest.cs](#)

6.8 Assets/Scripts/UI Directory Reference

Directory dependency graph for UI:



Files

- file [ButtonHoverEffect.cs](#)
- file [MapSelector.cs](#)
- file [MenuManager.cs](#)
- file [NotificationManager.cs](#)
- file [PauseMenu.cs](#)
- file [Spinner.cs](#)

Chapter 7

Namespace Documentation

7.1 InGame Namespace Reference

Classes

- class [GameManager](#)
- class [MapLoader](#)
- class [SceneController](#)

7.2 MapEditor Namespace Reference

Classes

- class [GridManager](#)
- class [ScreenshotHandler](#)
- class [Settings](#)
- class [TextureManager](#)
- class [UiHandler](#)

Enumerations

- enum [View](#) { [Sky](#) , [Blocks](#) , [Traps](#) }
- enum [Tool](#) { [Brush](#) , [Rubber](#) , [Settings](#) , [Rail](#) }

7.2.1 Enumeration Type Documentation

7.2.1.1 Tool

```
enum MapEditor.Tool
```

Enumerator

Brush	
Rubber	
Settings	
Rail	

7.2.1.2 View

enum [MapEditor.View](#)

Enumerator

Sky	
Blocks	
Traps	

7.3 Objects Namespace Reference

Classes

- class [Axe](#)
- class [Blade](#)
- class [Bullet](#)
- class [Canon](#)
- class [Map](#)
- class [TileWrapper](#)
- class [RailWrapper](#)
- struct [Vec3](#)
- class [JsonSpriteData](#)
- class [AxeSettings](#)
- class [BladeSettings](#)
- class [CanonSettings](#)
- class [SawSettings](#)
- class [SpikeSettings](#)
- class [MapItem](#)
- class [Player](#)
- class [Rail](#)
- class [Saw](#)
- class [Spike](#)
- class [SpriteData](#)
- class [Tile](#)
- class [Trap](#)

Enumerations

- enum AxeMovement { Half , Circle }
- enum AxeDirection { Up , Down , Left , Right }
- enum CanonType { Left , Right , Up , Down }
- enum RailBitmapType {
 Center = 0 , BottomToRight = 1 , RightToEnd = 2 , BottomToLeft = 3 ,
 LeftToEnd = 4 , BottomToTop = 5 , BottomToEnd = 6 , TopToEnd = 7 ,
 TopToRight = 8 , LeftToRight = 9 , LeftToUp = 10 }
- enum SpriteType {
 Empty , Block , Trap , Rail ,
 Spawn , Finish }
- enum TrapType {
 Empty , Spike , Saw , Canon ,
 Axe , Blade }

7.3.1 Enumeration Type Documentation

7.3.1.1 AxeDirection

```
enum Objects.AxeDirection
```

Enumerator

Up	
Down	
Left	
Right	

7.3.1.2 AxeMovement

```
enum Objects.AxeMovement
```

Enumerator

Half	
Circle	

7.3.1.3 CanonType

```
enum Objects.CanonType
```

Enumerator

Left	
Right	
Up	
Down	

7.3.1.4 RailBitmapType

```
enum Objects.RailBitmapType
```

Enumerator

Center	
BottomToRight	
RightToEnd	
BottomToLeft	
LeftToEnd	
BottomToTop	
BottomToEnd	
TopToEnd	
TopToRight	
LeftToRight	
LeftToUp	

7.3.1.5 SpriteType

```
enum Objects.SpriteType
```

Enumerator

Empty	
Block	
Trap	
Rail	
Spawn	
Finish	

7.3.1.6 TrapType

```
enum Objects.TrapType
```

Enumerator

Empty	
Spike	
Saw	
Canon	
Axe	
Blade	

7.4 UI Namespace Reference

Classes

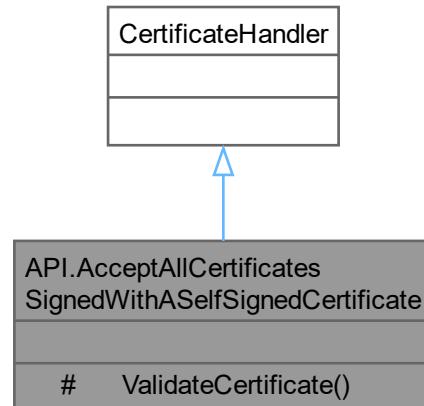
- class [ButtonHoverEffect](#)
- class [MapSelector](#)
- class [MenuManager](#)
- class [NotificationManager](#)
- class [PauseMenu](#)
- class [SimpleSpinner](#)

Chapter 8

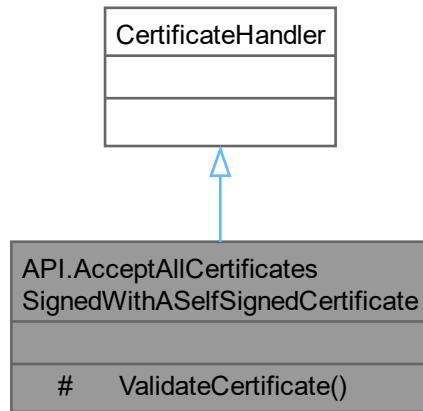
Class Documentation

8.1 API.AcceptAllCertificatesSignedWithASelfSignedCertificate Class Reference

Inheritance diagram for API.AcceptAllCertificatesSignedWithASelfSignedCertificate:



Collaboration diagram for API.AcceptAllCertificatesSignedWithASelfSignedCertificate:



Protected Member Functions

- override bool [ValidateCertificate](#) (byte[] certificateData)

8.1.1 Member Function Documentation

8.1.1.1 ValidateCertificate()

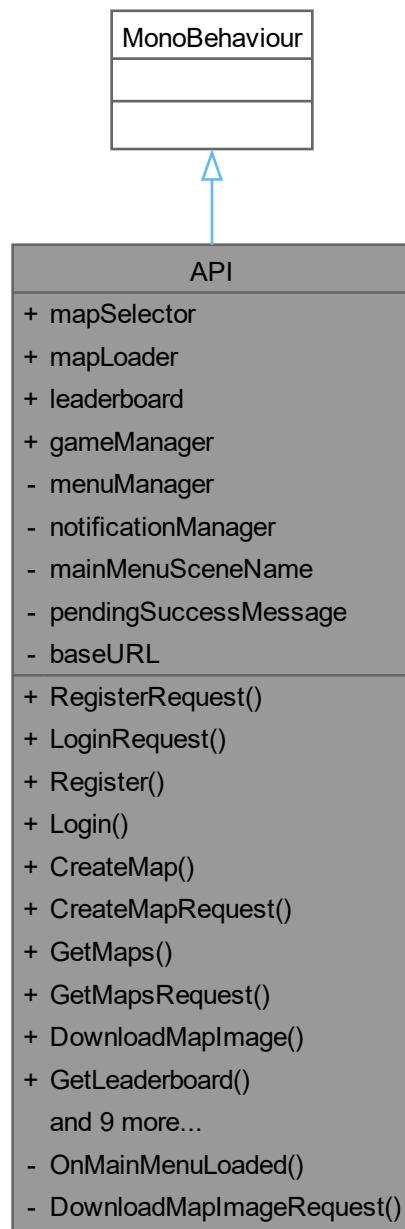
```
override bool API.AcceptAllCertificatesSignedWithASelfSignedCertificate.ValidateCertificate (
    byte[ ] certificateData)  [protected]
```

The documentation for this class was generated from the following file:

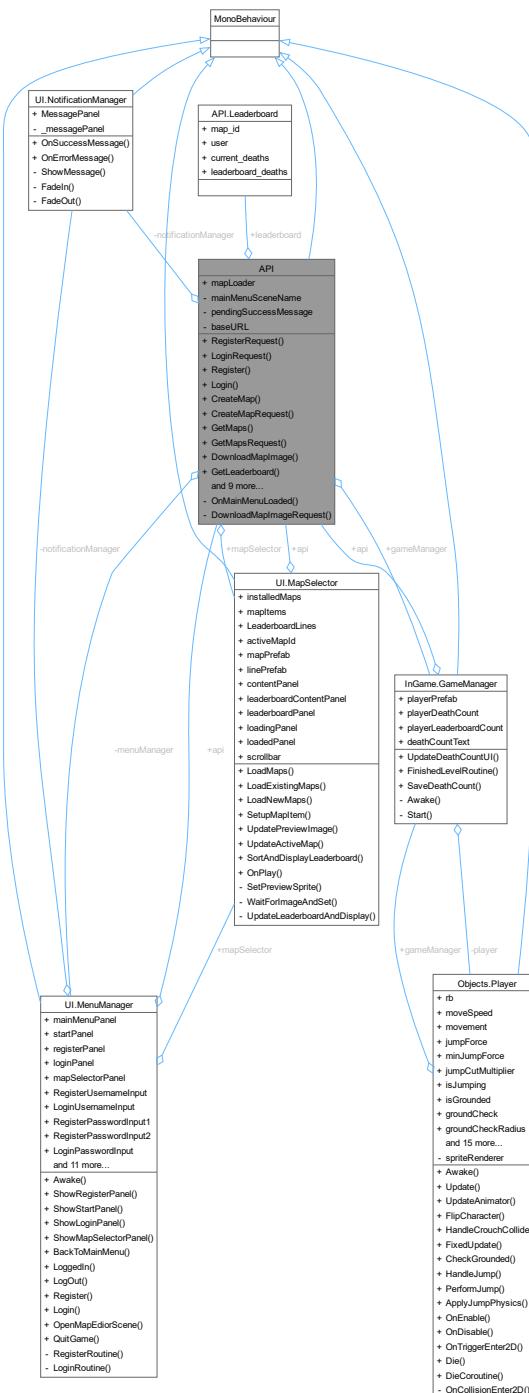
- Assets/Scripts/[API.cs](#)

8.2 API Class Reference

Inheritance diagram for API:



Collaboration diagram for API:



Classes

- class [AcceptAllCertificatesSignedWithASelfSignedCertificate](#)
- class [User](#)
- class [UserResponse](#)
- class [MapResponse](#)
- class [SingleMap](#)

- class [MapsResponse](#)
- class [MapData](#)
- class [Leaderboard](#)
- class [LeaderboardResponse](#)

Public Member Functions

- IEnumerator [RegisterRequest](#) (string username, string password)
- IEnumerator [LoginRequest](#) (string username, string password)
- void [Register](#) (string username, string password)
- void [Login](#) (string username, string password)
- void [CreateMap](#) (string mapId, string createdBy, string mapName, string data, byte[] image)
- IEnumerator [CreateMapRequest](#) (string mapId, string createdBy, string mapName, string data, byte[] image)
- void [GetMaps](#) ()
- IEnumerator [GetMapsRequest](#) ()
- void [DownloadMapImage](#) (string mapId)
- void [GetLeaderboard](#) (string mapId)
- IEnumerator [GetLeaderboardRequest](#) (string mapId)
- void [GetUserLeaderboard](#) (string mapId, string userId)
- IEnumerator [GetUserLeaderboardRequest](#) (string mapId, string userId)
- void [CreateLeaderboardEntry](#) (string mapId, string userId)
- IEnumerator [CreateLeaderboardEntryRequest](#) (string mapId, string userId)
- void [UpdateLeaderboardCurrentDeath](#) (string mapId, string userId, int? deaths)
- IEnumerator [UpdateLeaderboardCurrentDeathRequest](#) (string mapId, string userId, int? deaths)
- void [UpdateLeaderboardLeaderboardDeath](#) (string mapId, string userId, int? deaths)
- IEnumerator [UpdateLeaderboardLeaderboardDeathRequest](#) (string mapId, string userId, int? deaths)

Public Attributes

- [MapSelector](#) mapSelector
- List< Dictionary< string, object > > [mapLoader](#) = new List<Dictionary<string, object>>()
- [Leaderboard\[\]](#) leaderboard
- [GameManager](#) gameManager

Private Member Functions

- void [OnMainMenuLoaded](#) (Scene scene, LoadSceneMode mode)
- IEnumerator [DownloadMapImageRequest](#) (string mapId)

Private Attributes

- [MenuManager](#) menuManager
- [NotificationManager](#) notificationManager
- string [mainMenuSceneName](#) = "MainMenu"
- string [pendingSuccessMessage](#)

Static Private Attributes

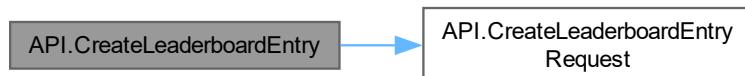
- static string [baseUrl](#) = "https://52.58.160.54/"

8.2.1 Member Function Documentation

8.2.1.1 CreateLeaderboardEntry()

```
void API.CreateLeaderboardEntry (
    string mapId,
    string userId)
```

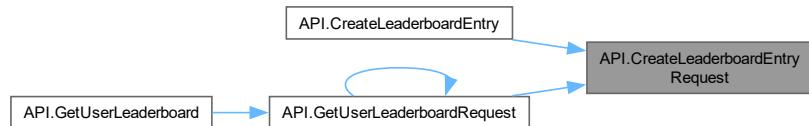
Here is the call graph for this function:



8.2.1.2 CreateLeaderboardEntryRequest()

```
IEnumerator API.CreateLeaderboardEntryRequest (
    string mapId,
    string userId)
```

Here is the caller graph for this function:



8.2.1.3 CreateMap()

```
void API.CreateMap (
    string mapId,
    string createdBy,
    string mapName,
    string data,
    byte[] image)
```

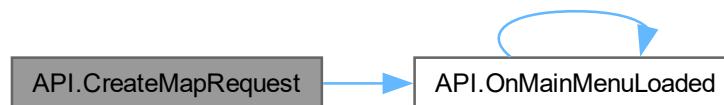
Here is the call graph for this function:



8.2.1.4 CreateMapRequest()

```
IEnumerator API.CreateMapRequest (
    string mapId,
    string createdBy,
    string mapName,
    string data,
    byte[] image)
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.2.1.5 DownloadMapImage()

```
void API.DownloadMapImage (
    string mapId)
```

Here is the call graph for this function:



8.2.1.6 DownloadMapImageRequest()

```
IEnumerator API.DownloadMapImageRequest (
    string mapId) [private]
```

Here is the caller graph for this function:



8.2.1.7 GetLeaderboard()

```
void API.GetLeaderboard (
    string mapId)
```

Here is the call graph for this function:



8.2.1.8 GetLeaderboardRequest()

```
IEnumerator API.GetLeaderboardRequest (
    string mapId)
```

Here is the caller graph for this function:



8.2.1.9 GetMaps()

```
void API.GetMaps ()
```

Here is the call graph for this function:



8.2.1.10 GetMapsRequest()

```
IEnumerator API.GetMapsRequest ()
```

Here is the caller graph for this function:



8.2.1.11 GetUserLeaderboard()

```
void API.GetUserLeaderboard (
    string mapId,
    string userId)
```

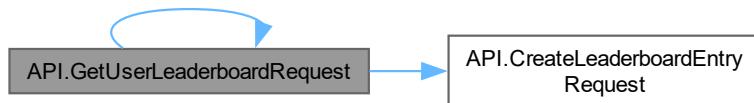
Here is the call graph for this function:



8.2.1.12 GetUserLeaderboardRequest()

```
IEnumerator API.GetUserLeaderboardRequest (
    string mapId,
    string userId)
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.2.1.13 Login()

```
void API.Login (
    string username,
    string password)
```

Here is the call graph for this function:



8.2.1.14 LoginRequest()

```
IEnumerator API.LoginRequest (
    string username,
    string password)
```

Here is the caller graph for this function:



8.2.1.15 OnMainMenuLoaded()

```
void API.OnMainMenuLoaded (
    Scene scene,
    LoadSceneMode mode) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.2.1.16 Register()

```
void API.Register (
    string username,
    string password)
```

Here is the call graph for this function:



8.2.1.17 RegisterRequest()

```
IEnumerator API.RegisterRequest (
    string username,
    string password)
```

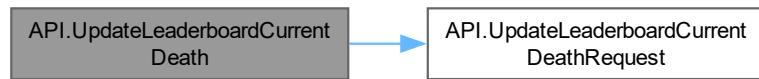
Here is the caller graph for this function:



8.2.1.18 UpdateLeaderboardCurrentDeath()

```
void API.UpdateLeaderboardCurrentDeath (
    string mapId,
    string userId,
    int? deaths)
```

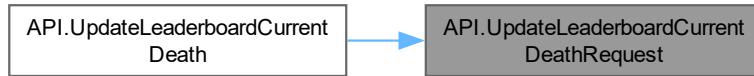
Here is the call graph for this function:



8.2.1.19 UpdateLeaderboardCurrentDeathRequest()

```
IEnumerator API.UpdateLeaderboardCurrentDeathRequest (
    string mapId,
    string userId,
    int? deaths)
```

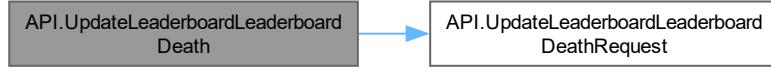
Here is the caller graph for this function:



8.2.1.20 UpdateLeaderboardLeaderboardDeath()

```
void API.UpdateLeaderboardLeaderboardDeath (
    string mapId,
    string userId,
    int? deaths)
```

Here is the call graph for this function:



8.2.1.21 UpdateLeaderboardLeaderboardDeathRequest()

```
IEnumerator API.UpdateLeaderboardLeaderboardDeathRequest (
    string mapId,
    string userId,
    int? deaths)
```

Here is the caller graph for this function:



8.2.2 Member Data Documentation

8.2.2.1 baseURL

```
string API.baseURL = "https://52.58.160.54/" [static], [private]
```

8.2.2.2 gameManager

```
GameManager API.gameManager
```

8.2.2.3 leaderboard

```
Leaderboard [] API.leaderboard
```

8.2.2.4 mainMenuSceneName

```
string API.mainMenuSceneName = "MainMenu" [private]
```

8.2.2.5 mapLoader

```
List<Dictionary<string, object>> API.mapLoader = new List<Dictionary<string, object>>()
```

8.2.2.6 mapSelector

```
MapSelector API.mapSelector
```

8.2.2.7 menuManager

```
MenuManager API.menuManager [private]
```

8.2.2.8 notificationManager

```
NotificationManager API.notificationManager [private]
```

8.2.2.9 pendingSuccessMessage

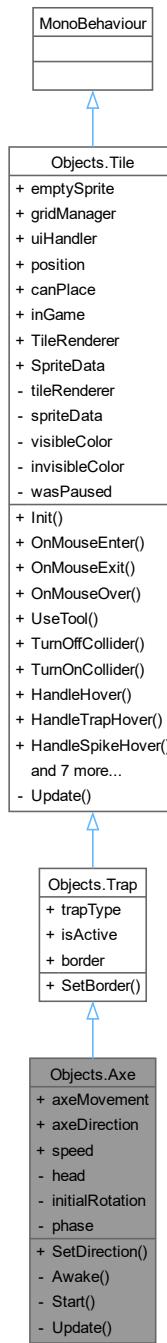
```
string API.pendingSuccessMessage [private]
```

The documentation for this class was generated from the following file:

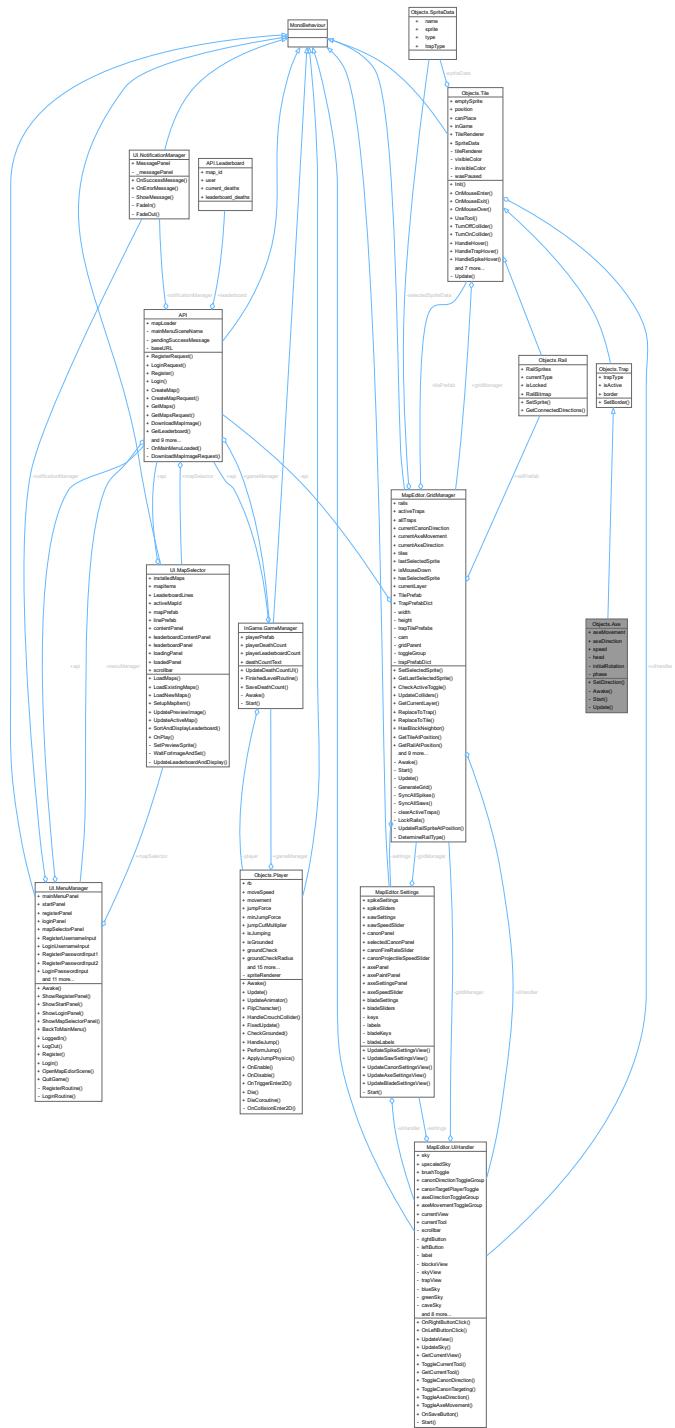
- Assets/Scripts/API.cs

8.3 Objects.Axe Class Reference

Inheritance diagram for Objects.Axe:



Collaboration diagram for Objects.Axe:



Public Member Functions

- void SetDirection (AxeDirection axeDirection)

Public Member Functions inherited from [Objects.Trap](#)

- void SetBorder ()

Public Member Functions inherited from [Objects.Tile](#)

- void [Init](#) ([MapEditor.GridManager](#) gridManager, [Vector3](#) position)
- void [OnMouseEnter](#) ()
- void [OnMouseExit](#) ()
- void [OnMouseOver](#) ()
- void [UseTool](#) ()
- void [TurnOffCollider](#) ()
- void [TurnOnCollider](#) ()
- void [HandleHover](#) ()
- void [HandleTrapHover](#) ([SpriteData](#) selectedTile)
- void [HandleSpikeHover](#) ([SpriteData](#) selectedTile)
- void [HandlerRailHover](#) ()
- void [HandleSawHover](#) ()
- void [HandleCanonHover](#) ()
- void [HandleAxeHover](#) ()
- void [HandleBladeHover](#) ()
- void [HandleSpawnHover](#) ()
- void [HandleFinishHover](#) ()

Public Attributes

- [AxeMovement](#) axeMovement
- [AxeDirection](#) axeDirection
- float speed = 5f

Public Attributes inherited from [Objects.Trap](#)

- [TrapType](#) trapType
- bool isActive = false
- [GameObject](#) border

Public Attributes inherited from [Objects.Tile](#)

- [Sprite](#) emptySprite
- [MapEditor.GridManager](#) gridManager
- [UiHandler](#) uiHandler
- [Vector3](#) position
- bool canPlace = true
- bool inGame

Private Member Functions

- void [Awake](#) ()
- void [Start](#) ()
- void [Update](#) ()

Private Attributes

- [CapsuleCollider2D](#) head
- float initialRotation
- float phase = 0f

Additional Inherited Members

Properties inherited from [Objects.Tile](#)

- SpriteRenderer [TileRenderer](#) [get, set]
- SpriteData [SpriteData](#) [get, set]

8.3.1 Member Function Documentation

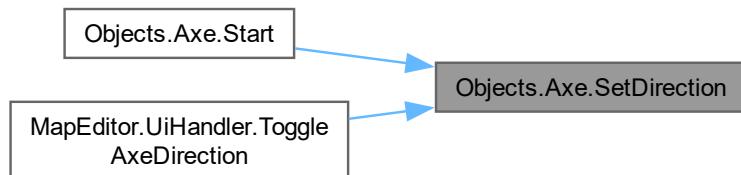
8.3.1.1 Awake()

```
void Objects.Axe.Awake () [private]
```

8.3.1.2 SetDirection()

```
void Objects.Axe.SetDirection (
    AxeDirection axeDirection)
```

Here is the caller graph for this function:



8.3.1.3 Start()

```
void Objects.Axe.Start () [private]
```

Here is the call graph for this function:



8.3.1.4 Update()

```
void Objects.Axe.Update () [private]
```

8.3.2 Member Data Documentation

8.3.2.1 axeDirection

```
AxeDirection Objects.Axe.axeDirection
```

8.3.2.2 axeMovement

```
AxeMovement Objects.Axe.axeMovement
```

8.3.2.3 head

```
CapsuleCollider2D Objects.Axe.head [private]
```

8.3.2.4 initialRotation

```
float Objects.Axe.initialRotation [private]
```

8.3.2.5 phase

```
float Objects.Axe.phase = 0f [private]
```

8.3.2.6 speed

```
float Objects.Axe.speed = 5f
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Axe.cs](#)

8.4 Objects.AxeSettings Class Reference

Collaboration diagram for Objects.AxeSettings:

Objects.AxeSettings
+ axeMovement
+ axeDirection
+ speed
+ AxeSettings()
+ AxeSettings(Axe axe)

Public Member Functions

- [AxeSettings \(\)](#)
- [AxeSettings \(Axe axe\)](#)

Public Attributes

- [AxeMovement axeMovement](#)
- [AxeDirection axeDirection](#)
- float [speed](#)

8.4.1 Constructor & Destructor Documentation

8.4.1.1 AxeSettings() [1/2]

```
Objects.AxeSettings.AxeSettings ()
```

8.4.1.2 AxeSettings() [2/2]

```
Objects.AxeSettings.AxeSettings (
    Axe axe)
```

8.4.2 Member Data Documentation

8.4.2.1 axeDirection

[AxeDirection](#) Objects.AxeSettings.axeDirection

8.4.2.2 axeMovement

`AxeMovement` `Objects.AxeSettings.axeMovement`

8.4.2.3 speed

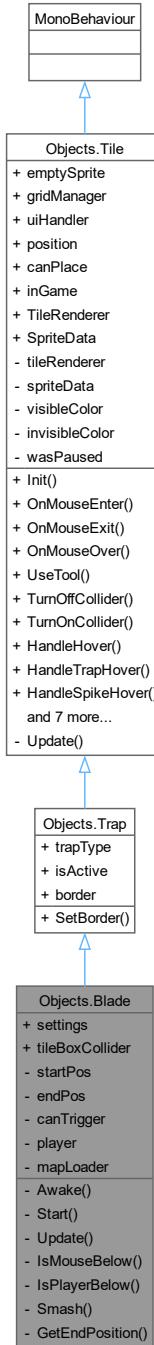
`float` `Objects.AxeSettings.speed`

The documentation for this class was generated from the following file:

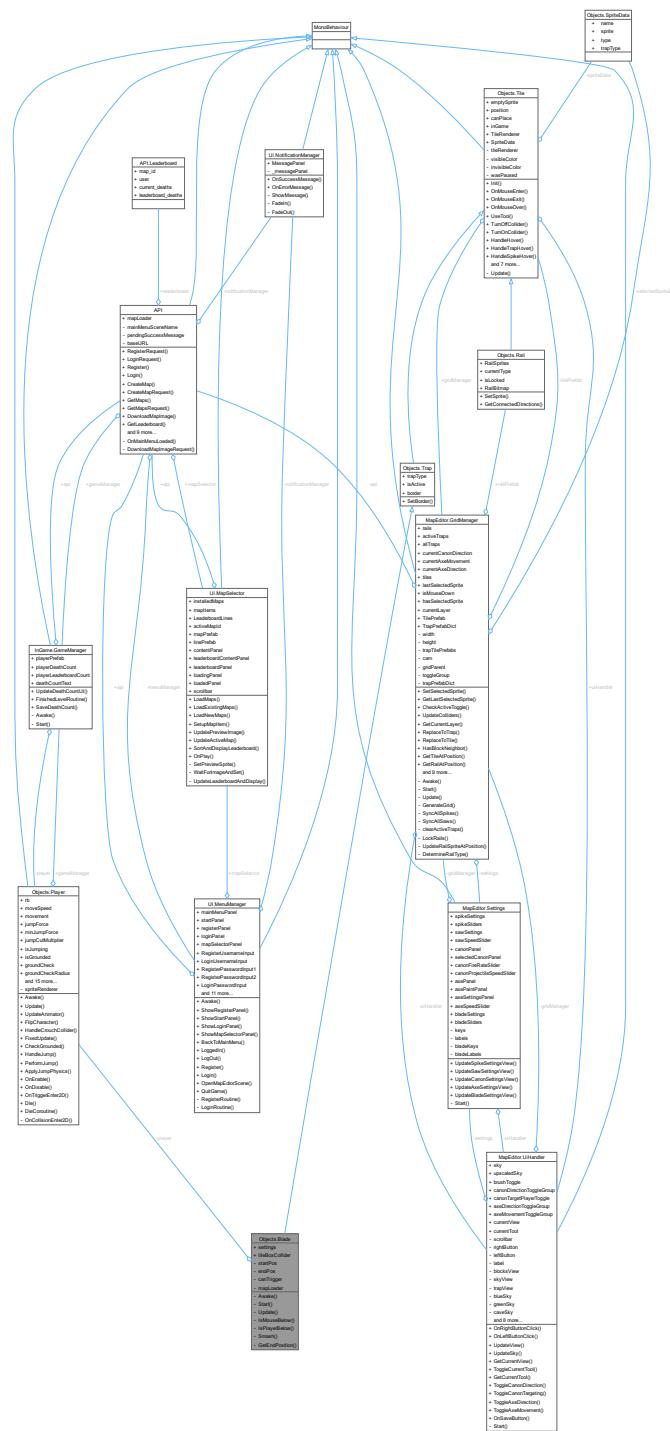
- Assets/Scripts/Objects/[Map.cs](#)

8.5 Objects.Blade Class Reference

Inheritance diagram for Objects.Blade:



Collaboration diagram for Objects.Blade:



Public Attributes

- Dictionary< string, float > **settings**
 - BoxCollider2D **tileBoxCollider**

Public Attributes inherited from [Objects.Trap](#)

- TrapType trapType

- bool `isActive` = false
- GameObject `border`

Public Attributes inherited from [Objects.Tile](#)

- Sprite `emptySprite`
- MapEditor.GridManager `gridManager`
- UiHandler `uiHandler`
- Vector3 `position`
- bool `canPlace` = true
- bool `inGame`

Private Member Functions

- void `Awake()`
- void `Start()`
- void `Update()`
- bool `IsMouseBelow()`
- bool `IsPlayerBelow()`
- IEnumerator `Smash()`
- Vector3 `GetEndPosition()`

Private Attributes

- Vector3 `startPos`
- Vector3 `endPos`
- bool `canTrigger` = true
- Player `player`
- InGame.MapLoader `mapLoader`

Additional Inherited Members

Public Member Functions inherited from [Objects.Trap](#)

- void `SetBorder()`

Public Member Functions inherited from [Objects.Tile](#)

- void `Init(MapEditor.GridManager gridManager, Vector3 position)`
- void `OnMouseEnter()`
- void `OnMouseExit()`
- void `OnMouseOver()`
- void `UseTool()`
- void `TurnOffCollider()`
- void `TurnOnCollider()`
- void `HandleHover()`
- void `HandleTrapHover(SpriteData selectedTile)`
- void `HandleSpikeHover(SpriteData selectedTile)`
- void `HandlerRailHover()`
- void `HandleSawHover()`
- void `HandleCanonHover()`
- void `HandleAxeHover()`
- void `HandleBladeHover()`
- void `HandleSpawnHover()`
- void `HandleFinishHover()`

Properties inherited from Objects.Tile

- SpriteRenderer [TileRenderer](#) [get, set]
- SpriteData [SpriteData](#) [get, set]

8.5.1 Member Function Documentation

8.5.1.1 Awake()

```
void Objects.BLADE.Awake () [private]
```

8.5.1.2 GetEndPosition()

```
Vector3 Objects.BLADE.GetEndPosition () [private]
```

Here is the caller graph for this function:



8.5.1.3 IsMouseBelow()

```
bool Objects.BLADE.IsMouseBelow () [private]
```

Here is the caller graph for this function:



8.5.1.4 IsPlayerBelow()

```
bool Objects.BLADE.IsPlayerBelow () [private]
```

Here is the caller graph for this function:



8.5.1.5 Smash()

```
IEnumerator Objects.Bla...Smash () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



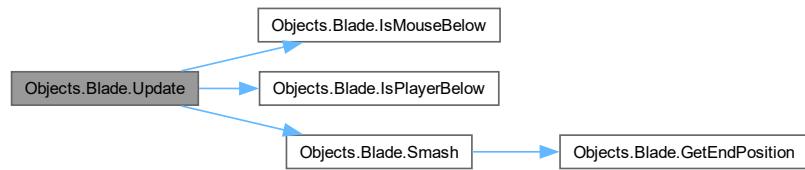
8.5.1.6 Start()

```
void Objects.Bla...Start () [private]
```

8.5.1.7 Update()

```
void Objects.Bla...Update () [private]
```

Here is the call graph for this function:



8.5.2 Member Data Documentation

8.5.2.1 canTrigger

```
bool Objects.BLADE.canTrigger = true [private]
```

8.5.2.2 endPos

```
Vector3 Objects.BLADE.endPos [private]
```

8.5.2.3 mapLoader

```
InGame.MapLoader Objects.BLADE.mapLoader [private]
```

8.5.2.4 player

```
Player Objects.BLADE.player [private]
```

8.5.2.5 settings

```
Dictionary<string, float> Objects.BLADE.settings
```

Initial value:

```
= new Dictionary<string, float>
{
    {"crushTime", 0.3f},
    {"upTime", 0.3f},
    {"reload", 1f}
}
```

8.5.2.6 startPos

```
Vector3 Objects.BLADE.startPos [private]
```

8.5.2.7 tileBoxCollider

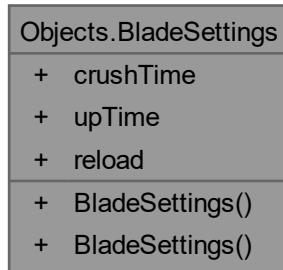
```
BoxCollider2D Objects.BLADE.tileBoxCollider
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Blade.cs](#)

8.6 Objects.BladeSettings Class Reference

Collaboration diagram for Objects.BladeSettings:



Public Member Functions

- [BladeSettings \(\)](#)
- [BladeSettings \(Blade blade\)](#)

Public Attributes

- float [crushTime](#)
- float [upTime](#)
- float [reload](#)

8.6.1 Constructor & Destructor Documentation

8.6.1.1 [BladeSettings\(\)](#) [1/2]

```
Objects.BladeSettings.BladeSettings ()
```

8.6.1.2 [BladeSettings\(\)](#) [2/2]

```
Objects.BladeSettings.BladeSettings (
    Blade blade)
```

8.6.2 Member Data Documentation

8.6.2.1 [crushTime](#)

```
float Objects.BladeSettings.crushTime
```

8.6.2.2 reload

```
float Objects.BlaeSettings.reload
```

8.6.2.3 upTime

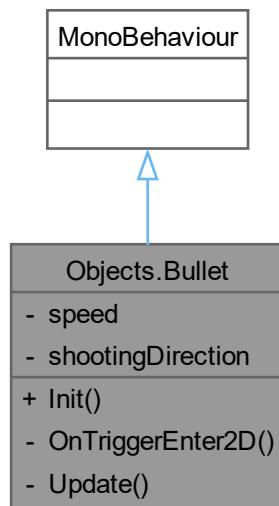
```
float Objects.BlaeSettings.upTime
```

The documentation for this class was generated from the following file:

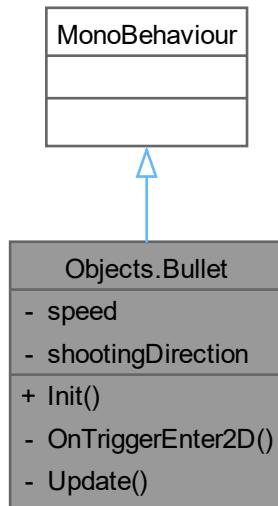
- Assets/Scripts/Objects/[Map.cs](#)

8.7 Objects.Bullet Class Reference

Inheritance diagram for Objects.Bullet:



Collaboration diagram for Objects.Bullet:



Public Member Functions

- void `Init` (float `speed`, Vector3 `shootingDirection`)

Private Member Functions

- void `OnTriggerEnter2D` (Collider2D collision)
- void `Update` ()

Private Attributes

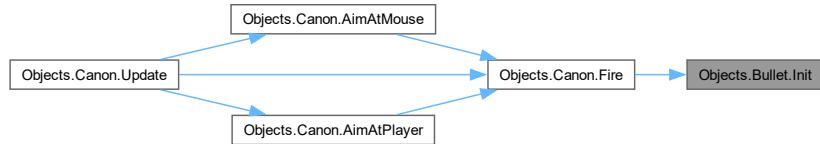
- float `speed`
- Vector3 `shootingDirection`

8.7.1 Member Function Documentation

8.7.1.1 `Init()`

```
void Objects.Bullet.Init (
    float speed,
    Vector3 shootingDirection)
```

Here is the caller graph for this function:



8.7.1.2 OnTriggerEnter2D()

```
void Objects.Bullet.OnTriggerEnter2D ( Collider2D collision) [private]
```

8.7.1.3 Update()

```
void Objects.Bullet.Update () [private]
```

8.7.2 Member Data Documentation

8.7.2.1 shootingDirection

```
Vector3 Objects.Bullet.shootingDirection [private]
```

8.7.2.2 speed

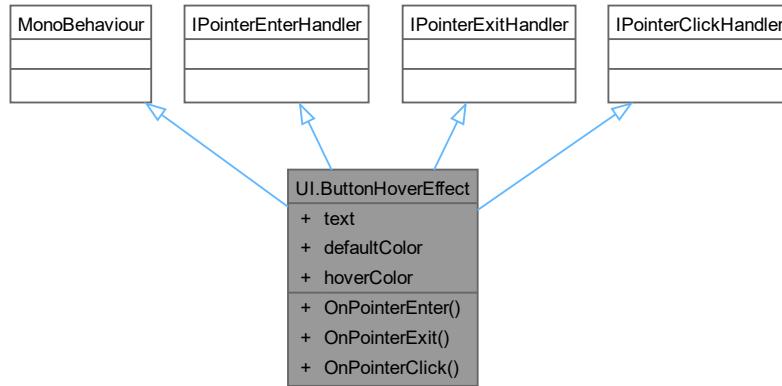
```
float Objects.Bullet.speed [private]
```

The documentation for this class was generated from the following file:

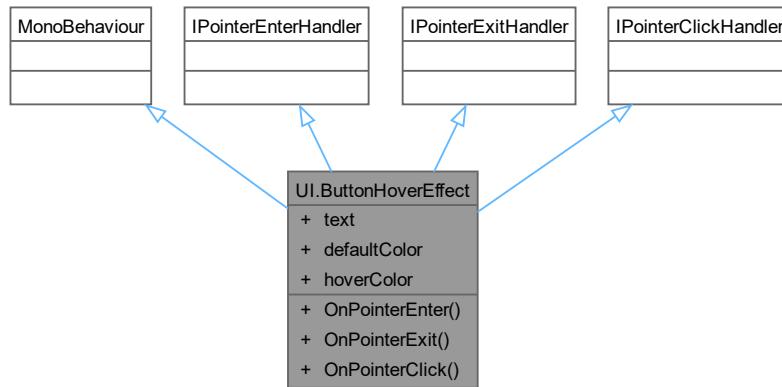
- Assets/Scripts/Objects/[Bullet.cs](#)

8.8 UI.ButtonHoverEffect Class Reference

Inheritance diagram for UI.ButtonHoverEffect:



Collaboration diagram for UI.ButtonHoverEffect:



Public Member Functions

- void `OnPointerEnter` (PointerEventData eventData)
- void `OnPointerExit` (PointerEventData eventData)
- void `OnPointerClick` (PointerEventData eventData)

Public Attributes

- TextMeshProUGUI `text`
- Color `defaultColor`
- Color `hoverColor`

8.8.1 Member Function Documentation

8.8.1.1 OnPointerClick()

```
void UI.ButtonHoverEffect.OnPointerClick (
    PointerEventData eventData)
```

8.8.1.2 OnPointerEnter()

```
void UI.ButtonHoverEffect.OnPointerEnter (
    PointerEventData eventData)
```

8.8.1.3 OnPointerExit()

```
void UI.ButtonHoverEffect.OnPointerExit (
    PointerEventData eventData)
```

8.8.2 Member Data Documentation

8.8.2.1 defaultColor

```
Color UI.ButtonHoverEffect.defaultColor
```

8.8.2.2 hoverColor

```
Color UI.ButtonHoverEffect.hoverColor
```

8.8.2.3 text

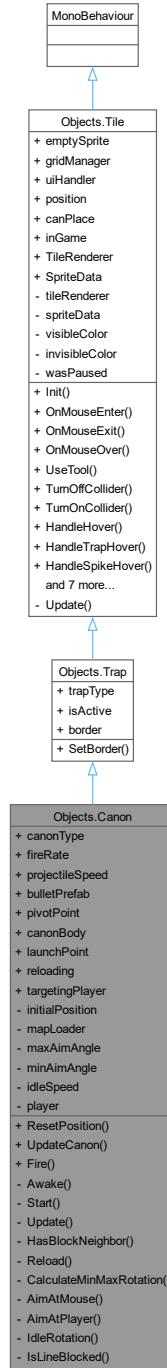
```
TextMeshProUGUI UI.ButtonHoverEffect.text
```

The documentation for this class was generated from the following file:

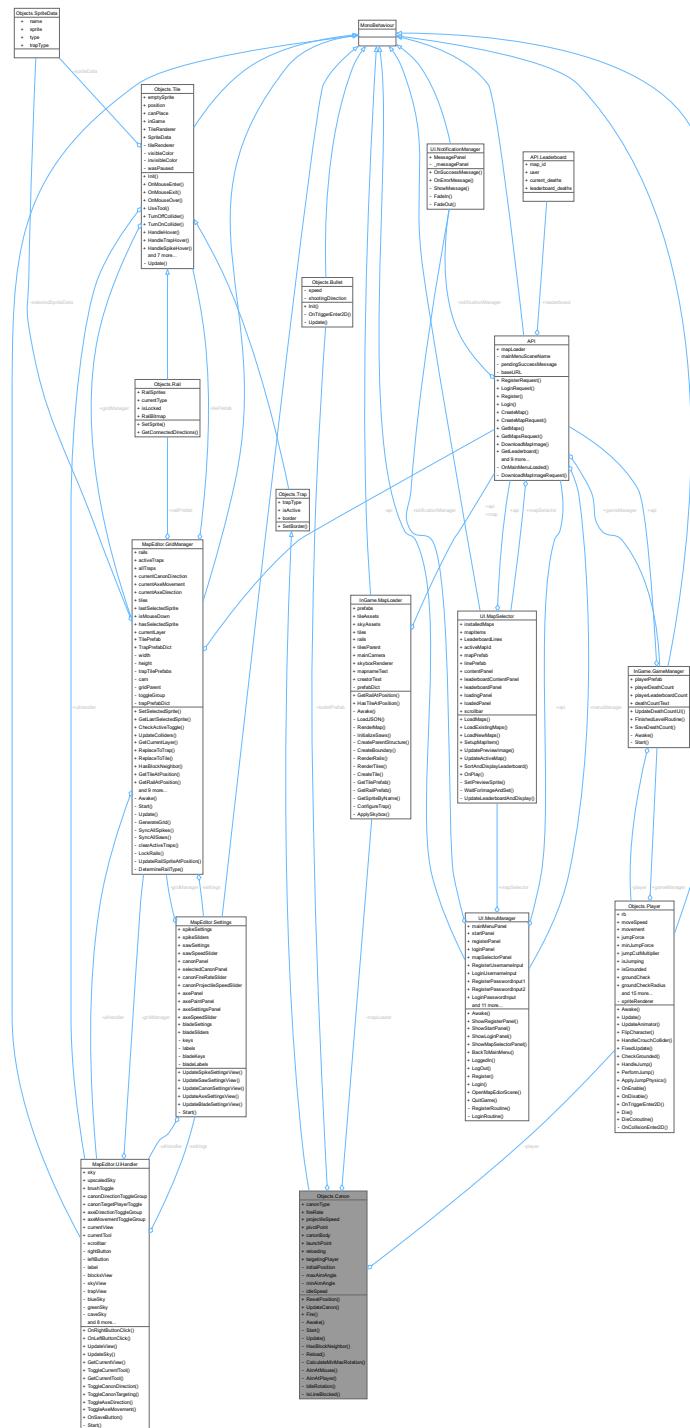
- Assets/Scripts/UI/ButtonHoverEffect.cs

8.9 Objects.Canon Class Reference

Inheritance diagram for Objects.Canon:



Collaboration diagram for Objects.Canon:



Public Member Functions

- void **ResetPosition ()**
- void **UpdateCanon ()**
- void **Fire ()**

Public Member Functions inherited from [Objects.Trap](#)

- void [SetBorder \(\)](#)

Public Member Functions inherited from [Objects.Tile](#)

- void [Init \(MapEditor.GridManager gridManager, Vector3 position\)](#)
- void [OnMouseEnter \(\)](#)
- void [OnMouseExit \(\)](#)
- void [OnMouseOver \(\)](#)
- void [UseTool \(\)](#)
- void [TurnOffCollider \(\)](#)
- void [TurnOnCollider \(\)](#)
- void [HandleHover \(\)](#)
- void [HandleTrapHover \(SpriteData selectedTile\)](#)
- void [HandleSpikeHover \(SpriteData selectedTile\)](#)
- void [HandlerRailHover \(\)](#)
- void [HandleSawHover \(\)](#)
- void [HandleCanonHover \(\)](#)
- void [HandleAxeHover \(\)](#)
- void [HandleBladeHover \(\)](#)
- void [HandleSpawnHover \(\)](#)
- void [HandleFinishHover \(\)](#)

Public Attributes

- [CanonType canonType](#)
- float [fireRate](#) = 1f
- float [projectileSpeed](#) = 100f
- [Bullet bulletPrefab](#)
- Transform [pivotPoint](#)
- GameObject [canonBody](#)
- GameObject [launchPoint](#)
- bool [reloading](#) = false
- bool [targetingPlayer](#) = false

Public Attributes inherited from [Objects.Trap](#)

- [TrapType trapType](#)
- bool [isActive](#) = false
- GameObject [border](#)

Public Attributes inherited from [Objects.Tile](#)

- Sprite [emptySprite](#)
- [MapEditor.GridManager gridManager](#)
- [UiHandler uiHandler](#)
- Vector3 [position](#)
- bool [canPlace](#) = true
- bool [inGame](#)

Private Member Functions

- void [Awake \(\)](#)
- void [Start \(\)](#)
- void [Update \(\)](#)
- bool [HasBlockNeighbor \(Vector3 direction\)](#)
- IEnumerator [Reload \(\)](#)
- void [CalculateMinMaxRotation \(\)](#)
- void [AimAtMouse \(\)](#)
- void [AimAtPlayer \(\)](#)
- void [IdleRotation \(\)](#)
- bool [IsLineBlocked \(Vector3 start, Vector3 end\)](#)

Private Attributes

- Vector3 [initialPosition](#)
- [MapLoader mapLoader](#)
- float [maxAimAngle](#)
- float [minAimAngle](#)
- float [idleSpeed = 50f](#)
- [Player player](#)

Additional Inherited Members

Properties inherited from [Objects.Tile](#)

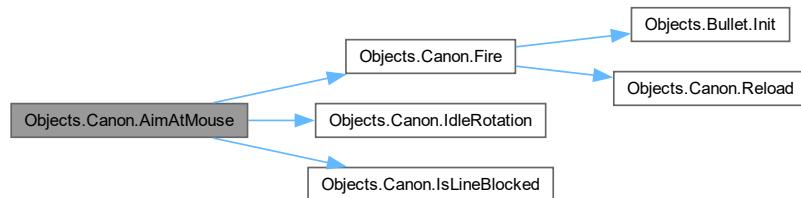
- SpriteRenderer [TileRenderer \[get, set\]](#)
- SpriteData [SpriteData \[get, set\]](#)

8.9.1 Member Function Documentation

8.9.1.1 [AimAtMouse\(\)](#)

```
void Objects.Canon.AimAtMouse () [private]
```

Here is the call graph for this function:



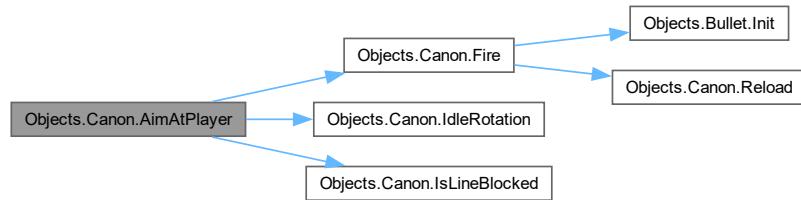
Here is the caller graph for this function:



8.9.1.2 AimAtPlayer()

```
void Objects.Canon.AimAtPlayer () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



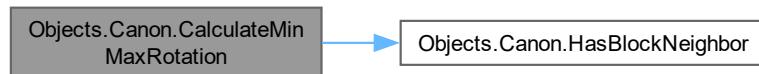
8.9.1.3 Awake()

```
void Objects.Canon.Awake () [private]
```

8.9.1.4 CalculateMinMaxRotation()

```
void Objects.Canon.CalculateMinMaxRotation () [private]
```

Here is the call graph for this function:



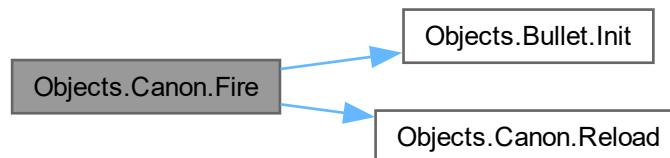
Here is the caller graph for this function:



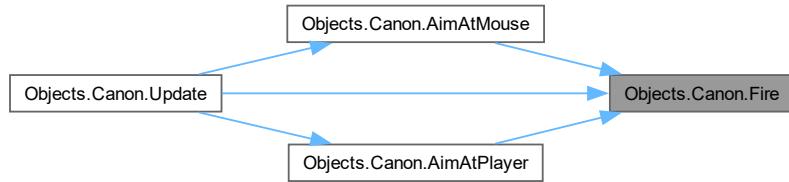
8.9.1.5 Fire()

```
void Objects.Canon.Fire ()
```

Here is the call graph for this function:



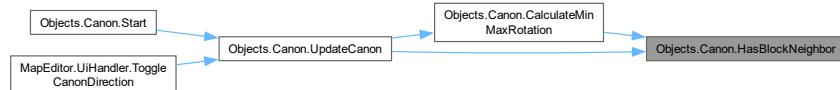
Here is the caller graph for this function:



8.9.1.6 HasBlockNeighbor()

```
bool Objects.Canon.HasBlockNeighbor (
    Vector3 direction) [private]
```

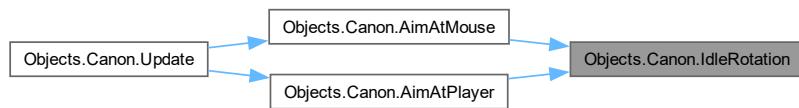
Here is the caller graph for this function:



8.9.1.7 IdleRotation()

```
void Objects.Canon.IdleRotation () [private]
```

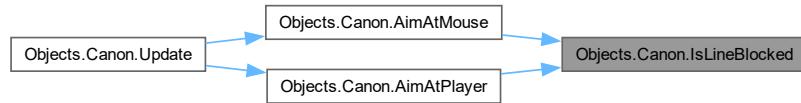
Here is the caller graph for this function:



8.9.1.8 IsLineBlocked()

```
bool Objects.Canon.IsLineBlocked (
    Vector3 start,
    Vector3 end) [private]
```

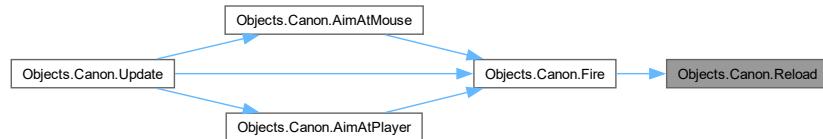
Here is the caller graph for this function:



8.9.1.9 Reload()

```
IEnumerator Objects.Canon.Reload () [private]
```

Here is the caller graph for this function:



8.9.1.10 ResetPosition()

```
void Objects.Canon.ResetPosition ()
```

Here is the caller graph for this function:



8.9.1.11 Start()

```
void Objects.Canon.Start () [private]
```

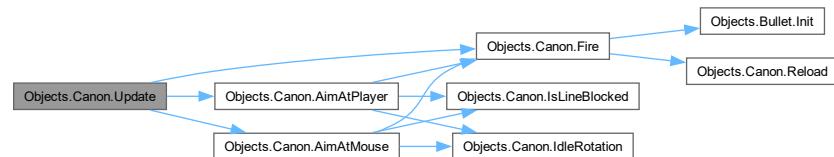
Here is the call graph for this function:



8.9.1.12 Update()

```
void Objects.Canon.Update () [private]
```

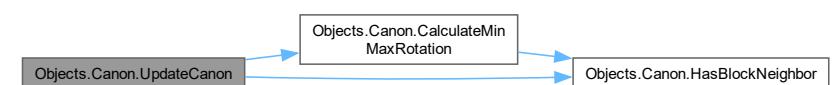
Here is the call graph for this function:



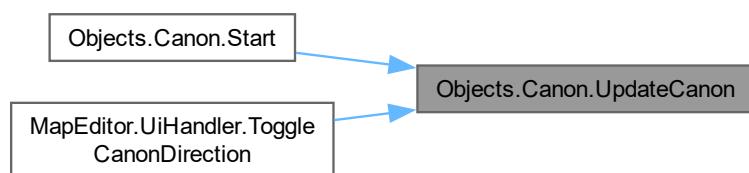
8.9.1.13 UpdateCanon()

```
void Objects.Canon.UpdateCanon ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.9.2 Member Data Documentation

8.9.2.1 bulletPrefab

```
Bullet Objects.Canon.bulletPrefab
```

8.9.2.2 canonBody

```
GameObject Objects.Canon.canonBody
```

8.9.2.3 canonType

```
CanonType Objects.Canon.canonType
```

8.9.2.4 fireRate

```
float Objects.Canon.fireRate = 1f
```

8.9.2.5 idleSpeed

```
float Objects.Canon.idleSpeed = 50f [private]
```

8.9.2.6 initialPosition

```
Vector3 Objects.Canon.initialPosition [private]
```

8.9.2.7 launchPoint

```
GameObject Objects.Canon.launchPoint
```

8.9.2.8 mapLoader

```
MapLoader Objects.Canon.mapLoader [private]
```

8.9.2.9 maxAimAngle

```
float Objects.Canon.maxAimAngle [private]
```

8.9.2.10 minAimAngle

```
float Objects.Canon.minAimAngle [private]
```

8.9.2.11 pivotPoint

```
Transform Objects.Canon.pivotPoint
```

8.9.2.12 player

```
Player Objects.Canon.player [private]
```

8.9.2.13 projectileSpeed

```
float Objects.Canon.projectileSpeed = 100f
```

8.9.2.14 reloading

```
bool Objects.Canon.reloading = false
```

8.9.2.15 targetingPlayer

```
bool Objects.Canon.targetingPlayer = false
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Canon.cs](#)

8.10 Objects.CanonSettings Class Reference

Collaboration diagram for Objects.CanonSettings:

Objects.CanonSettings
+ canonType
+ fireRate
+ projectileSpeed
+ targetingPlayer
+ CanonSettings()
+ CanonSettings()

Public Member Functions

- [CanonSettings \(\)](#)
- [CanonSettings \(Canon canon\)](#)

Public Attributes

- [CanonType canonType](#)
- float [fireRate](#)
- float [projectileSpeed](#)
- bool [targetingPlayer](#)

8.10.1 Constructor & Destructor Documentation

8.10.1.1 CanonSettings() [1/2]

```
Objects.CanonSettings.CanonSettings ()
```

8.10.1.2 CanonSettings() [2/2]

```
Objects.CanonSettings.CanonSettings (
    Canon canon)
```

8.10.2 Member Data Documentation

8.10.2.1 canonType

```
CanonType Objects.CanonSettings.canonType
```

8.10.2.2 fireRate

```
float Objects.CanonSettings.fireRate
```

8.10.2.3 projectileSpeed

```
float Objects.CanonSettings.projectileSpeed
```

8.10.2.4 targetingPlayer

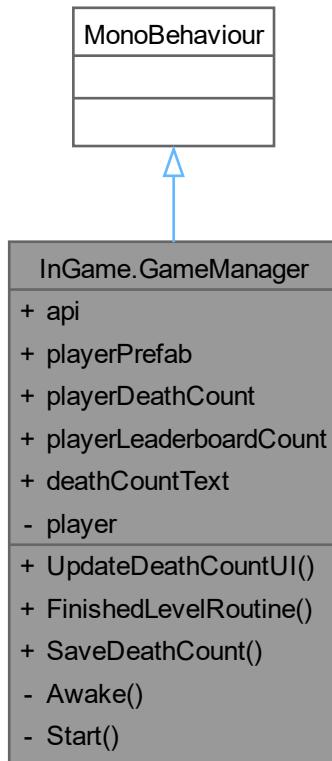
```
bool Objects.CanonSettings.targetingPlayer
```

The documentation for this class was generated from the following file:

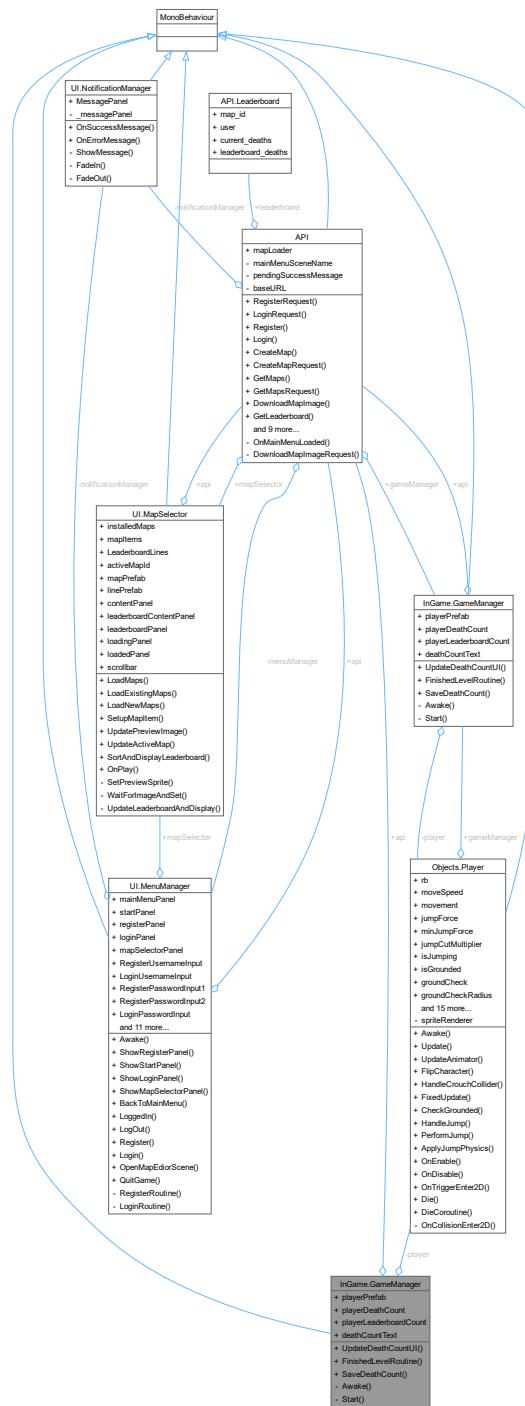
- Assets/Scripts/Objects/[Map.cs](#)

8.11 InGame.GameManager Class Reference

Inheritance diagram for InGame.GameManager:



Collaboration diagram for InGame.GameManager:



Public Member Functions

- void [UpdateDeathCountUI](#) (int deathCount)
- IEnumerator [FinishedLevelRoutine](#) ()
- void [SaveDeathCount](#) ()

Public Attributes

- API api
- GameObject playerPrefab
- int playerDeathCount
- int? playerLeaderboardCount
- TextMeshProUGUI deathCountText

Private Member Functions

- void Awake ()
- void Start ()

Private Attributes

- Player player

8.11.1 Member Function Documentation

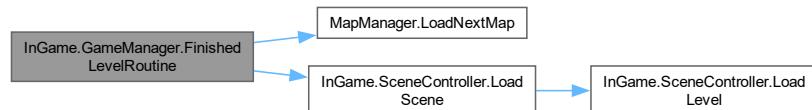
8.11.1.1 Awake()

```
void InGame.GameManager.Awake () [private]
```

8.11.1.2 FinishedLevelRoutine()

```
IEnumerator InGame.GameManager.FinishedLevelRoutine ()
```

Here is the call graph for this function:



8.11.1.3 SaveDeathCount()

```
void InGame.GameManager.SaveDeathCount ()
```

8.11.1.4 Start()

```
void InGame.GameManager.Start () [private]
```

8.11.1.5 UpdateDeathCountUI()

```
void InGame.GameManager.UpdateDeathCountUI (
    int deathCount)
```

8.11.2 Member Data Documentation

8.11.2.1 api

[API](#) InGame.GameManager.api

8.11.2.2 deathCountText

```
TextMeshProUGUI InGame.GameManager.deathCountText
```

8.11.2.3 player

```
Player InGame.GameManager.player [private]
```

8.11.2.4 playerDeathCount

```
int InGame.GameManager.playerDeathCount
```

8.11.2.5 playerLeaderboardCount

```
int? InGame.GameManager.playerLeaderboardCount
```

8.11.2.6 playerPrefab

```
GameObject InGame.GameManager.playerPrefab
```

The documentation for this class was generated from the following file:

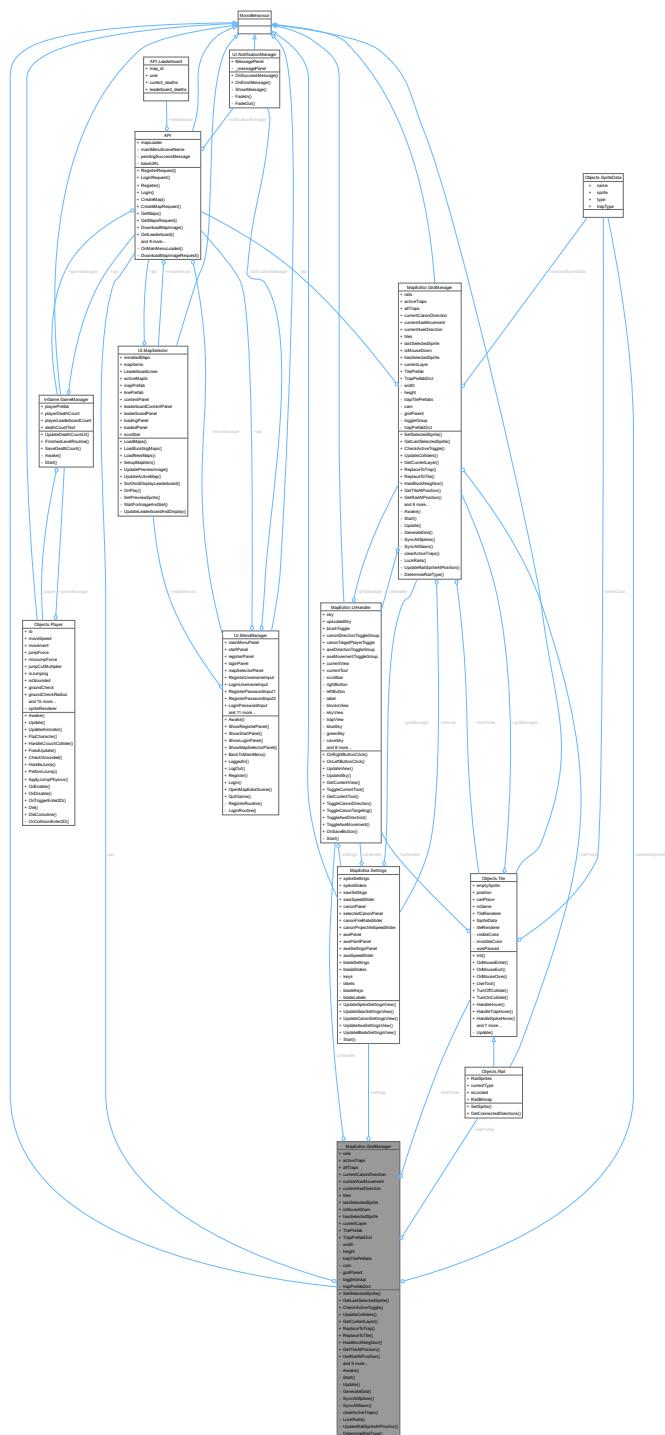
- Assets/Scripts/InGame/[GameManager.cs](#)

8.12 MapEditor.GridManager Class Reference

Inheritance diagram for MapEditor.GridManager:



Collaboration diagram for MapEditor.GridManager:



Public Member Functions

- void [SetSelectedSprite \(View view, SpriteData data\)](#)
- [SpriteData GetLastSelectedSprite \(View view\)](#)
- void [CheckActiveToggle \(\)](#)
- void [UpdateColliders \(\)](#)
- int [GetCurrentLayer \(\)](#)

- void ReplaceToTrap ([Objects.SpriteData](#) trapData, [Vector3](#) position)
- void ReplaceToTile ([SpriteData](#) blockData, [Vector3](#) position)
- bool HasBlockNeighbor ([Tile](#) tile, [Vector3](#) direction)
- [Tile](#) GetTileAtPosition ([Vector3](#) position)
- [Rail](#) GetRailAtPosition ([Vector3](#) position)
- void SetActiveTraps ([Trap](#) trap)
- [HashSet< Trap >](#) GetActiveTraps ()
- void PaintRail ([Vector3](#) position)
- void UpdateRailAndNeighbors ([Rail](#) rail)
- void destroyRail ([Rail](#) rail)
- void destroyTrap ([Trap](#) trap)
- bool IsSpawnSet ()
- bool IsFinishSet ()
- void CreateMap (string mapName)

Public Attributes

- [Rail](#) railPrefab
- List< [Rail](#) > rails = new List< [Rail](#) >()
- [HashSet< Trap >](#) activeTraps = new [HashSet< Trap >](#)()
- [HashSet< Trap >](#) allTraps = new [HashSet< Trap >](#)()
- [CanonType](#) currentCanonDirection = [CanonType.Left](#)
- [AxeMovement](#) currentAxeMovement = [AxeMovement.Half](#)
- [AxeDirection](#) currentAxeDirection = [AxeDirection.Down](#)
- Dictionary< [Vector3](#), [Tile](#) > tiles
- Dictionary< [View](#), [SpriteData](#) > lastSelectedSprite

Static Public Attributes

- static bool isMouseDown = false
- static bool hasSelectedSprite = false
- static int currentLayer = 1

Properties

- [Tile](#) TilePrefab [get]
- Dictionary< string, [Tile](#) > TrapPrefabDict [get]

Private Member Functions

- void Awake ()
- void Start ()
- void Update ()
- void GenerateGrid ()
- IEnumerator SyncAllSpikes ()
- IEnumerator SyncAllSaws ()
- void clearActiveTraps ()
- void LockRails ([Vector3](#) position, bool locking)
- void UpdateRailSpriteAtPosition ([Vector3](#) position, [Rail](#) rail)
- [RailBitmapType](#) DetermineRailType ([Rail](#) top, [Rail](#) bottom, [Rail](#) left, [Rail](#) right)

Private Attributes

- API api
- int width
- int height
- Tile tilePrefab
- List< Tile > trapTilePrefabs
- Transform cam
- SpriteData selectedSpriteData
- Transform gridParent
- ToggleGroup toggleGroup
- UiHandler uiHandler
- Settings settings
- Dictionary< string, Tile > trapPrefabDict

8.12.1 Member Function Documentation

8.12.1.1 Awake()

```
void MapEditor.GridManager.Awake () [private]
```

8.12.1.2 CheckActiveToggle()

```
void MapEditor.GridManager.CheckActiveToggle ()
```

Here is the call graph for this function:



8.12.1.3 clearActiveTraps()

```
void MapEditor.GridManager.clearActiveTraps () [private]
```

Here is the caller graph for this function:



8.12.1.4 CreateMap()

```
void MapEditor.GridManager.CreateMap (
    string mapName)
```

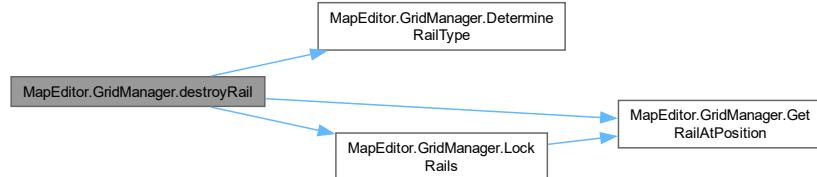
Here is the call graph for this function:



8.12.1.5 destroyRail()

```
void MapEditor.GridManager.destroyRail (
    Rail rail)
```

Here is the call graph for this function:



8.12.1.6 destroyTrap()

```
void MapEditor.GridManager.destroyTrap (
    Trap trap)
```

Here is the call graph for this function:



8.12.1.7 DetermineRailType()

```
RailBitmapType MapEditor.GridManager.DetermineRailType (
    Rail top,
    Rail bottom,
    Rail left,
    Rail right) [private]
```

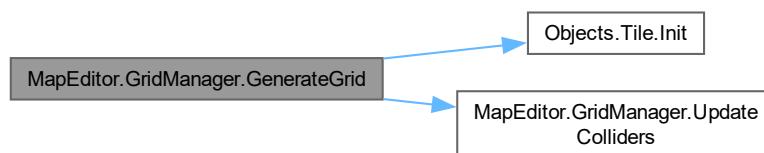
Here is the caller graph for this function:



8.12.1.8 GenerateGrid()

```
void MapEditor.GridManager.GenerateGrid () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.12.1.9 GetActiveTraps()

```
HashSet< Trap > MapEditor.GridManager.GetActiveTraps ()
```

8.12.1.10 GetCurrentLayer()

```
int MapEditor.GridManager.GetCurrentLayer ()
```

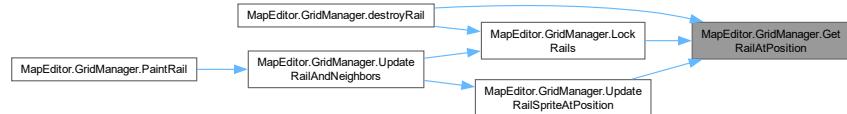
8.12.1.11 GetLastSelectedSprite()

```
SpriteData MapEditor.GridManager.GetLastSelectedSprite (
    View view)
```

8.12.1.12 GetRailAtPosition()

```
Rail MapEditor.GridManager.GetRailAtPosition (
    Vector3 position)
```

Here is the caller graph for this function:



8.12.1.13 GetTileAtPosition()

```
Tile MapEditor.GridManager.GetTileAtPosition (
    Vector3 position)
```

8.12.1.14 HasBlockNeighbor()

```
bool MapEditor.GridManager.HasBlockNeighbor (
    Tile tile,
    Vector3 direction)
```

8.12.1.15 IsFinishSet()

```
bool MapEditor.GridManager.IsFinishSet ()
```

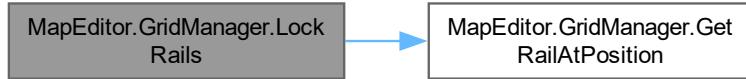
8.12.1.16 IsSpawnSet()

```
bool MapEditor.GridManager.IsSpawnSet ()
```

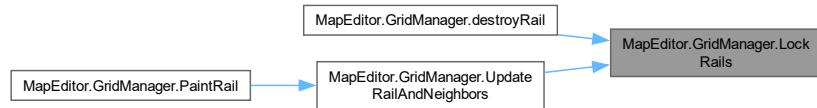
8.12.1.17 LockRails()

```
void MapEditor.GridManager.LockRails (
    Vector3 position,
    bool locking) [private]
```

Here is the call graph for this function:



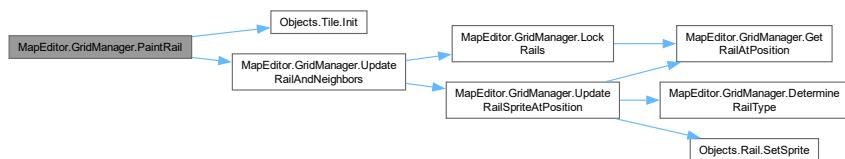
Here is the caller graph for this function:



8.12.1.18 PaintRail()

```
void MapEditor.GridManager.PaintRail (
    Vector3 position)
```

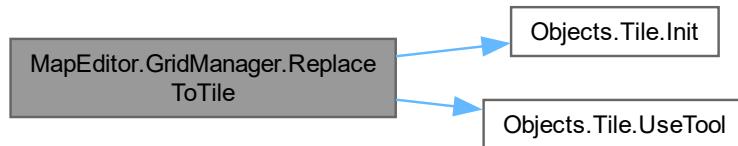
Here is the call graph for this function:



8.12.1.19 ReplaceToTile()

```
void MapEditor.GridManager.ReplaceToTile (
    SpriteData blockData,
    Vector3 position)
```

Here is the call graph for this function:



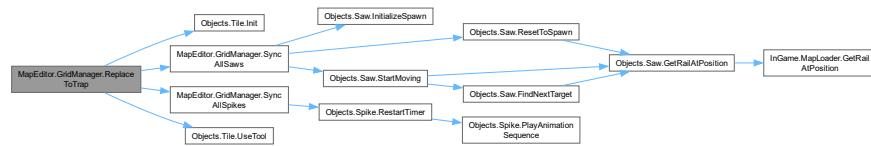
Here is the caller graph for this function:



8.12.1.20 ReplaceToTrap()

```
void MapEditor.GridManager.ReplaceToTrap (
    Objects.SpriteData trapData,
    Vector3 position)
```

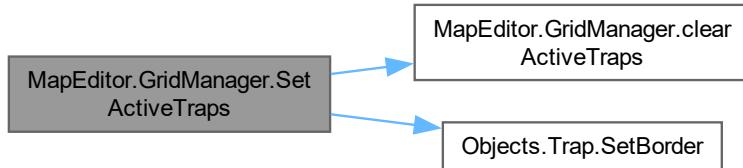
Here is the call graph for this function:



8.12.1.21 SetActiveTraps()

```
void MapEditor.GridManager.SetActiveTraps (
    Trap trap)
```

Here is the call graph for this function:



8.12.1.22 SetSelectedSprite()

```
void MapEditor.GridManager.SetSelectedSprite (
    View view,
    SpriteData data)
```

8.12.1.23 Start()

```
void MapEditor.GridManager.Start () [private]
```

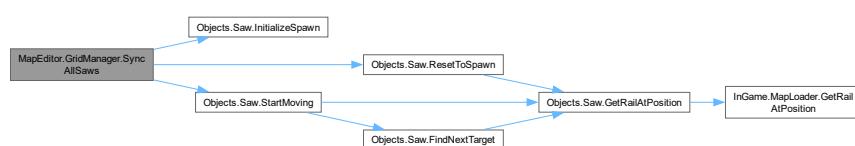
Here is the call graph for this function:



8.12.1.24 SyncAllSaws()

```
IEnumerator MapEditor.GridManager.SyncAllSaws () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.12.1.25 SyncAllSpikes()

```
IEnumerator MapEditor.GridManager.SyncAllSpikes () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



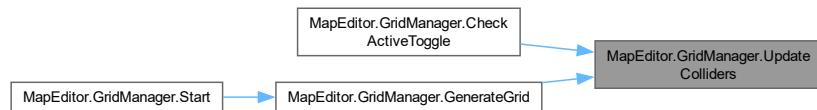
8.12.1.26 Update()

```
void MapEditor.GridManager.Update () [private]
```

8.12.1.27 UpdateColliders()

```
void MapEditor.GridManager.UpdateColliders ()
```

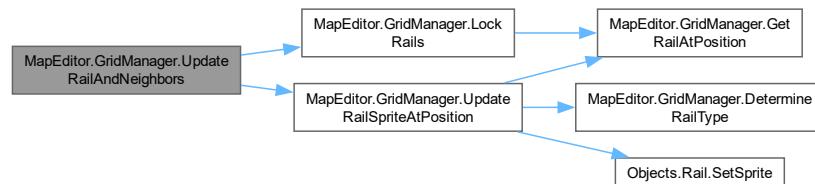
Here is the caller graph for this function:



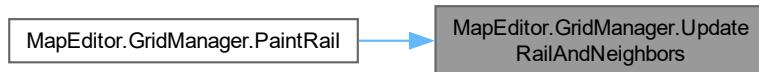
8.12.1.28 UpdateRailAndNeighbors()

```
void MapEditor.GridManager.UpdateRailAndNeighbors (
    Rail rail)
```

Here is the call graph for this function:



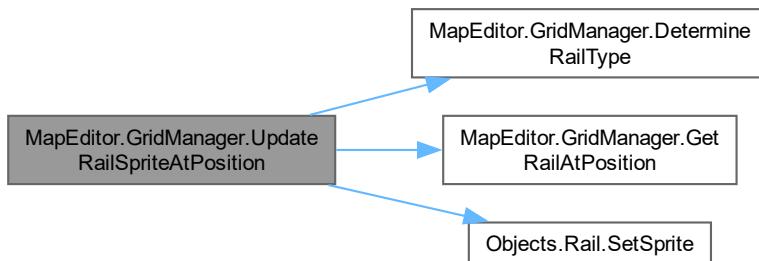
Here is the caller graph for this function:



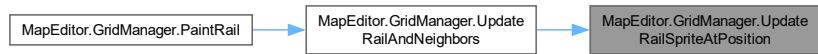
8.12.1.29 UpdateRailSpriteAtPosition()

```
void MapEditor.GridManager.UpdateRailSpriteAtPosition (
    Vector3 position,
    Rail rail) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.12.2 Member Data Documentation

8.12.2.1 activeTraps

```
HashSet<Trap> MapEditor.GridManager.activeTraps = new HashSet<Trap>()
```

8.12.2.2 allTraps

```
HashSet<Trap> MapEditor.GridManager.allTraps = new HashSet<Trap>()
```

8.12.2.3 api

```
API MapEditor.GridManager.api [private]
```

8.12.2.4 cam

```
Transform MapEditor.GridManager.cam [private]
```

8.12.2.5 currentAxeDirection

```
AxeDirection MapEditor.GridManager.currentAxeDirection = AxeDirection.Down
```

8.12.2.6 currentAxeMovement

```
AxeMovement MapEditor.GridManager.currentAxeMovement = AxeMovement.Half
```

8.12.2.7 currentCanonDirection

```
CanonType MapEditor.GridManager.currentCanonDirection = CanonType.Left
```

8.12.2.8 currentLayer

```
int MapEditor.GridManager.currentLayer = 1 [static]
```

8.12.2.9 gridParent

```
Transform MapEditor.GridManager.gridParent [private]
```

8.12.2.10 hasSelectedSprite

```
bool MapEditor.GridManager.hasSelectedSprite = false [static]
```

8.12.2.11 height

```
int MapEditor.GridManager.height [private]
```

8.12.2.12 isMouseDown

```
bool MapEditor.GridManager.isMouseDown = false [static]
```

8.12.2.13 lastSelectedSprite

```
Dictionary<View, SpriteData> MapEditor.GridManager.lastSelectedSprite
```

Initial value:

```
= new Dictionary<View, SpriteData>
{
    { View.Blocks, null },
    { View.Traps, null },
    { View.Sky, null }
}
```

8.12.2.14 railPrefab

```
Rail MapEditor.GridManager.railPrefab
```

8.12.2.15 rails

```
List<Rail> MapEditor.GridManager.rails = new List<Rail>()
```

8.12.2.16 selectedSpriteData

```
SpriteData MapEditor.GridManager.selectedSpriteData [private]
```

8.12.2.17 settings

```
Settings MapEditor.GridManager.settings [private]
```

8.12.2.18 tilePrefab

```
Tile MapEditor.GridManager.tilePrefab [private]
```

8.12.2.19 tiles

```
Dictionary<Vector3, Tile> MapEditor.GridManager.tiles
```

8.12.2.20 toggleGroup

```
ToggleGroup MapEditor.GridManager.toggleGroup [private]
```

8.12.2.21 trapPrefabDict

```
Dictionary<string, Tile> MapEditor.GridManager.trapPrefabDict [private]
```

8.12.2.22 trapTilePrefabs

```
List<Tile> MapEditor.GridManager.trapTilePrefabs [private]
```

8.12.2.23 uiHandler

```
UiHandler MapEditor.GridManager.uiHandler [private]
```

8.12.2.24 width

```
int MapEditor.GridManager.width [private]
```

8.12.3 Property Documentation

8.12.3.1 TilePrefab

```
Tile MapEditor.GridManager.TilePrefab [get]
```

8.12.3.2 TrapPrefabDict

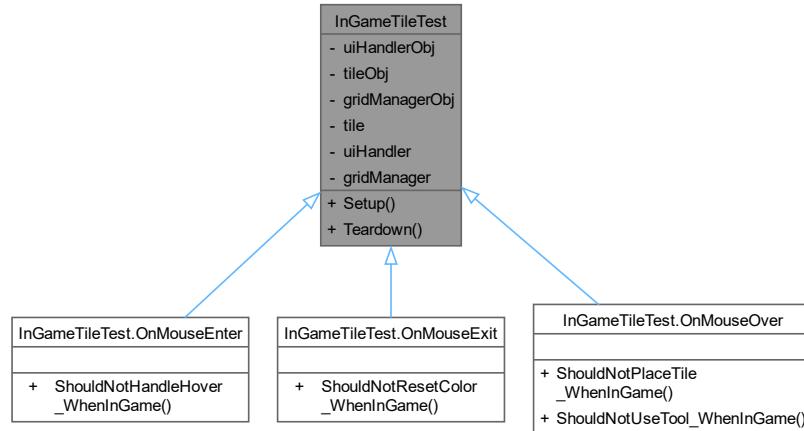
```
Dictionary<string, Tile> MapEditor.GridManager.TrapPrefabDict [get]
```

The documentation for this class was generated from the following file:

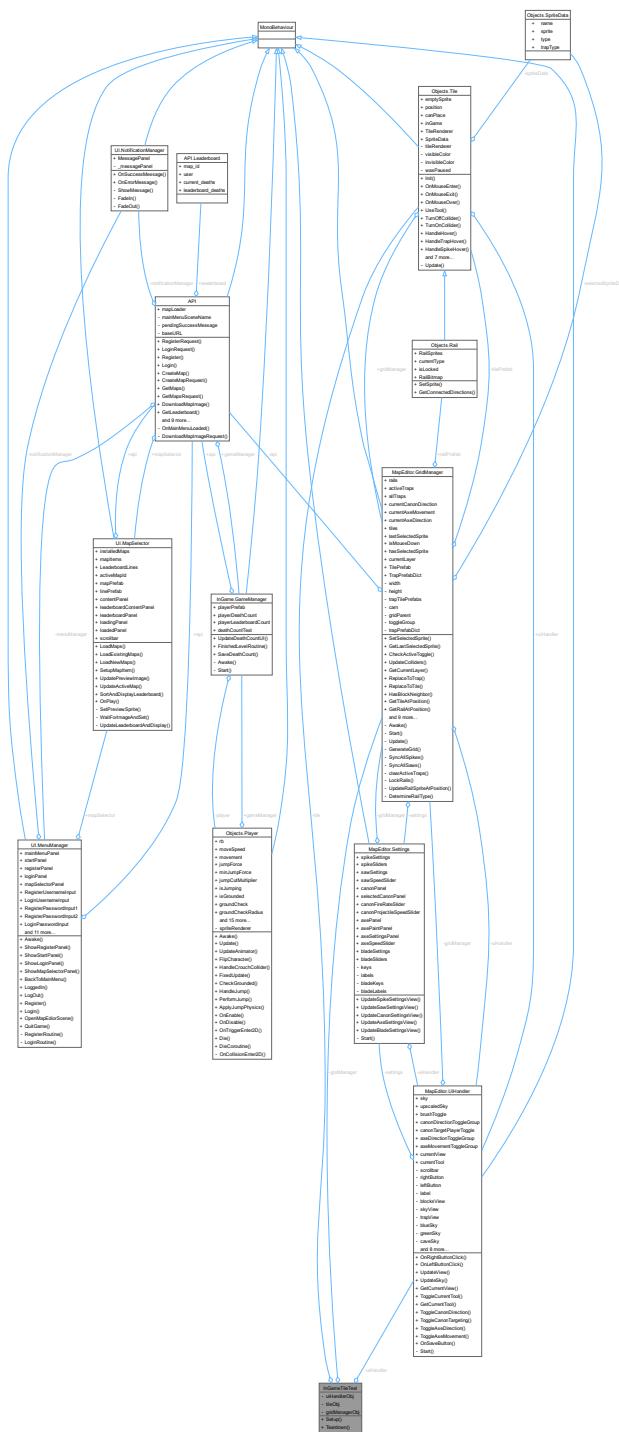
- Assets/Scripts/MapEditor/GridManager.cs

8.13 InGameTileTest Class Reference

Inheritance diagram for InGameTileTest:



Collaboration diagram for InGameTileTest:



Classes

- class [OnMouseEnter](#)
- class [OnMouseExit](#)
- class [OnMouseOver](#)

Public Member Functions

- void [Setup \(\)](#)
- void [Teardown \(\)](#)

Private Attributes

- [GameObject uiHandlerObj](#)
- [GameObject tileObj](#)
- [GameObject gridManagerObj](#)
- [Tile tile](#)
- [UiHandler uiHandler](#)
- [GridManager gridManager](#)

8.13.1 Member Function Documentation

8.13.1.1 [Setup\(\)](#)

```
void InGameTileTest.Setup ()
```

8.13.1.2 [Teardown\(\)](#)

```
void InGameTileTest.TearDown ()
```

8.13.2 Member Data Documentation

8.13.2.1 [gridManager](#)

[GridManager](#) InGameTileTest.gridManager [private]

8.13.2.2 [gridManagerObj](#)

[GameObject](#) InGameTileTest.gridManagerObj [private]

8.13.2.3 [tile](#)

[Tile](#) InGameTileTest.tile [private]

8.13.2.4 [tileObj](#)

[GameObject](#) InGameTileTest.tileObj [private]

8.13.2.5 uiHandler

```
UiHandler InGameTileTest.uiHandler [private]
```

8.13.2.6 uiHandlerObj

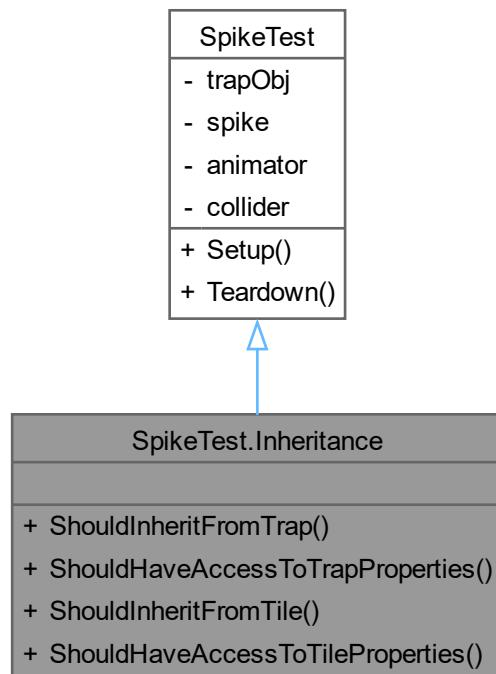
```
GameObject InGameTileTest.uiHandlerObj [private]
```

The documentation for this class was generated from the following file:

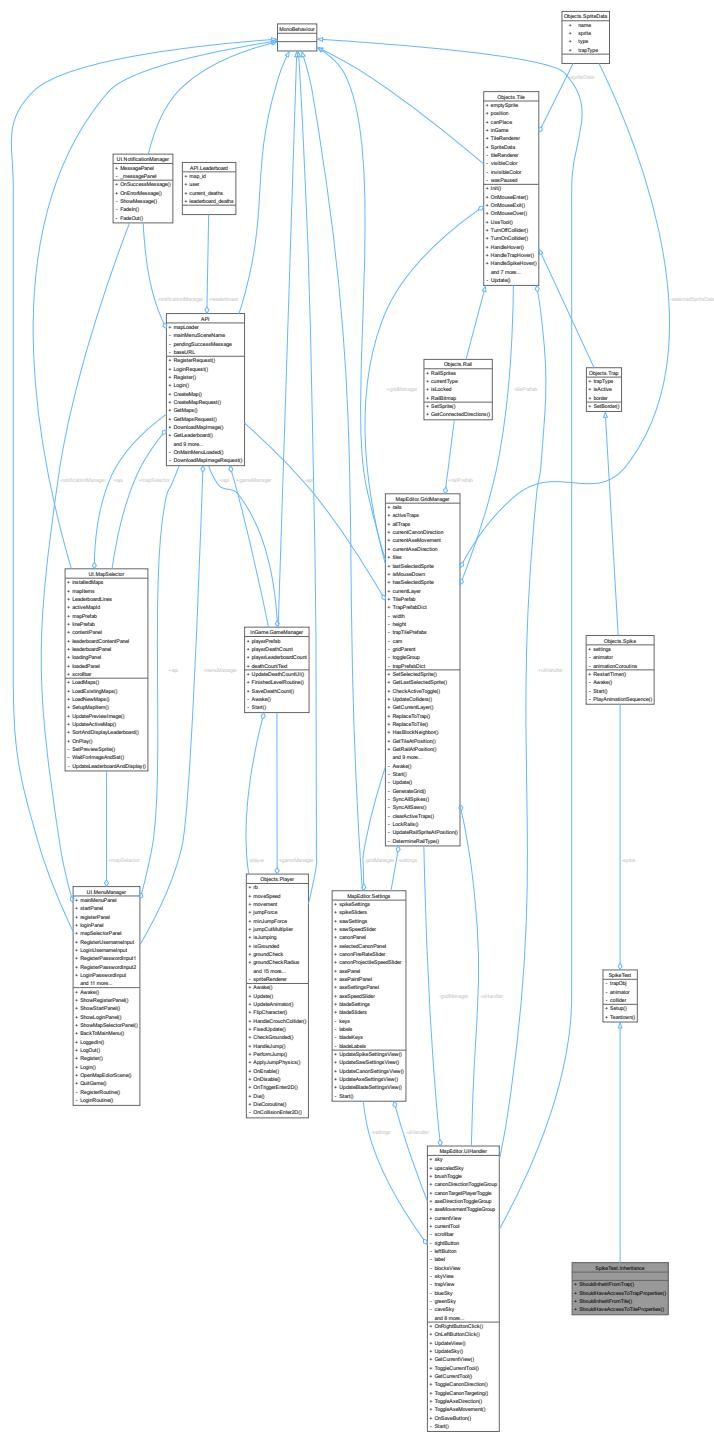
- Assets/Scripts/Tests/[TileTest.cs](#)

8.14 SpikeTest.Inheritance Class Reference

Inheritance diagram for SpikeTest.Inheritance:



Collaboration diagram for SpikeTest.Inheritance:



Public Member Functions

- void `ShouldInheritFromTrap ()`
- void `ShouldHaveAccessToTrapProperties ()`
- void `ShouldInheritFromTile ()`
- void `ShouldHaveAccessToTileProperties ()`

Public Member Functions inherited from SpikeTest

- void [Setup \(\)](#)
- void [Teardown \(\)](#)

8.14.1 Member Function Documentation

8.14.1.1 ShouldHaveAccessToTileProperties()

```
void SpikeTest.Inheritance.ShouldHaveAccessToTileProperties ()
```

8.14.1.2 ShouldHaveAccessToTrapProperties()

```
void SpikeTest.Inheritance.ShouldHaveAccessToTrapProperties ()
```

8.14.1.3 ShouldInheritFromTile()

```
void SpikeTest.Inheritance.ShouldInheritFromTile ()
```

8.14.1.4 ShouldInheritFromTrap()

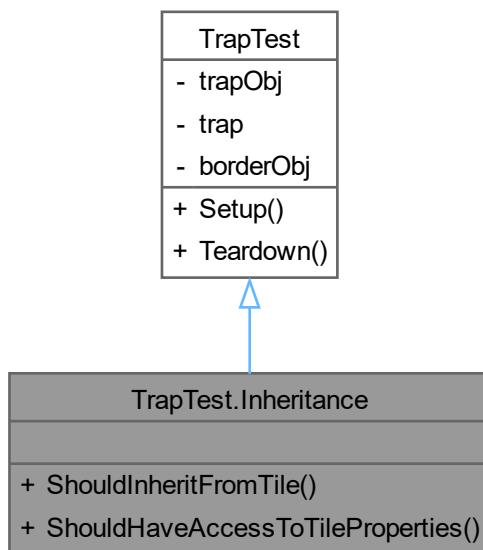
```
void SpikeTest.Inheritance.ShouldInheritFromTrap ()
```

The documentation for this class was generated from the following file:

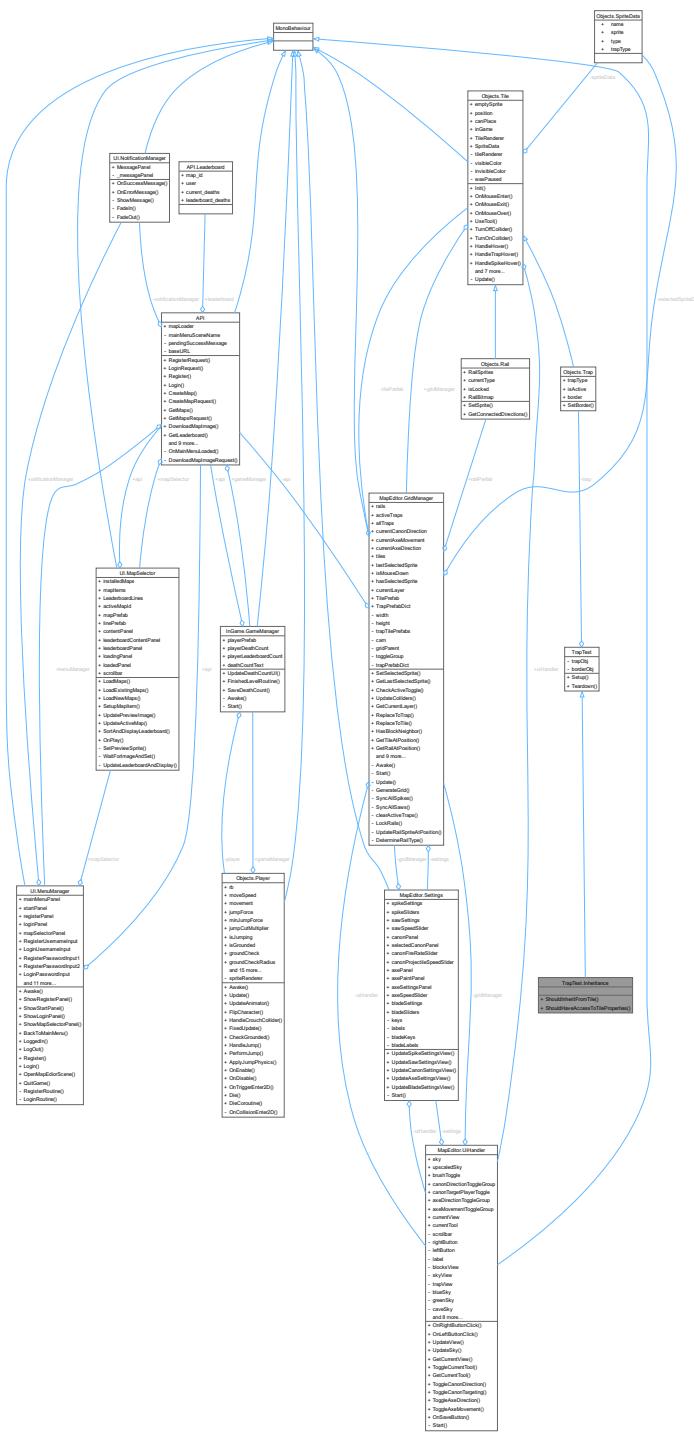
- Assets/Scripts/Tests/PlayMode/[SpikeTest.cs](#)

8.15 TrapTest.Inheritance Class Reference

Inheritance diagram for TrapTest.Inheritance:



Collaboration diagram for TrapTest.Inheritance:



Public Member Functions

- void [ShouldInheritFromTile \(\)](#)
- void [ShouldHaveAccessToTileProperties \(\)](#)

Public Member Functions inherited from [TrapTest](#)

- void [Setup \(\)](#)

- void [Teardown \(\)](#)

8.15.1 Member Function Documentation

8.15.1.1 ShouldHaveAccessToTileProperties()

```
void TrapTest.Inheritance.ShouldHaveAccessToTileProperties ()
```

8.15.1.2 ShouldInheritFromTile()

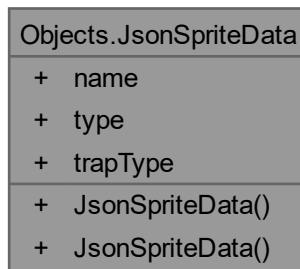
```
void TrapTest.Inheritance.ShouldInheritFromTile ()
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Tests/[TrapTest.cs](#)

8.16 Objects.JsonSpriteData Class Reference

Collaboration diagram for Objects.JsonSpriteData:



Public Member Functions

- [JsonSpriteData \(\)](#)
- [JsonSpriteData \(SpriteData data\)](#)

Public Attributes

- string [name](#)
- [SpriteType](#) [type](#)
- [TrapType](#) [trapType](#)

8.16.1 Constructor & Destructor Documentation

8.16.1.1 JsonSpriteData() [1/2]

```
Objects.JsonSpriteData.JsonSpriteData ()
```

8.16.1.2 JsonSpriteData() [2/2]

```
Objects.JsonSpriteData.JsonSpriteData (
    SpriteData data)
```

8.16.2 Member Data Documentation

8.16.2.1 name

```
string Objects.JsonSpriteData.name
```

8.16.2.2 trapType

```
TrapType Objects.JsonSpriteData.trapType
```

8.16.2.3 type

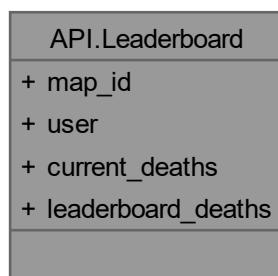
```
SpriteType Objects.JsonSpriteData.type
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Map.cs](#)

8.17 API.Leaderboard Class Reference

Collaboration diagram for API.Leaderboard:



Public Attributes

- string [map_id](#)
- string [user](#)
- int? [current_deaths](#)
- int? [leaderboard_deaths](#)

8.17.1 Member Data Documentation

8.17.1.1 [current_deaths](#)

```
int? API.Leaderboard.current_deaths
```

8.17.1.2 [leaderboard_deaths](#)

```
int? API.Leaderboard.leaderboard_deaths
```

8.17.1.3 [map_id](#)

```
string API.Leaderboard.map_id
```

8.17.1.4 [user](#)

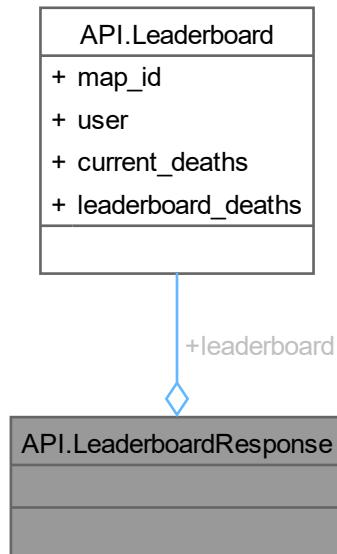
```
string API.Leaderboard.user
```

The documentation for this class was generated from the following file:

- Assets/Scripts/[API.cs](#)

8.18 API.LeaderboardResponse Class Reference

Collaboration diagram for API.LeaderboardResponse:



Public Attributes

- `Leaderboard[] leaderboard`

8.18.1 Member Data Documentation

8.18.1.1 `leaderboard`

`Leaderboard[] API.LeaderboardResponse.leaderboard`

The documentation for this class was generated from the following file:

- Assets/Scripts/API.cs

8.19 Objects.Map Class Reference

Collaboration diagram for Objects.Map:

Objects.Map
+ skybox
+ tiles
+ rails
+ Map()
+ Map()

Public Member Functions

- [Map \(\)](#)
- [Map \(Dictionary< Vector3, Objects.Tile > tiles, List< Objects.Rail > rails, string skybox\)](#)

Public Attributes

- string [skybox](#)
- List< [TileWrapper](#) > [tiles](#)
- List< [RailWrapper](#) > [rails](#)

8.19.1 Constructor & Destructor Documentation

8.19.1.1 Map() [1/2]

```
Objects.Map.Map ()
```

8.19.1.2 Map() [2/2]

```
Objects.Map.Map (
    Dictionary< Vector3, Objects.Tile > tiles,
    List< Objects.Rail > rails,
    string skybox)
```

8.19.2 Member Data Documentation

8.19.2.1 rails

```
List<RailWrapper> Objects.Map.rails
```

8.19.2.2 skybox

```
string Objects.Map.skybox
```

8.19.2.3 tiles

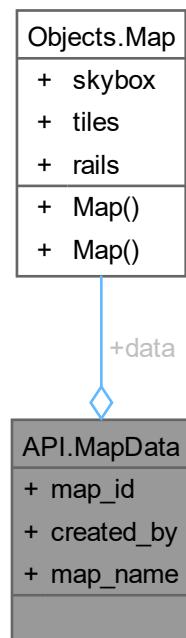
```
List<TileWrapper> Objects.Map.tiles
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Map.cs](#)

8.20 API.MapData Class Reference

Collaboration diagram for API.MapData:



Public Attributes

- string `map_id`
- string `created_by`
- string `map_name`
- `Map` data

8.20.1 Member Data Documentation

8.20.1.1 created_by

```
string API.MapData.created_by
```

8.20.1.2 data

```
Map API.MapData.data
```

8.20.1.3 map_id

```
string API.MapData.map_id
```

8.20.1.4 map_name

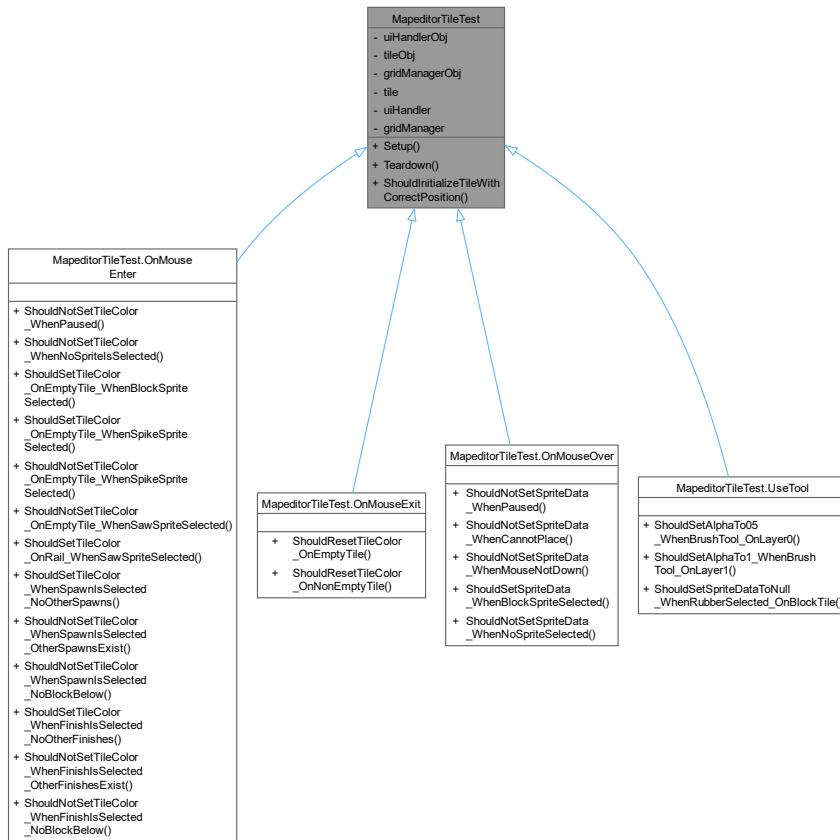
```
string API.MapData.map_name
```

The documentation for this class was generated from the following file:

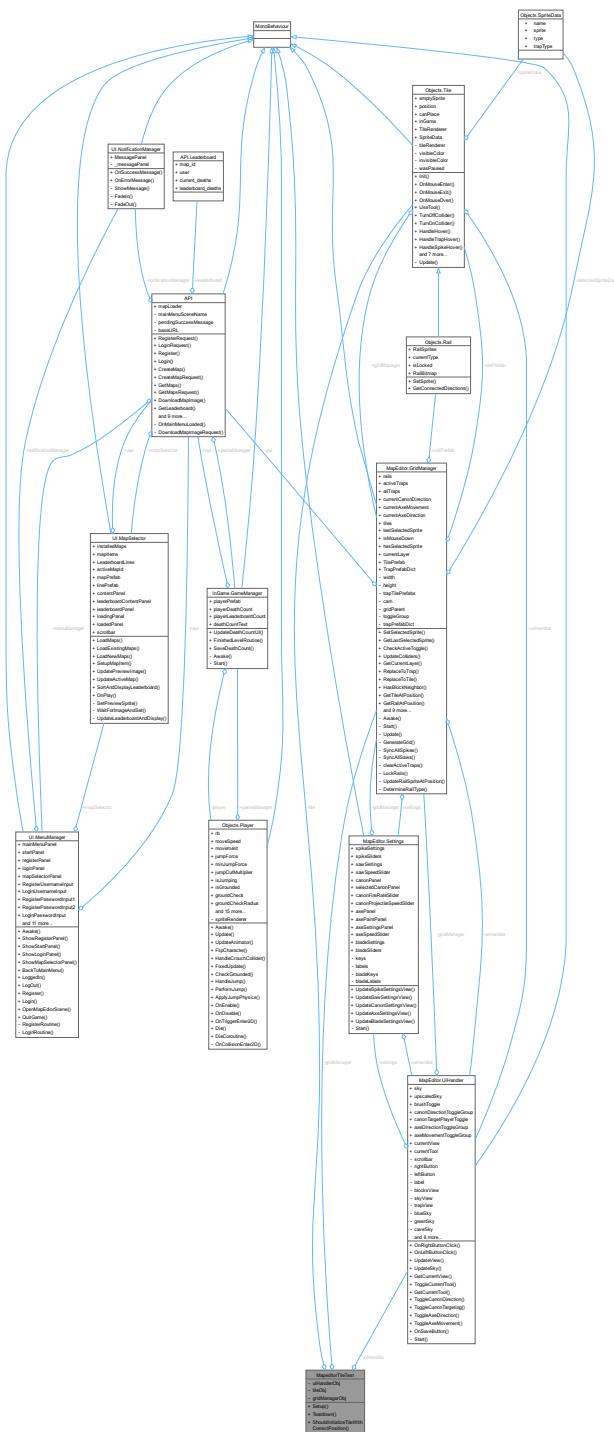
- Assets/Scripts/API.cs

8.21 MapeditorTileTest Class Reference

Inheritance diagram for MapeditorTileTest:



Collaboration diagram for MapeditorTileTest:



Classes

- class OnMouseEnter
 - class OnMouseExit
 - class OnMouseOver
 - class UseTool

Public Member Functions

- void `Setup ()`
- void `Teardown ()`
- void `ShouldInitializeTileWithCorrectPosition ()`

Private Attributes

- `GameObject uiHandlerObj`
- `GameObject tileObj`
- `GameObject gridManagerObj`
- `Tile tile`
- `UiHandler uiHandler`
- `GridManager gridManager`

8.21.1 Member Function Documentation

8.21.1.1 `Setup()`

```
void MapeditorTileTest.Setup ()
```

8.21.1.2 `ShouldInitializeTileWithCorrectPosition()`

```
void MapeditorTileTest.ShouldInitializeTileWithCorrectPosition ()
```

8.21.1.3 `Teardown()`

```
void MapeditorTileTest.Teardown ()
```

8.21.2 Member Data Documentation

8.21.2.1 `gridManager`

```
GridManager MapeditorTileTest.gridManager [private]
```

8.21.2.2 `gridManagerObj`

```
GameObject MapeditorTileTest.gridManagerObj [private]
```

8.21.2.3 `tile`

```
Tile MapeditorTileTest.tile [private]
```

8.21.2.4 tileObj

```
GameObject MapeditorTileTest.tileObj [private]
```

8.21.2.5 uiHandler

```
UiHandler MapeditorTileTest.uiHandler [private]
```

8.21.2.6 uiHandlerObj

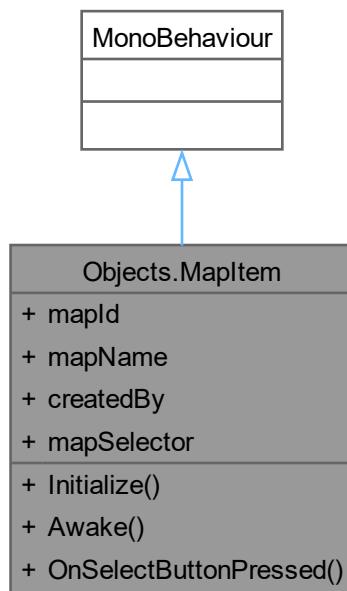
```
GameObject MapeditorTileTest.uiHandlerObj [private]
```

The documentation for this class was generated from the following file:

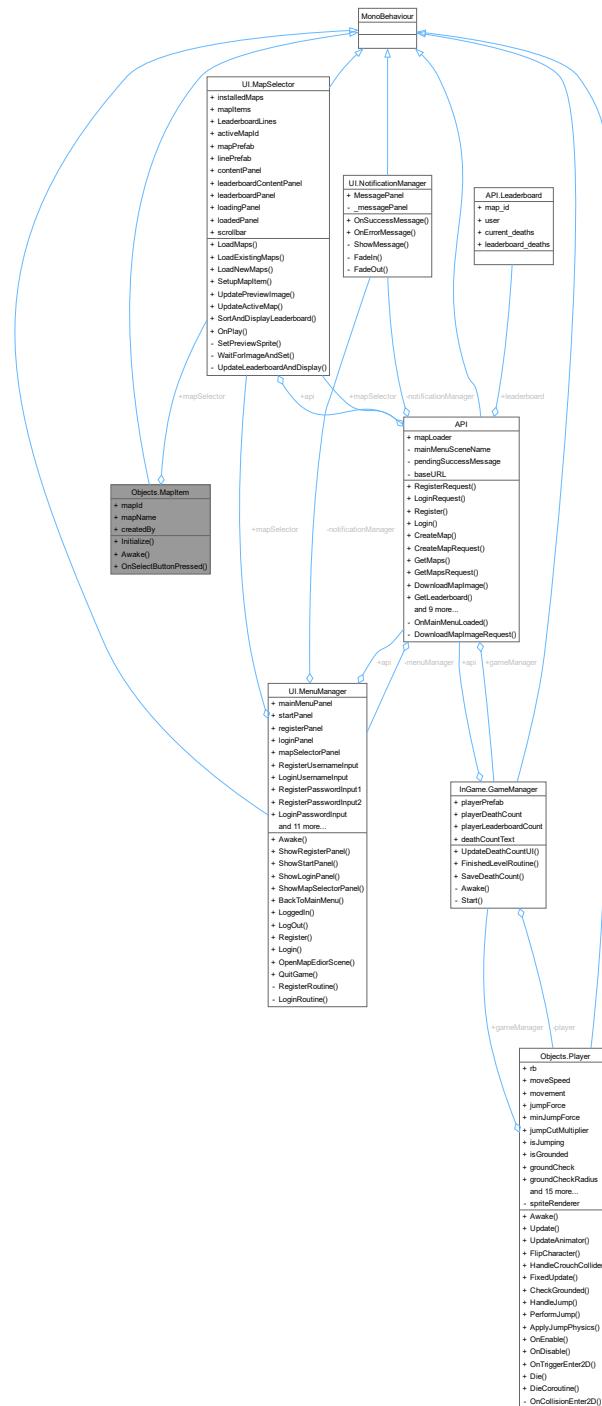
- Assets/Scripts/Tests/[TileTest.cs](#)

8.22 Objects.MapItem Class Reference

Inheritance diagram for Objects.MapItem:



Collaboration diagram for Objects.MapItem:



Public Member Functions

- void **Initialize** (string `mapId`, string `mapName`, string `createdBy`)
- void **Awake** ()
- void **OnSelectButtonPressed** ()

Public Attributes

- string `mapId`
- string `mapName`
- string `createdBy`
- `MapSelector mapSelector`

8.22.1 Member Function Documentation**8.22.1.1 Awake()**

```
void Objects.MapItem.Awake ()
```

8.22.1.2 Initialize()

```
void Objects.MapItem.Initialize (
    string mapId,
    string mapName,
    string createdBy)
```

8.22.1.3 OnSelectButtonPressed()

```
void Objects.MapItem.OnSelectButtonPressed ()
```

8.22.2 Member Data Documentation**8.22.2.1 createdBy**

```
string Objects.MapItem.createdBy
```

8.22.2.2 mapId

```
string Objects.MapItem.mapId
```

8.22.2.3 mapName

```
string Objects.MapItem.mapName
```

8.22.2.4 mapSelector

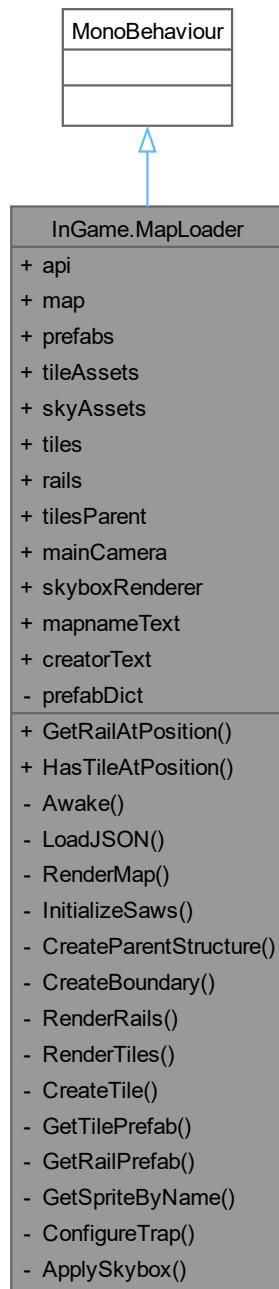
```
MapSelector Objects.MapItem.mapSelector
```

The documentation for this class was generated from the following file:

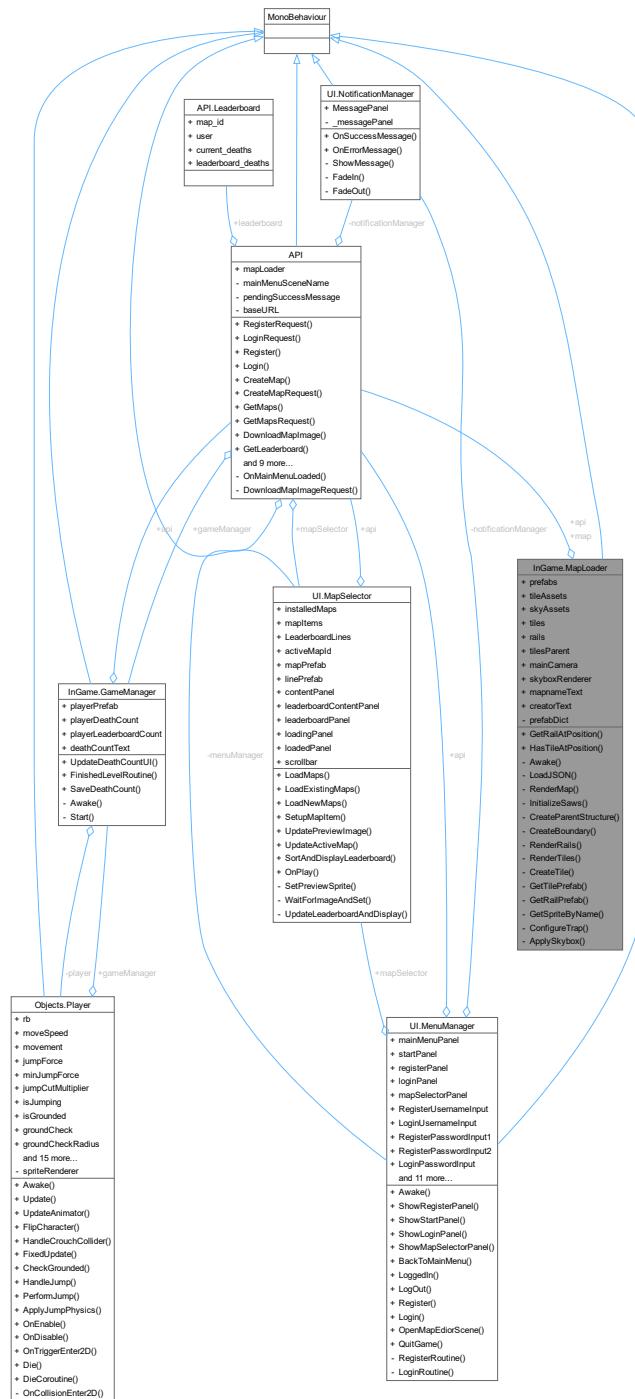
- Assets/Scripts/Objects/[MapItem.cs](#)

8.23 InGame.MapLoader Class Reference

Inheritance diagram for InGame.MapLoader:



Collaboration diagram for InGame.MapLoader:



Public Member Functions

- **Rail GetRailAtPosition (Vector3 position)**
- **bool HasTileAtPosition (Vector3 position)**

Public Attributes

- **API api**

- API.MapData map
- List< Tile > prefabs
- List< Sprite > tileAssets
- List< Sprite > skyAssets
- List< Tile > tiles = new List<Tile>()
- List< Rail > rails = new List<Rail>()
- Transform tilesParent
- Camera mainCamera
- Image skyboxRenderer
- TextMeshProUGUI mapnameText
- TextMeshProUGUI creatorText

Private Member Functions

- void Awake ()
- void LoadJSON ()
- void RenderMap ()
- void InitializeSaws ()
- void CreateParentStructure ()
- void CreateBoundary (string name, Vector2 position, Vector2 size, Transform parent)
- void RenderRails ()
- void RenderTiles ()
- Tile CreateTile (TileWrapper tileWrapper, Vector3 position, Transform parent)
- Tile GetTilePrefab (JsonSpriteData tileData)
- Rail GetRailPrefab ()
- Sprite GetSpriteByName (string name)
- void ConfigureTrap (Trap trap, object trapSettings)
- void ApplySkybox ()

Private Attributes

- Dictionary< string, Tile > prefabDict

8.23.1 Member Function Documentation

8.23.1.1 ApplySkybox()

```
void InGame.MapLoader.ApplySkybox () [private]
```

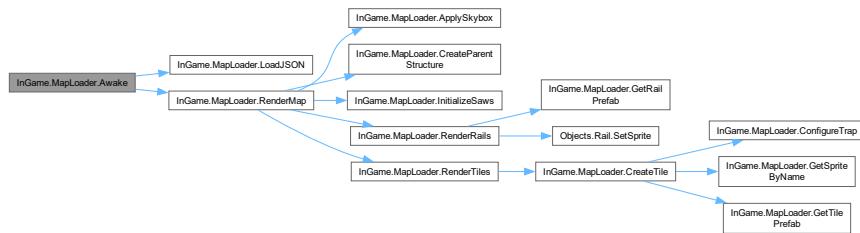
Here is the caller graph for this function:



8.23.1.2 Awake()

```
void InGame.MapLoader.Awake () [private]
```

Here is the call graph for this function:



8.23.1.3 ConfigureTrap()

```
void InGame.MapLoader.ConfigureTrap (
    Trap trap,
    object trapSettings) [private]
```

Here is the caller graph for this function:



8.23.1.4 CreateBoundary()

```
void InGame.MapLoader.CreateBoundary (
    string name,
    Vector2 position,
    Vector2 size,
    Transform parent) [private]
```

8.23.1.5 CreateParentStructure()

```
void InGame.MapLoader.CreateParentStructure () [private]
```

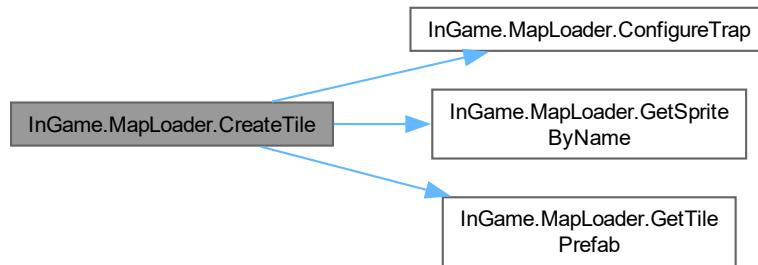
Here is the caller graph for this function:



8.23.1.6 CreateTile()

```
Tile InGame.MapLoader.CreateTile (
    TileWrapper tileWrapper,
    Vector3 position,
    Transform parent) [private]
```

Here is the call graph for this function:



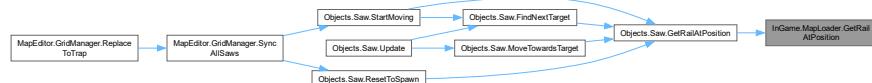
Here is the caller graph for this function:



8.23.1.7 GetRailAtPosition()

```
Rail InGame.MapLoader.GetRailAtPosition (
    Vector3 position)
```

Here is the caller graph for this function:



8.23.1.8 GetRailPrefab()

```
Rail InGame.MapLoader.GetRailPrefab () [private]
```

Here is the caller graph for this function:



8.23.1.9 GetSpriteByName()

```
Sprite InGame.MapLoader.GetSpriteByName (
    string name) [private]
```

Here is the caller graph for this function:



8.23.1.10 GetTilePrefab()

```
Tile InGame.MapLoader.GetTilePrefab (
    JsonSpriteData tileData) [private]
```

Here is the caller graph for this function:



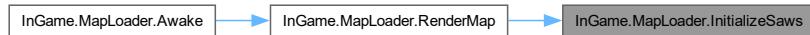
8.23.1.11 HasTileAtPosition()

```
bool InGame.MapLoader.HasTileAtPosition (
    Vector3 position)
```

8.23.1.12 InitializeSaws()

```
void InGame.MapLoader.InitializeSaws () [private]
```

Here is the caller graph for this function:



8.23.1.13 LoadJSON()

```
void InGame.MapLoader.LoadJSON () [private]
```

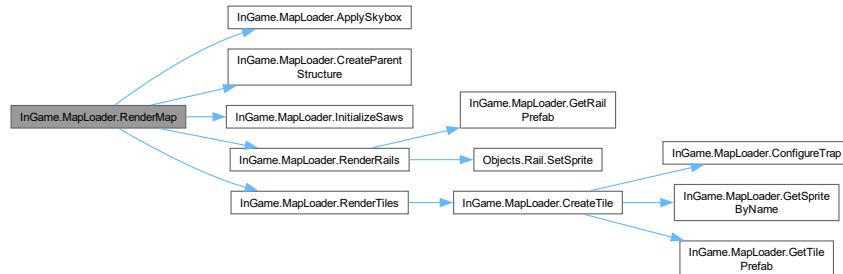
Here is the caller graph for this function:



8.23.1.14 RenderMap()

```
void InGame.MapLoader.RenderMap () [private]
```

Here is the call graph for this function:



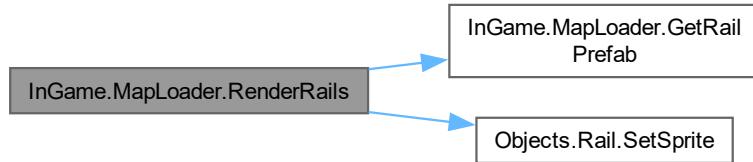
Here is the caller graph for this function:



8.23.1.15 RenderRails()

```
void InGame.MapLoader.RenderRails () [private]
```

Here is the call graph for this function:



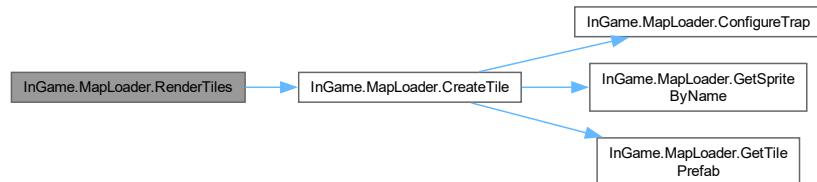
Here is the caller graph for this function:



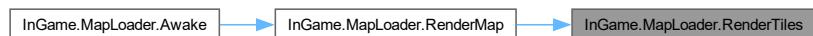
8.23.1.16 RenderTiles()

```
void InGame.MapLoader.RenderTiles () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.23.2 Member Data Documentation

8.23.2.1 api

```
API InGame.MapLoader.api
```

8.23.2.2 creatorText

```
TextMeshProUGUI InGame.MapLoader.creatorText
```

8.23.2.3 mainCamera

```
Camera InGame.MapLoader.mainCamera
```

8.23.2.4 map

```
API.MapData InGame.MapLoader.map
```

8.23.2.5 mapnameText

```
TextMeshProUGUI InGame.MapLoader.mapnameText
```

8.23.2.6 prefabDict

```
Dictionary<string, Tile> InGame.MapLoader.prefabDict [private]
```

8.23.2.7 prefabs

```
List<Tile> InGame.MapLoader.prefabs
```

8.23.2.8 rails

```
List<Rail> InGame.MapLoader.rails = new List<Rail>()
```

8.23.2.9 skyAssets

```
List<Sprite> InGame.MapLoader.skyAssets
```

8.23.2.10 skyboxRenderer

```
Image InGame.MapLoader.skyboxRenderer
```

8.23.2.11 tileAssets

```
List<Sprite> InGame.MapLoader.tileAssets
```

8.23.2.12 tiles

```
List<Tile> InGame.MapLoader.tiles = new List<Tile>()
```

8.23.2.13 tilesParent

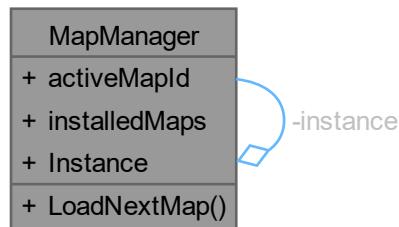
```
Transform InGame.MapLoader.tilesParent
```

The documentation for this class was generated from the following file:

- Assets/Scripts/InGame/[MapLoader.cs](#)

8.24 MapManager Class Reference

Collaboration diagram for MapManager:



Public Member Functions

- void [LoadNextMap \(\)](#)

Public Attributes

- string [activeMapId](#)
- List< string > [installedMaps](#) = new List<string>()

Properties

- static [MapManager Instance](#) [get]

Static Private Attributes

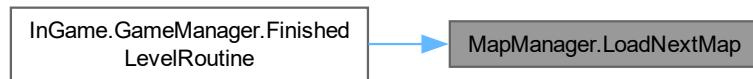
- static [MapManager](#) instance

8.24.1 Member Function Documentation

8.24.1.1 LoadNextMap()

```
void MapManager.LoadNextMap ()
```

Here is the caller graph for this function:



8.24.2 Member Data Documentation

8.24.2.1 activeMapId

```
string MapManager.activeMapId
```

8.24.2.2 installedMaps

```
List<string> MapManager.installedMaps = new List<string>()
```

8.24.2.3 instance

```
MapManager MapManager.instance [static], [private]
```

8.24.3 Property Documentation

8.24.3.1 Instance

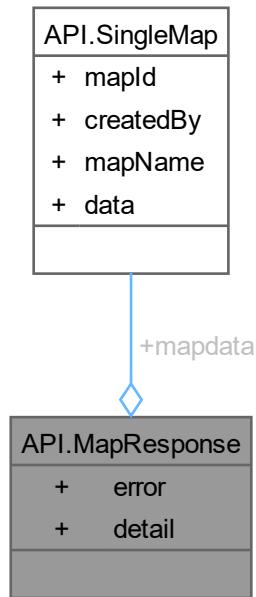
```
MapManager MapManager.Instance [static], [get]
```

The documentation for this class was generated from the following file:

- Assets/Scripts/[MapManager.cs](#)

8.25 API.MapResponse Class Reference

Collaboration diagram for API.MapResponse:



Public Attributes

- string `error`
- string `detail`
- SingleMap `mapdata`

8.25.1 Member Data Documentation

8.25.1.1 `detail`

```
string API.MapResponse.detail
```

8.25.1.2 `error`

```
string API.MapResponse.error
```

8.25.1.3 mapdata

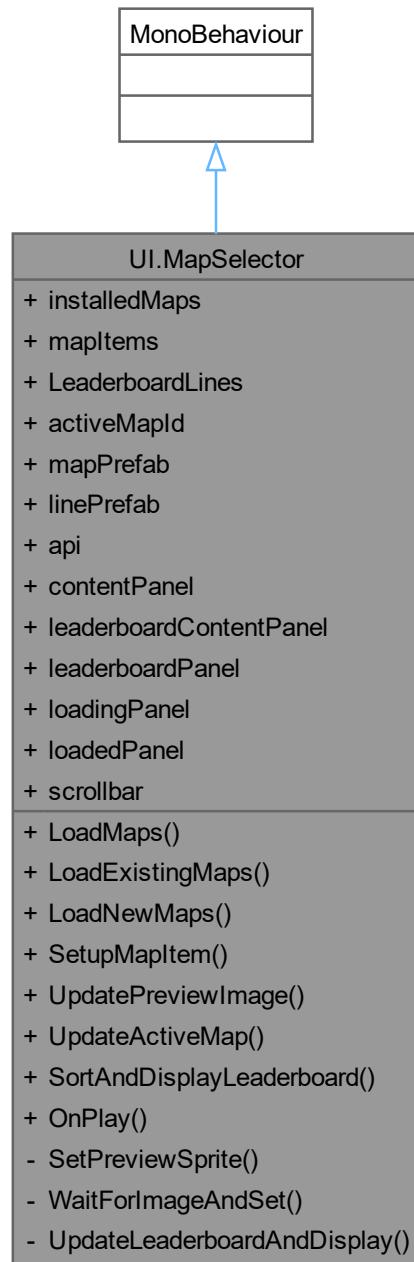
[SingleMap](#) API.MapResponse.mapdata

The documentation for this class was generated from the following file:

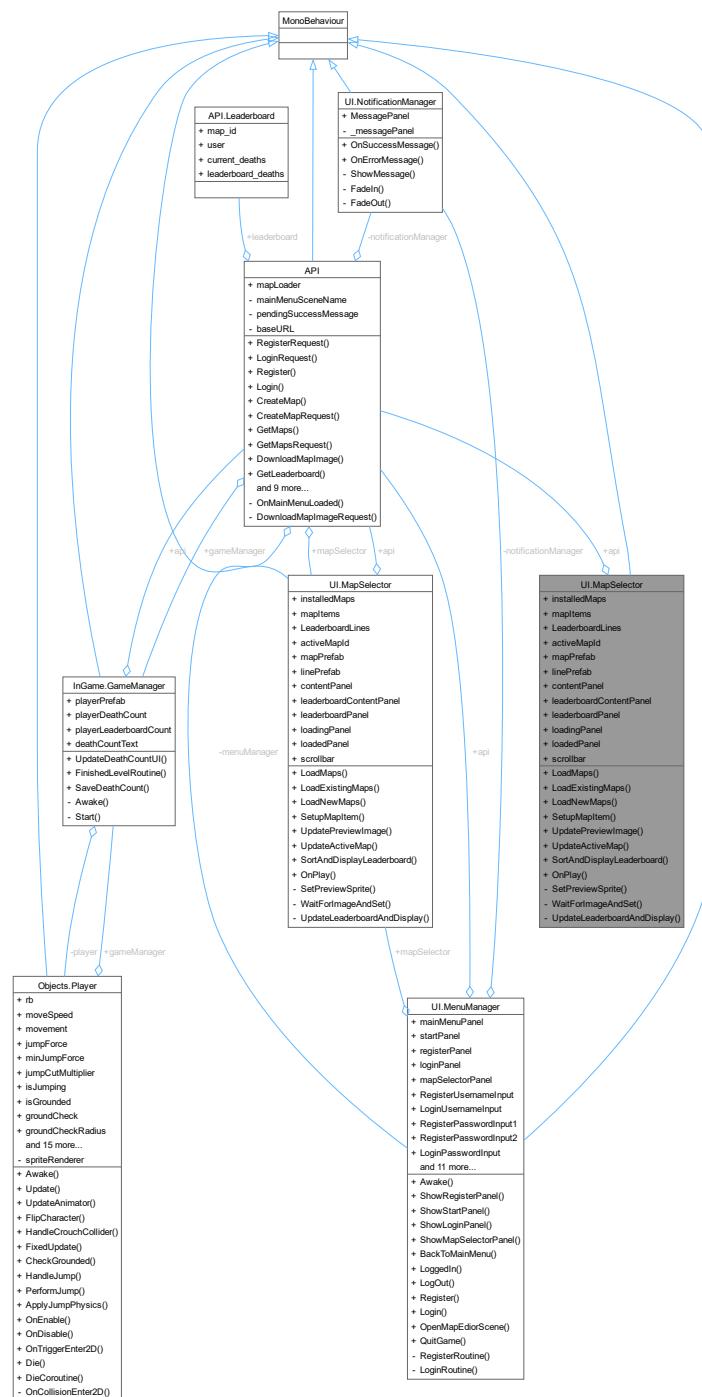
- Assets/Scripts/API.cs

8.26 UI.MapSelector Class Reference

Inheritance diagram for UI.MapSelector:



Collaboration diagram for UI.MapSelector:



Public Member Functions

- void [LoadMaps \(\)](#)
- void [LoadExistingMaps \(\)](#)
- void [LoadNewMaps \(\)](#)
- void [SetupMapItem \(GameObject mapItem, Dictionary< string, object > mapData\)](#)
- void [UpdatePreviewImage \(GameObject mapItem\)](#)

- void [UpdateActiveMap](#) (string mapId)
- void [SortAndDisplayLeaderboard](#) ()
- void [OnPlay](#) ()

Public Attributes

- List< string > [installedMaps](#) = new List<string>()
- List< GameObject > [mapItems](#) = new List<GameObject>()
- List< GameObject > [LeaderboardLines](#) = new List<GameObject>()
- string [activeMapId](#)
- GameObject [mapPrefab](#)
- GameObject [linePrefab](#)
- [API api](#)
- GameObject [contentPanel](#)
- GameObject [leaderboardContentPanel](#)
- GameObject [leaderboardPanel](#)
- GameObject [loadingPanel](#)
- GameObject [loadedPanel](#)
- Scrollbar [scrollbar](#)

Private Member Functions

- void [SetPreviewSprite](#) (string imagePath, UnityEngine.UI.Image target, GameObject loading, GameObject loaded)
- IEnumerator [WaitForImageAndSet](#) (string imagePath, UnityEngine.UI.Image target, GameObject loading, GameObject loaded, float timeoutSeconds=10f, float pollInterval=0.25f)
- IEnumerator [UpdateLeaderboardAndDisplay](#) ()

8.26.1 Member Function Documentation

8.26.1.1 LoadExistingMaps()

```
void UI.MapSelector.LoadExistingMaps ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.26.1.2 LoadMaps()

```
void UI.MapSelector.LoadMaps ()
```

Here is the call graph for this function:



8.26.1.3 LoadNewMaps()

```
void UI.MapSelector.LoadNewMaps ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



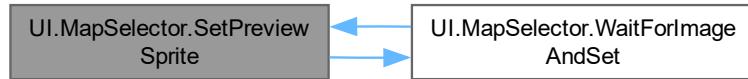
8.26.1.4 OnPlay()

```
void UI.MapSelector.OnPlay ()
```

8.26.1.5 SetPreviewSprite()

```
void UI.MapSelector.SetPreviewSprite (
    string imagePath,
    UnityEngine.UI.Image target,
    GameObject loading,
    GameObject loaded) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



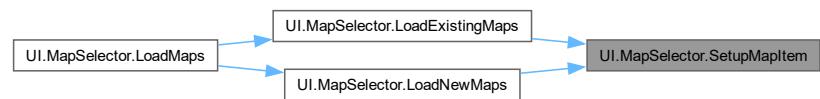
8.26.1.6 SetupMapItem()

```
void UI.MapSelector.SetupMapItem (
    GameObject mapItem,
    Dictionary< string, object > mapData)
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.26.1.7 SortAndDisplayLeaderboard()

```
void UI.MapSelector.SortAndDisplayLeaderboard ()
```

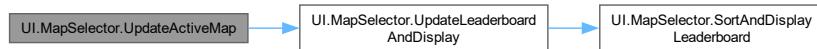
Here is the caller graph for this function:



8.26.1.8 UpdateActiveMap()

```
void UI.MapSelector.UpdateActiveMap (
    string mapId)
```

Here is the call graph for this function:



8.26.1.9 UpdateLeaderboardAndDisplay()

```
IEnumerator UI.MapSelector.UpdateLeaderboardAndDisplay () [private]
```

Here is the call graph for this function:



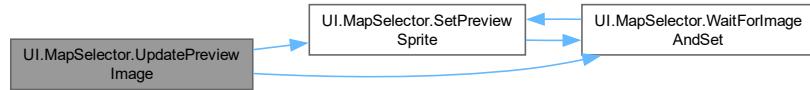
Here is the caller graph for this function:



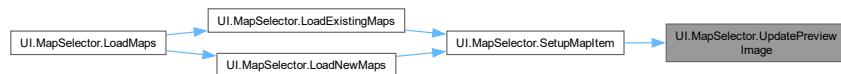
8.26.1.10 UpdatePreviewImage()

```
void UI.MapSelector.UpdatePreviewImage (
    GameObject mapItem)
```

Here is the call graph for this function:



Here is the caller graph for this function:



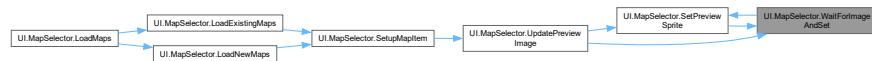
8.26.1.11 WaitForImageAndSet()

```
IEnumerator UI.MapSelector.WaitForImageAndSet (
    string imagePath,
    UnityEngine.UI.Image target,
    GameObject loading,
    GameObject loaded,
    float timeoutSeconds = 10f,
    float pollInterval = 0:::25f) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.26.2 Member Data Documentation

8.26.2.1 activeMapId

```
string UI.MapSelector.activeMapId
```

8.26.2.2 api

[API](#) `UI.MapSelector.api`

8.26.2.3 contentPanel

```
GameObject UI.MapSelector.contentPanel
```

8.26.2.4 installedMaps

```
List<string> UI.MapSelector.installedMaps = new List<string>()
```

8.26.2.5 leaderboardContentPanel

```
GameObject UI.MapSelector.leaderboardContentPanel
```

8.26.2.6 LeaderboardLines

```
List<GameObject> UI.MapSelector.LeaderboardLines = new List<GameObject>()
```

8.26.2.7 leaderboardPanel

```
GameObject UI.MapSelector.leaderboardPanel
```

8.26.2.8 linePrefab

```
GameObject UI.MapSelector.linePrefab
```

8.26.2.9 loadedPanel

```
GameObject UI.MapSelector.loadedPanel
```

8.26.2.10 loadingPanel

```
GameObject UI.MapSelector.loadingPanel
```

8.26.2.11 mapItems

```
List<GameObject> UI.MapSelector.mapItems = new List<GameObject>()
```

8.26.2.12 mapPrefab

```
GameObject UI.MapSelector.mapPrefab
```

8.26.2.13 scrollbar

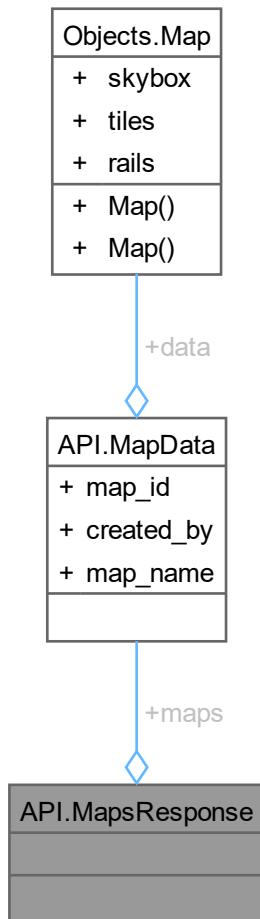
```
Scrollbar UI.MapSelector.scrollbar
```

The documentation for this class was generated from the following file:

- [Assets/Scripts/UI/MapSelector.cs](#)

8.27 API.MapsResponse Class Reference

Collaboration diagram for API.MapsResponse:



Public Attributes

- [MapData\[\] maps](#)

8.27.1 Member Data Documentation**8.27.1.1 maps**

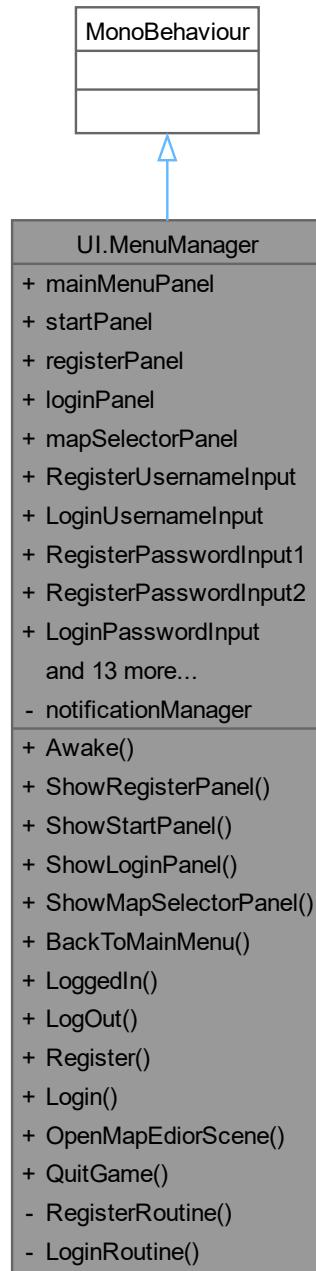
[MapData](#) [] APIMapsResponse.maps

The documentation for this class was generated from the following file:

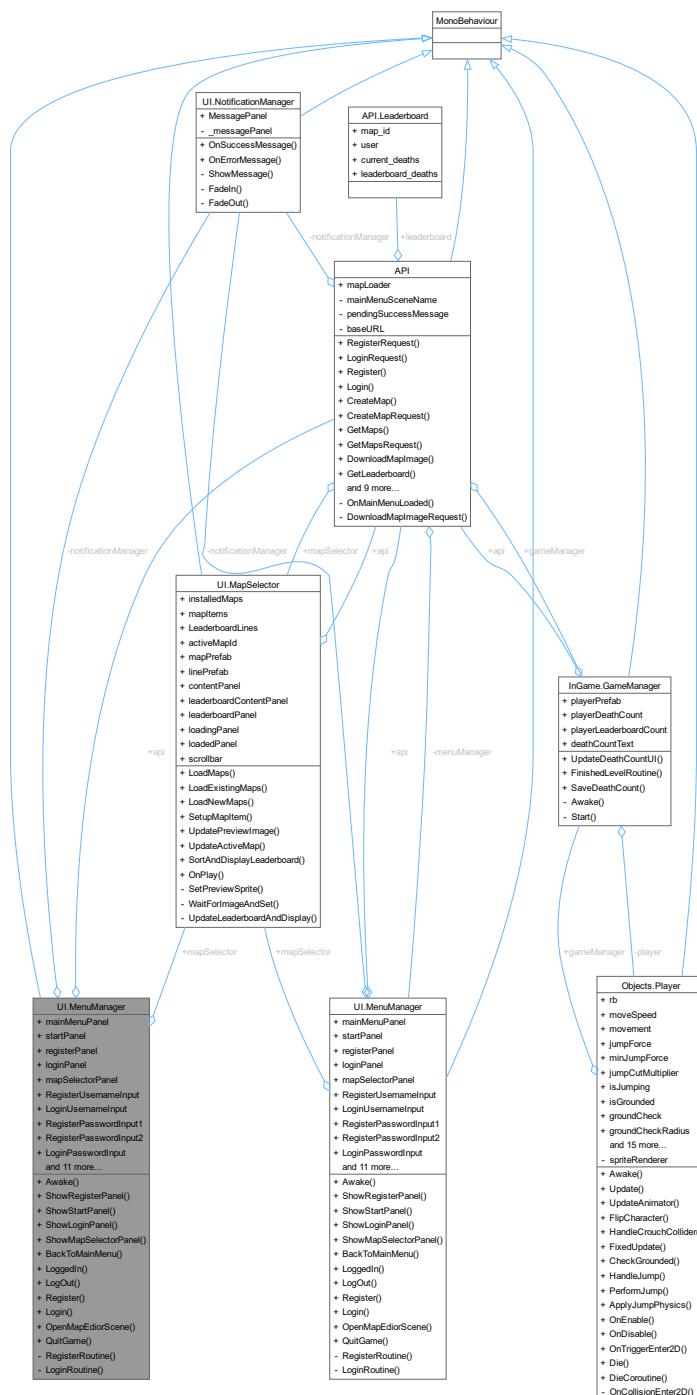
- Assets/Scripts/[API.cs](#)

8.28 UI.MenuManager Class Reference

Inheritance diagram for UI.MenuManager:



Collaboration diagram for UI.MenuManager:



Public Member Functions

- void **Awake ()**
- void **ShowRegisterPanel ()**
- void **ShowStartPanel ()**
- void **ShowLoginPanel ()**
- void **ShowMapSelectorPanel ()**

- void [BackToMainMenu \(\)](#)
- void [LoggedIn \(\)](#)
- void [LogOut \(\)](#)
- void [Register \(\)](#)
- void [Login \(\)](#)
- void [OpenMapEditorScene \(\)](#)
- void [QuitGame \(\)](#)

Public Attributes

- GameObject [mainMenuPanel](#)
- GameObject [startPanel](#)
- GameObject [registerPanel](#)
- GameObject [loginPanel](#)
- GameObject [mapSelectorPanel](#)
- TMPro.TMP_InputField [RegisterUsernameInput](#)
- TMPro.TMP_InputField [LoginUsernameInput](#)
- TMPro.TMP_InputField [RegisterPasswordInput1](#)
- TMPro.TMP_InputField [RegisterPasswordInput2](#)
- TMPro.TMP_InputField [LoginPasswordInput](#)
- Button [PlayButton](#)
- Button [MenuRegisterButton](#)
- Button [MenuLoginButton](#)
- Button [RegisterButton](#)
- Button [LoginButton](#)
- Button [LogoutButton](#)
- Button [MapEditorButton](#)
- GameObject [registerSpinner](#)
- GameObject [loginSpinner](#)
- API [api](#)
- MapSelector [mapSelector](#)
- GameObject [RegisterBackButton](#)
- GameObject [LoginBackButton](#)

Private Member Functions

- IEnumerator [RegisterRoutine \(string username, string password\)](#)
- IEnumerator [LoginRoutine \(string username, string password\)](#)

Private Attributes

- NotificationManager [notificationManager](#)

8.28.1 Member Function Documentation

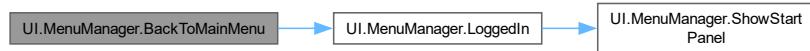
8.28.1.1 Awake()

```
void UI.MenuManager.Awake ()
```

8.28.1.2 BackToMainMenu()

```
void UI.MenuManager.BackToMainMenu ()
```

Here is the call graph for this function:



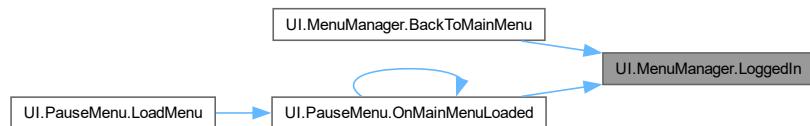
8.28.1.3 LoggedIn()

```
void UI.MenuManager.LoggedIn ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.28.1.4 Login()

```
void UI.MenuManager.Login ()
```

Here is the call graph for this function:



8.28.1.5 LoginRoutine()

```
IEnumerator UI.MenuManager.LoginRoutine (
    string username,
    string password) [private]
```

Here is the caller graph for this function:



8.28.1.6 LogOut()

```
void UI.MenuManager.LogOut ()
```

8.28.1.7 OpenMapEdiorScene()

```
void UI.MenuManager.OpenMapEdiorScene ()
```

8.28.1.8 QuitGame()

```
void UI.MenuManager.QuitGame ()
```

8.28.1.9 Register()

```
void UI.MenuManager.Register ()
```

Here is the call graph for this function:



8.28.1.10 RegisterRoutine()

```
IEnumerator UI.MenuManager.RegisterRoutine (
    string username,
    string password) [private]
```

Here is the caller graph for this function:



8.28.1.11 ShowLoginPage()

```
void UI.MenuManager.ShowLoginPage ()
```

8.28.1.12 ShowMapSelectorPanel()

```
void UI.MenuManager.ShowMapSelectorPanel ()
```

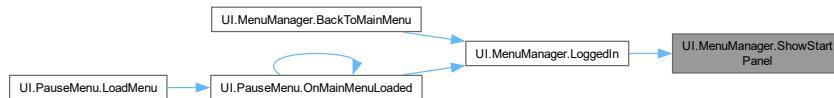
8.28.1.13 ShowRegisterPanel()

```
void UI.MenuManager.ShowRegisterPanel ()
```

8.28.1.14 ShowStartPanel()

```
void UI.MenuManager.ShowStartPanel ()
```

Here is the caller graph for this function:



8.28.2 Member Data Documentation

8.28.2.1 api

[API UI.MenuManager.api](#)

8.28.2.2 LoginBackButton

```
GameObject UI.MenuManager.LoginBackButton
```

8.28.2.3 LoginButton

```
Button UI.MenuManager.LoginButton
```

8.28.2.4 loginPanel

```
GameObject UI.MenuManager.loginPanel
```

8.28.2.5 LoginPasswordInput

```
TMP TMP_InputField UI.MenuManager.LoginPasswordInput
```

8.28.2.6 loginSpinner

```
GameObject UI.MenuManager.loginSpinner
```

8.28.2.7 LoginUsernameInput

```
TMP TMP_InputField UI.MenuManager.LoginUsernameInput
```

8.28.2.8 LogoutButton

```
Button UI.MenuManager.LogoutButton
```

8.28.2.9 mainMenuPanel

```
GameObject UI.MenuManager.mainMenuPanel
```

8.28.2.10 MapEditorButton

```
Button UI.MenuManager.MapEditorButton
```

8.28.2.11 mapSelector

```
MapSelector UI.MenuManager.mapSelector
```

8.28.2.12 mapSelectorPanel

```
GameObject UI.MenuManager.mapSelectorPanel
```

8.28.2.13 MenuLoginButton

```
Button UI.MenuManager.MenuLoginButton
```

8.28.2.14 MenuRegisterButton

```
Button UI.MenuManager.MenuRegisterButton
```

8.28.2.15 notificationManager

```
NotificationManager UI.MenuManager.notificationManager [private]
```

8.28.2.16 PlayButton

```
Button UI.MenuManager.PlayButton
```

8.28.2.17 RegisterBackButton

```
GameObject UI.MenuManager.RegisterBackButton
```

8.28.2.18 RegisterButton

```
Button UI.MenuManager.RegisterButton
```

8.28.2.19 registerPanel

```
GameObject UI.MenuManager.registerPanel
```

8.28.2.20 RegisterPasswordInput1

```
TMP TMP_InputField UI.MenuManager.RegisterPasswordInput1
```

8.28.2.21 RegisterPasswordInput2

```
TMP TMP_InputField UI.MenuManager.RegisterPasswordInput2
```

8.28.2.22 registerSpinner

```
GameObject UI.MenuManager.registerSpinner
```

8.28.2.23 RegisterUsernameInput

```
TMPro.TMP_InputField UI.MenuManager.RegisterUsernameInput
```

8.28.2.24 startPanel

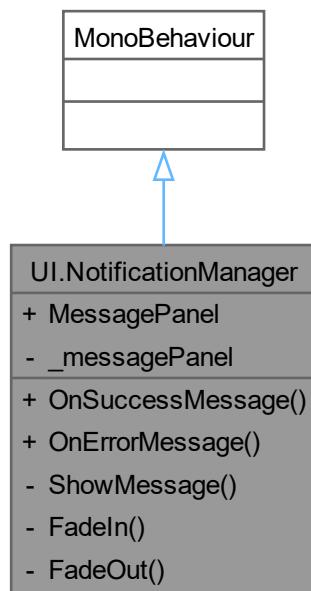
```
GameObject UI.MenuManager.startPanel
```

The documentation for this class was generated from the following file:

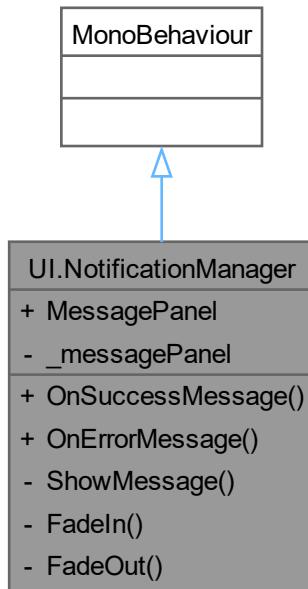
- Assets/Scripts/UI/MenuManager.cs

8.29 UI.NotificationManager Class Reference

Inheritance diagram for UI.NotificationManager:



Collaboration diagram for UI.NotificationManager:



Public Member Functions

- void [OnSuccessMessage](#) (string message)
- void [OnErrorMessage](#) (string error)

Properties

- GameObject [MessagePanel](#) [get]

Private Member Functions

- IEnumerator [ShowMessage](#) (string message, Color color, Color textColor)
- IEnumerator [FadeIn](#) (CanvasGroup canvasGroup, float duration)
- IEnumerator [FadeOut](#) (CanvasGroup canvasGroup, float duration)

Private Attributes

- GameObject [_messagePanel](#)

8.29.1 Member Function Documentation

8.29.1.1 FadeIn()

```
IEnumerator UI.NotificationManager.FadeIn (
    CanvasGroup canvasGroup,
    float duration) [private]
```

Here is the caller graph for this function:



8.29.1.2 FadeOut()

```
IEnumerator UI.NotificationManager.FadeOut (
    CanvasGroup canvasGroup,
    float duration) [private]
```

Here is the caller graph for this function:



8.29.1.3 OnErrorMessage()

```
void UI.NotificationManager.OnErrorMessage (
    string error)
```

Here is the call graph for this function:



8.29.1.4 OnSuccessMessage()

```
void UI.NotificationManager.OnSuccessMessage (
    string message)
```

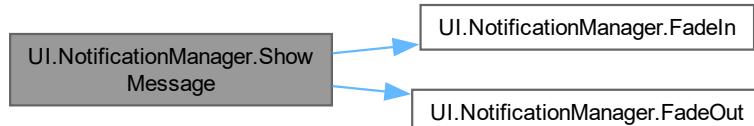
Here is the call graph for this function:



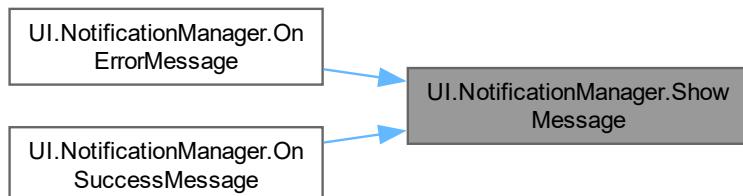
8.29.1.5 ShowMessage()

```
IEnumerator UI.NotificationManager.ShowMessage (
    string message,
    Color color,
    Color textColor) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.29.2 Member Data Documentation

8.29.2.1 `_messagePanel`

```
GameObject UI.NotificationManager._messagePanel [private]
```

8.29.3 Property Documentation

8.29.3.1 `MessagePanel`

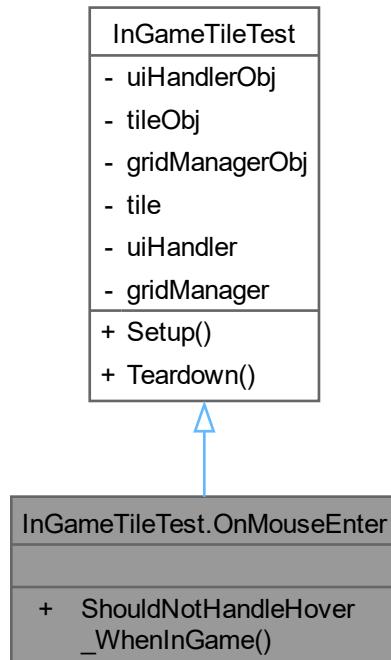
```
GameObject UI.NotificationManager.MessagePanel [get]
```

The documentation for this class was generated from the following file:

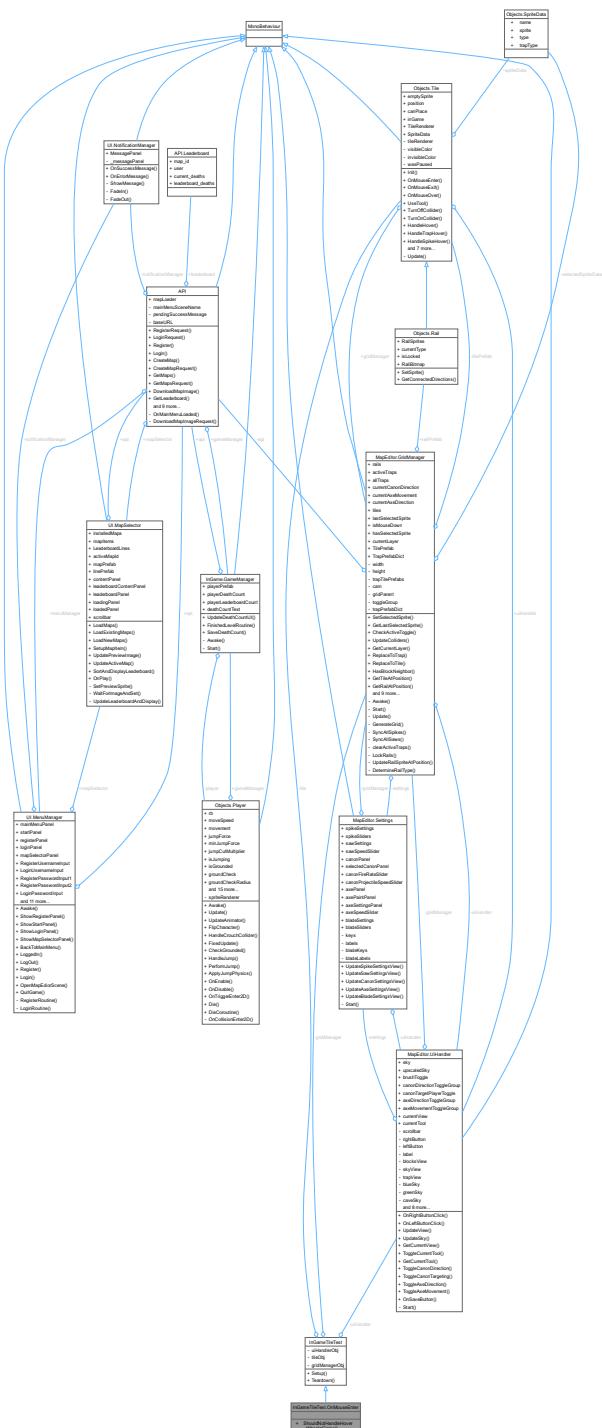
- [Assets/Scripts/UI/NotificationManager.cs](#)

8.30 InGameTileTest.OnMouseEnter Class Reference

Inheritance diagram for InGameTileTest.OnMouseEnter:



Collaboration diagram for InGameTileTest.OnMouseEnter:



Public Member Functions

- void ShouldNotHandleHover_WhenInGame ()

Public Member Functions inherited from [InGameTileTest](#)

- void **Setup** ()
 - void **Teardown** ()

8.30.1 Member Function Documentation

8.30.1.1 ShouldNotHandleHover_WhenInGame()

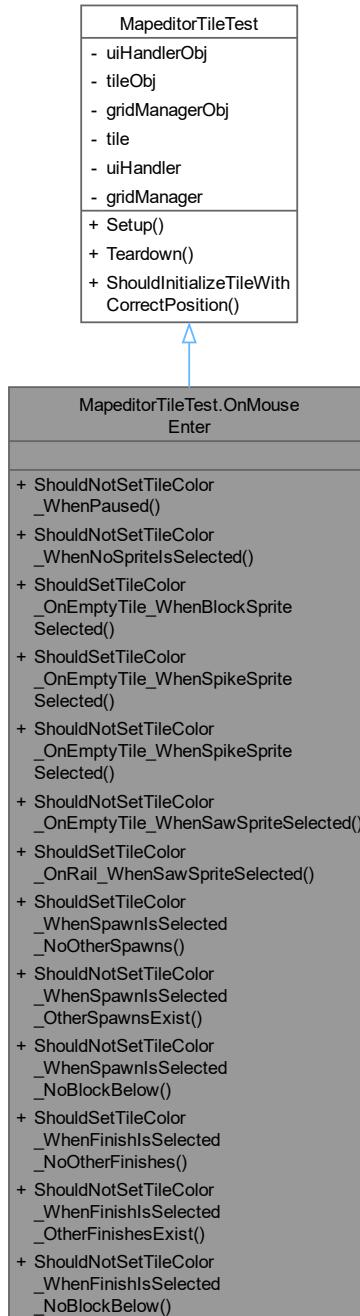
```
void InGameTileTest.OnMouseEnter.ShouldNotHandleHover_WhenInGame ()
```

The documentation for this class was generated from the following file:

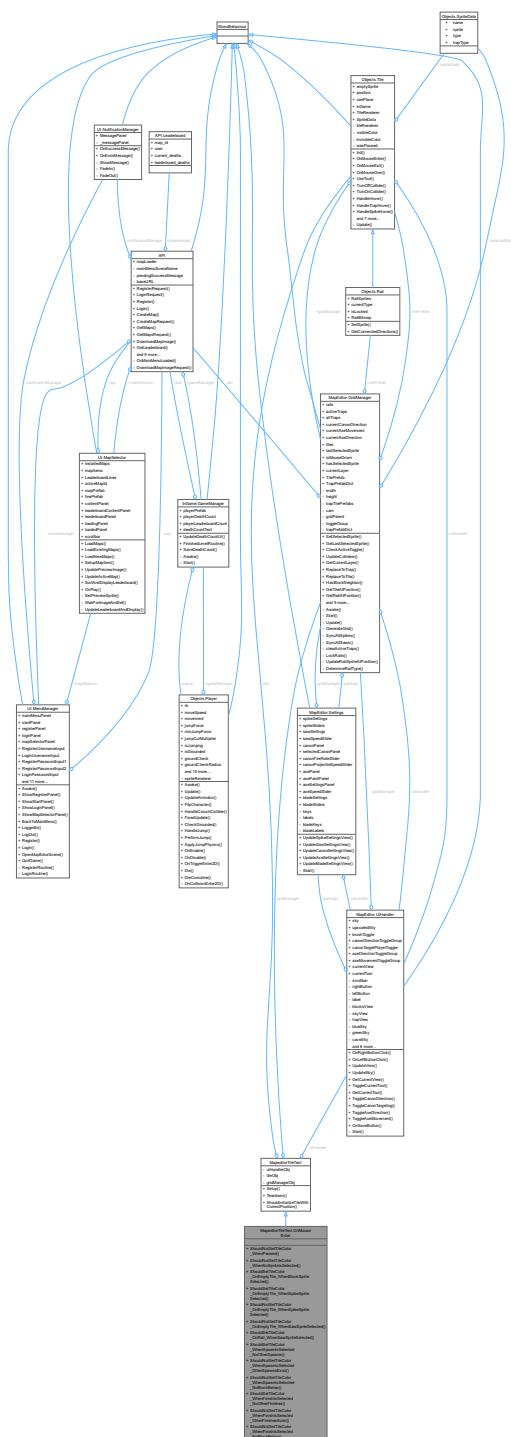
- Assets/Scripts/Tests/[TileTest.cs](#)

8.31 MapeditorTileTest.OnMouseEnter Class Reference

Inheritance diagram for MapeditorTileTest.OnMouseEnter:



Collaboration diagram for MapeditorTileTest.OnMouseEnter:



Public Member Functions

- void [ShouldNotSetColor_WhenPaused \(\)](#)
- void [ShouldNotSetColor_WhenNoSpriteIsSelected \(\)](#)
- void [ShouldSetColor_OnEmptyTile_WhenBlockSpriteSelected \(\)](#)
- void [ShouldSetColor_OnEmptyTile_WhenSpikeSpriteSelected \(\)](#)
- void [ShouldNotSetColor_OnEmptyTile_WhenSpikeSpriteSelected \(\)](#)

- void [ShouldNotSetColor_OnEmptyTile_WhenSawSpriteSelected\(\)](#)
- void [ShouldSetColor_OnRail_WhenSawSpriteSelected\(\)](#)
- void [ShouldSetColor_WhenSpawnIsSelected_NoOtherSpawns\(\)](#)
- void [ShouldNotSetColor_WhenSpawnIsSelected_OtherSpawnsExist\(\)](#)
- void [ShouldNotSetColor_WhenSpawnIsSelected_NoBlockBelow\(\)](#)
- void [ShouldSetColor_WhenFinishIsSelected_NoOtherFinishes\(\)](#)
- void [ShouldNotSetColor_WhenFinishIsSelected_OtherFinishesExist\(\)](#)
- void [ShouldNotSetColor_WhenFinishIsSelected_NoBlockBelow\(\)](#)

Public Member Functions inherited from [MapeditorTileTest](#)

- void [Setup\(\)](#)
- void [Teardown\(\)](#)
- void [ShouldInitializeTileWithCorrectPosition\(\)](#)

8.31.1 Member Function Documentation

8.31.1.1 ShouldNotSetColor_OnEmptyTile_WhenSawSpriteSelected()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_OnEmptyTile_WhenSawSpriteSelected ()
```

8.31.1.2 ShouldNotSetColor_OnEmptyTile_WhenSpikeSpriteSelected()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_OnEmptyTile_WhenSpikeSpriteSelected ()
```

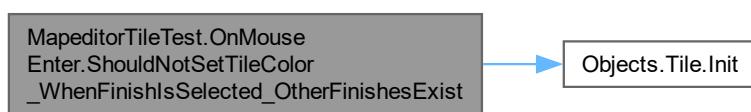
8.31.1.3 ShouldNotSetColor_WhenFinishIsSelected_NoBlockBelow()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_WhenFinishIsSelected_NoBlockBelow ()
```

8.31.1.4 ShouldNotSetColor_WhenFinishIsSelected_OtherFinishesExist()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_WhenFinishIsSelected_OtherFinishesExist ()
```

Here is the call graph for this function:



8.31.1.5 ShouldNotSetColor_WhenNoSpriteIsSelected()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_WhenNoSpriteIsSelected ()
```

8.31.1.6 ShouldNotSetColor_WhenPaused()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_WhenPaused ()
```

8.31.1.7 ShouldNotSetColor_WhenSpawnIsSelected_NoBlockBelow()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_WhenSpawnIsSelected_NoBlockBelow ()
```

8.31.1.8 ShouldNotSetColor_WhenSpawnIsSelected_OtherSpawnsExist()

```
void MapeditorTileTest.OnMouseEnter.ShouldNotSetColor_WhenSpawnIsSelected_OtherSpawnsExist ()
```

Here is the call graph for this function:

**8.31.1.9 ShouldSetColor_OnEmptyTile_WhenBlockSpriteSelected()**

```
void MapeditorTileTest.OnMouseEnter.ShouldSetColor_OnEmptyTile_WhenBlockSpriteSelected ()
```

8.31.1.10 ShouldSetColor_OnEmptyTile_WhenSpikeSpriteSelected()

```
void MapeditorTileTest.OnMouseEnter.ShouldSetColor_OnEmptyTile_WhenSpikeSpriteSelected ()
```

Here is the call graph for this function:



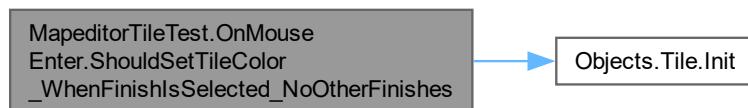
8.31.1.11 ShouldSetTileColor_OnRail_WhenSawSpriteSelected()

```
void MapeditorTileTest.OnMouseEnter.ShouldSetTileColor_OnRail_WhenSawSpriteSelected ()
```

8.31.1.12 ShouldSetTileColor_WhenFinishIsSelected_NoOtherFinishes()

```
void MapeditorTileTest.OnMouseEnter.ShouldSetTileColor_WhenFinishIsSelected_NoOtherFinishes ()
```

Here is the call graph for this function:



8.31.1.13 ShouldSetTileColor_WhenSpawnIsSelected_NoOtherSpawns()

```
void MapeditorTileTest.OnMouseEnter.ShouldSetTileColor_WhenSpawnIsSelected_NoOtherSpawns ()
```

Here is the call graph for this function:

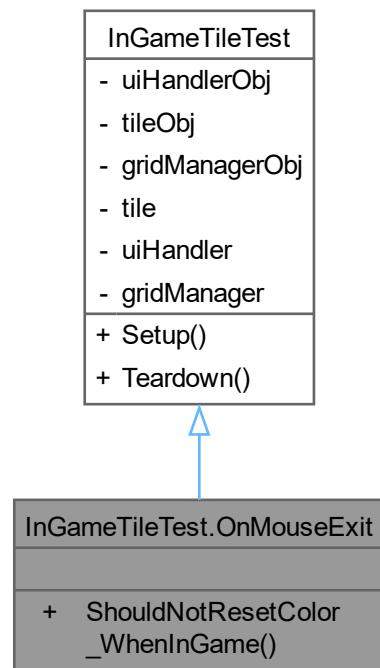


The documentation for this class was generated from the following file:

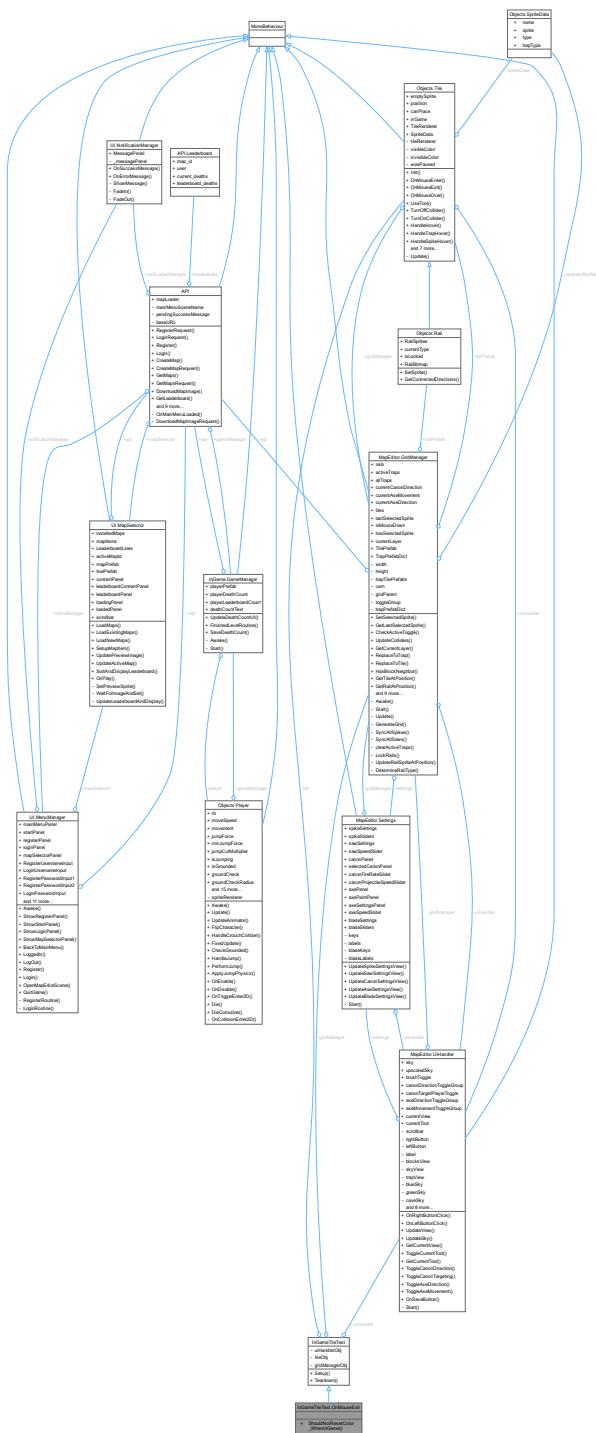
- Assets/Scripts/Tests/[TileTest.cs](#)

8.32 InGameTileTest.OnMouseExit Class Reference

Inheritance diagram for InGameTileTest.OnMouseExit:



Collaboration diagram for InGameTileTest.OnMouseEvent



Public Member Functions

- void ShouldNotResetColor_WhenInGame ()

Public Member Functions inherited from [InGameTileTest](#)

- void **Setup** ()
 - void **Teardown** ()

8.32.1 Member Function Documentation

8.32.1.1 ShouldNotResetColor_WhenInGame()

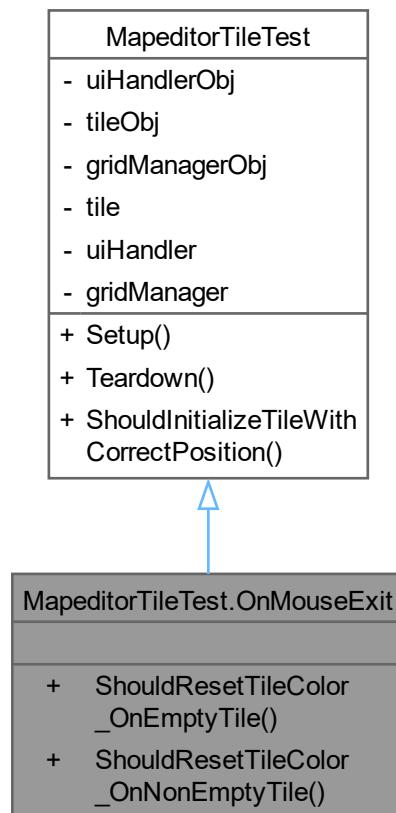
```
void InGameTileTest.OnMouseExit.ShouldNotResetColor_WhenInGame ()
```

The documentation for this class was generated from the following file:

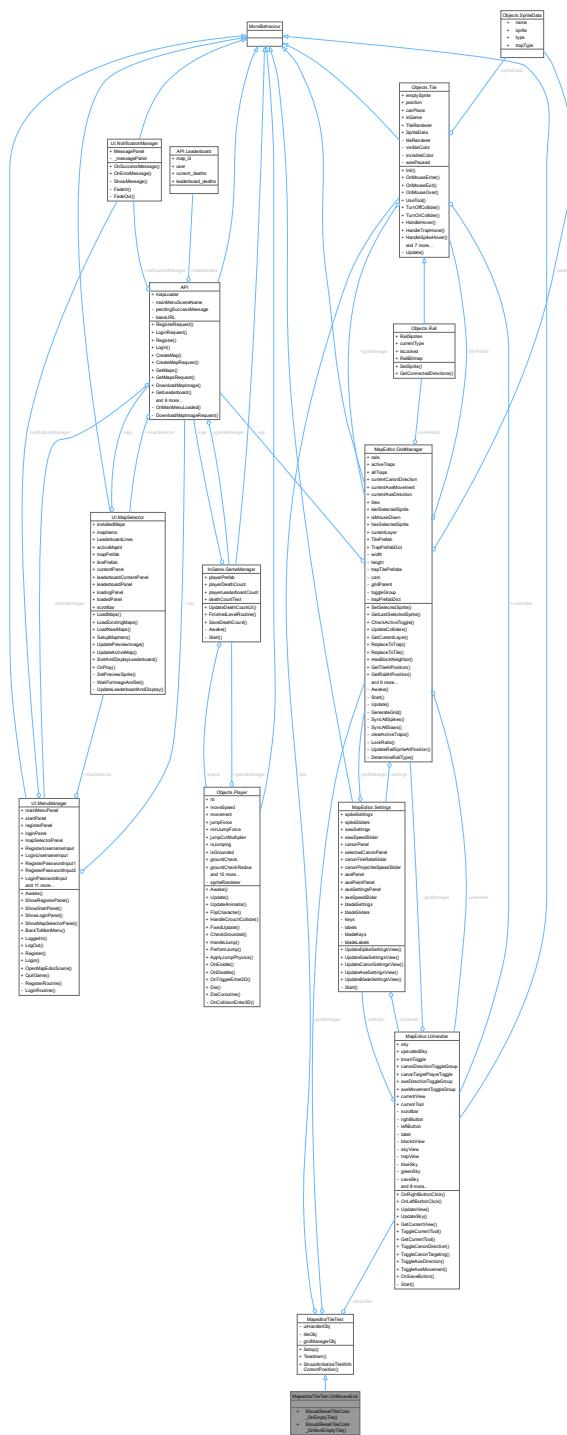
- Assets/Scripts/Tests/[TileTest.cs](#)

8.33 MapeditorTileTest.OnMouseExit Class Reference

Inheritance diagram for MapeditorTileTest.OnMouseExit:



Collaboration diagram for MapeditorTileTest.OnMouseEvent:



Public Member Functions

- void [ShouldResetTileColor_OnEmptyTile \(\)](#)
- void [ShouldResetTileColor_OnNonEmptyTile \(\)](#)

Public Member Functions inherited from `MapeditorTileTest`

- void [Setup \(\)](#)

- void [Teardown \(\)](#)
- void [ShouldInitializeTileWithCorrectPosition \(\)](#)

8.33.1 Member Function Documentation

8.33.1.1 ShouldResetTileColor_OnEmptyTile()

```
void MapeditorTileTest.OnMouseExit.ShouldResetTileColor_OnEmptyTile ()
```

8.33.1.2 ShouldResetTileColor_OnNonEmptyTile()

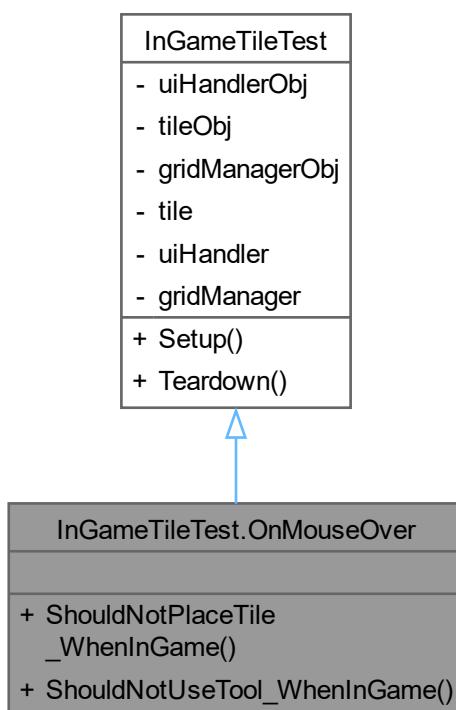
```
void MapeditorTileTest.OnMouseExit.ShouldResetTileColor_OnNonEmptyTile ()
```

The documentation for this class was generated from the following file:

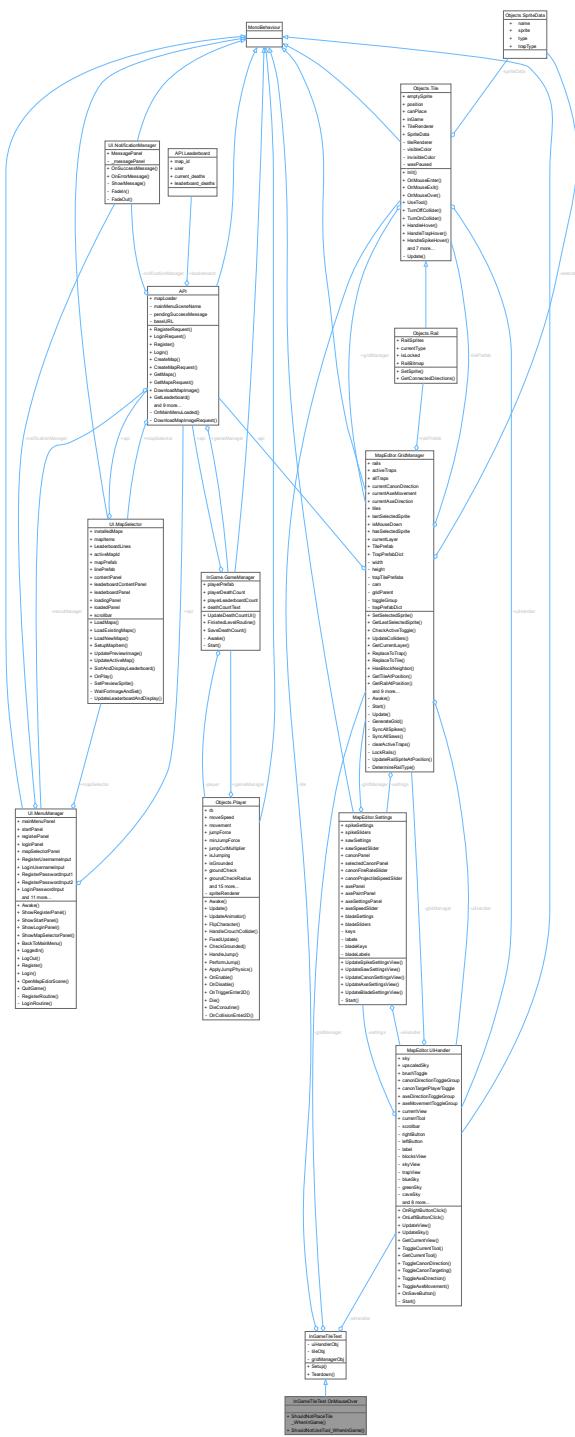
- Assets/Scripts/Tests/[TileTest.cs](#)

8.34 InGameTileTest.OnMouseOver Class Reference

Inheritance diagram for InGameTileTest.OnMouseOver:



Collaboration diagram for InGameTileTest.OnMouseOver:



Public Member Functions

- void ShouldNotPlaceTile_WhenInGame ()
 - void ShouldNotUseTool_WhenInGame ()

Public Member Functions inherited from [InGameTileTest](#)

- void Setup ()

- void [Teardown \(\)](#)

8.34.1 Member Function Documentation

8.34.1.1 ShouldNotPlaceTile_WhenInGame()

```
void InGameTileTest.OnMouseOver.ShouldNotPlaceTile_WhenInGame ()
```

8.34.1.2 ShouldNotUseTool_WhenInGame()

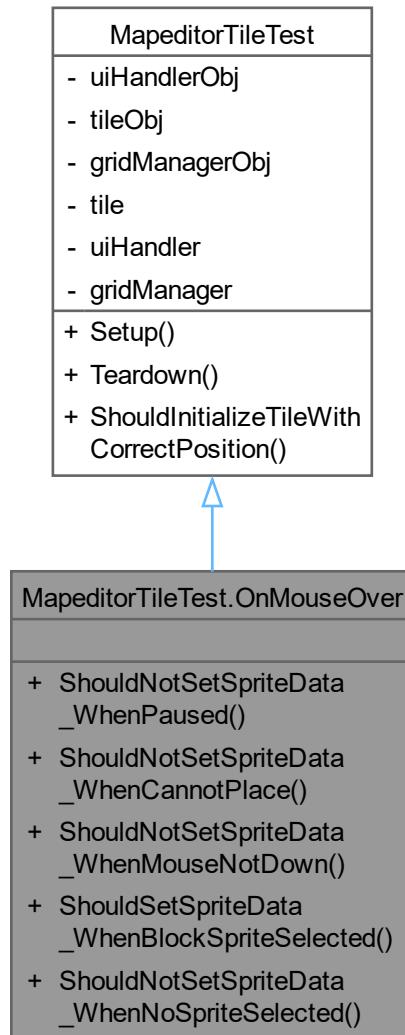
```
void InGameTileTest.OnMouseOver.ShouldNotUseTool_WhenInGame ()
```

The documentation for this class was generated from the following file:

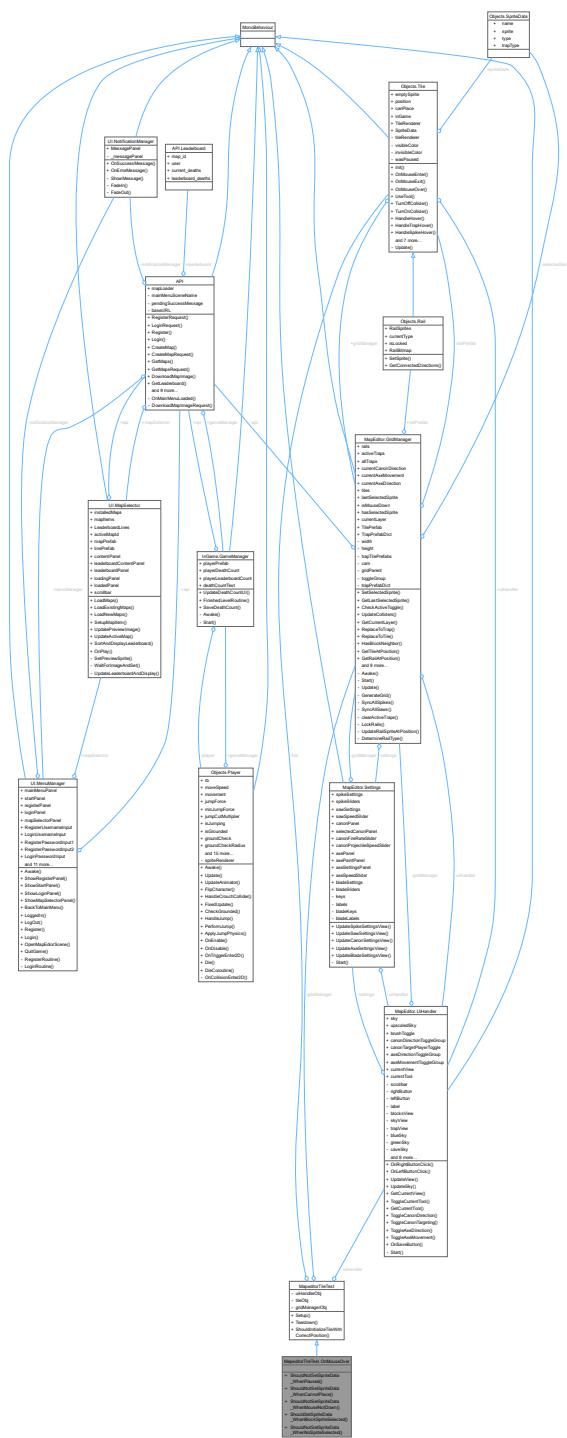
- Assets/Scripts/Tests/[TileTest.cs](#)

8.35 MapeditorTileTest.OnMouseOver Class Reference

Inheritance diagram for MapeditorTileTest.OnMouseOver:



Collaboration diagram for MapeditorTileTest.OnMouseOver:



Public Member Functions

- void [ShouldNotSetSpriteData_WhenPaused \(\)](#)
- void [ShouldNotSetSpriteData_WhenCannotPlace \(\)](#)
- void [ShouldNotSetSpriteData_WhenMouseNotDown \(\)](#)
- void [ShouldSetSpriteData_WhenBlockSpriteSelected \(\)](#)
- void [ShouldNotSetSpriteData_WhenNoSpriteSelected \(\)](#)

Public Member Functions inherited from [MapeditorTileTest](#)

- void [Setup \(\)](#)
- void [Teardown \(\)](#)
- void [ShouldInitializeTileWithCorrectPosition \(\)](#)

8.35.1 Member Function Documentation

8.35.1.1 [ShouldNotSetSpriteData_WhenCannotPlace\(\)](#)

```
void MapeditorTileTest.OnMouseOver.ShouldNotSetSpriteData_WhenCannotPlace ()
```

8.35.1.2 [ShouldNotSetSpriteData_WhenMouseNotDown\(\)](#)

```
void MapeditorTileTest.OnMouseOver.ShouldNotSetSpriteData_WhenMouseNotDown ()
```

8.35.1.3 [ShouldNotSetSpriteData_WhenNoSpriteSelected\(\)](#)

```
void MapeditorTileTest.OnMouseOver.ShouldNotSetSpriteData_WhenNoSpriteSelected ()
```

8.35.1.4 [ShouldNotSetSpriteData_WhenPaused\(\)](#)

```
void MapeditorTileTest.OnMouseOver.ShouldNotSetSpriteData_WhenPaused ()
```

8.35.1.5 [ShouldSetSpriteData_WhenBlockSpriteSelected\(\)](#)

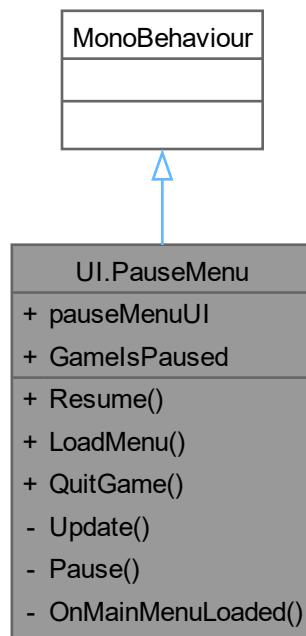
```
void MapeditorTileTest.OnMouseOver.ShouldSetSpriteData_WhenBlockSpriteSelected ()
```

The documentation for this class was generated from the following file:

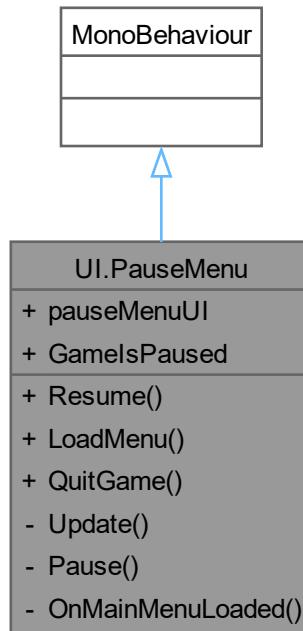
- Assets/Scripts/Tests/[TileTest.cs](#)

8.36 UI.PauseMenu Class Reference

Inheritance diagram for UI.PauseMenu:



Collaboration diagram for UI.PauseMenu:



Public Member Functions

- void `Resume ()`
- void `LoadMenu ()`
- void `QuitGame ()`

Public Attributes

- `GameObject pauseMenuUI`

Static Public Attributes

- static bool `GameIsPaused` = false

Private Member Functions

- void `Update ()`
- void `Pause ()`
- void `OnMainMenuLoaded (Scene scene, LoadSceneMode mode)`

8.36.1 Member Function Documentation

8.36.1.1 LoadMenu()

```
void UI.PauseMenu.LoadMenu ()
```

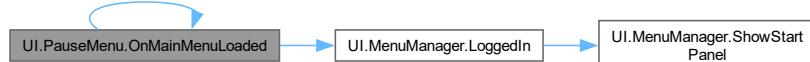
Here is the call graph for this function:



8.36.1.2 OnMainMenuLoaded()

```
void UI.PauseMenu.OnMainMenuLoaded (
    Scene scene,
    LoadSceneMode mode) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.36.1.3 Pause()

```
void UI.PauseMenu.Pause () [private]
```

Here is the caller graph for this function:



8.36.1.4 QuitGame()

```
void UI.PauseMenu.QuitGame ()
```

8.36.1.5 Resume()

```
void UI.PauseMenu.Resume ()
```

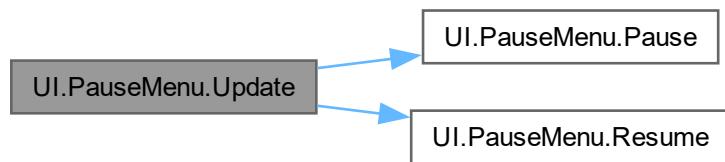
Here is the caller graph for this function:



8.36.1.6 Update()

```
void UI.PauseMenu.Update () [private]
```

Here is the call graph for this function:



8.36.2 Member Data Documentation

8.36.2.1 GameIsPaused

```
bool UI.PauseMenu.GameIsPaused = false [static]
```

8.36.2.2 pauseMenuUI

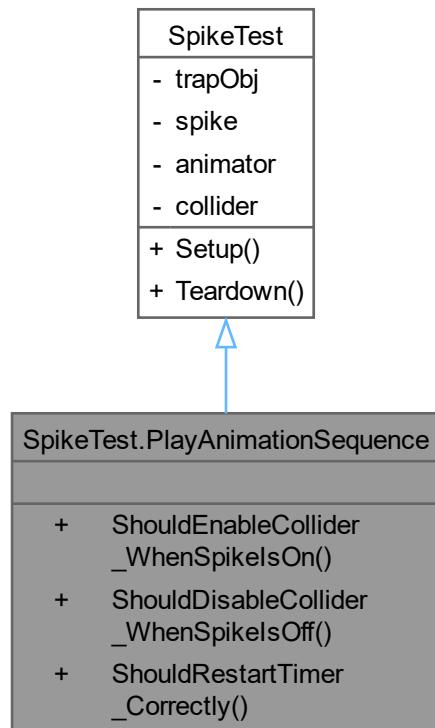
```
GameObject UI.PauseMenu.pauseMenuUI
```

The documentation for this class was generated from the following file:

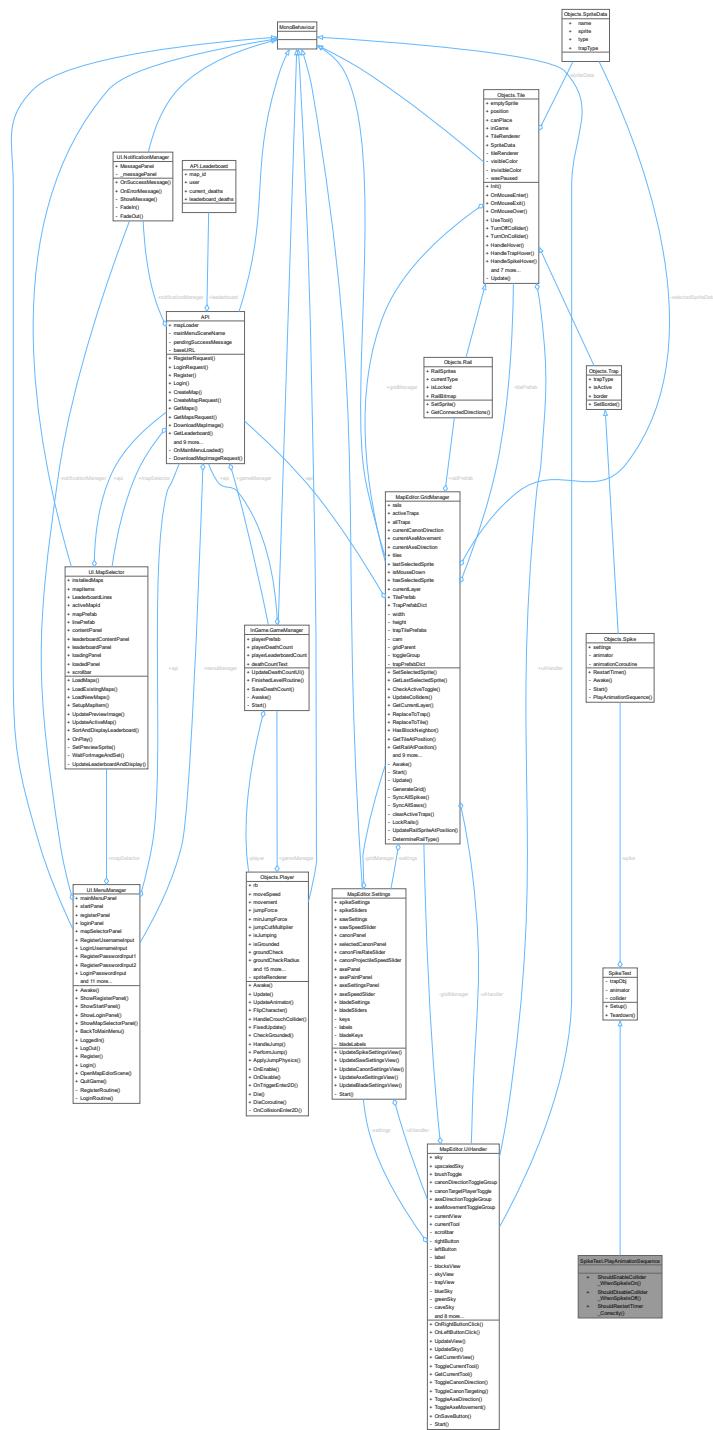
- Assets/Scripts/UI/PauseMenu.cs

8.37 SpikeTest.PlayAnimationSequence Class Reference

Inheritance diagram for SpikeTest.PlayAnimationSequence:



Collaboration diagram for SpikeTest.PlayAnimationSequence:



Public Member Functions

- IEnumerator [ShouldEnableCollider_WhenSpikesOn \(\)](#)
 - IEnumerator [ShouldDisableCollider_WhenSpikesOff \(\)](#)
 - IEnumerator [ShouldRestartTimer_Correctly \(\)](#)

Public Member Functions inherited from [SpikeTest](#)

- void [Setup \(\)](#)
- void [Teardown \(\)](#)

8.37.1 Member Function Documentation

8.37.1.1 [ShouldDisableCollider_WhenSpikesOff\(\)](#)

```
IEnumerator SpikeTest.PlayAnimationSequence.ShouldDisableCollider_WhenSpikeIsOff ()
```

8.37.1.2 [ShouldEnableCollider_WhenSpikesOn\(\)](#)

```
IEnumerator SpikeTest.PlayAnimationSequence.ShouldEnableCollider_WhenSpikeIsOn ()
```

8.37.1.3 [ShouldRestartTimer_Correctly\(\)](#)

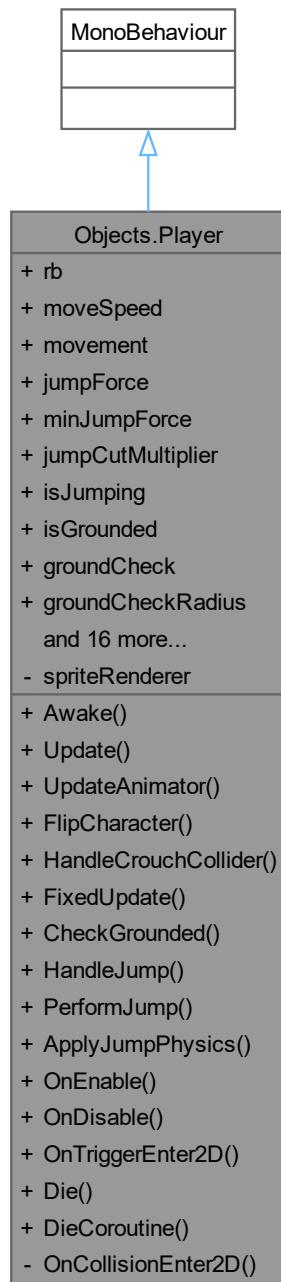
```
IEnumerator SpikeTest.PlayAnimationSequence.ShouldRestartTimer_Correctly ()
```

The documentation for this class was generated from the following file:

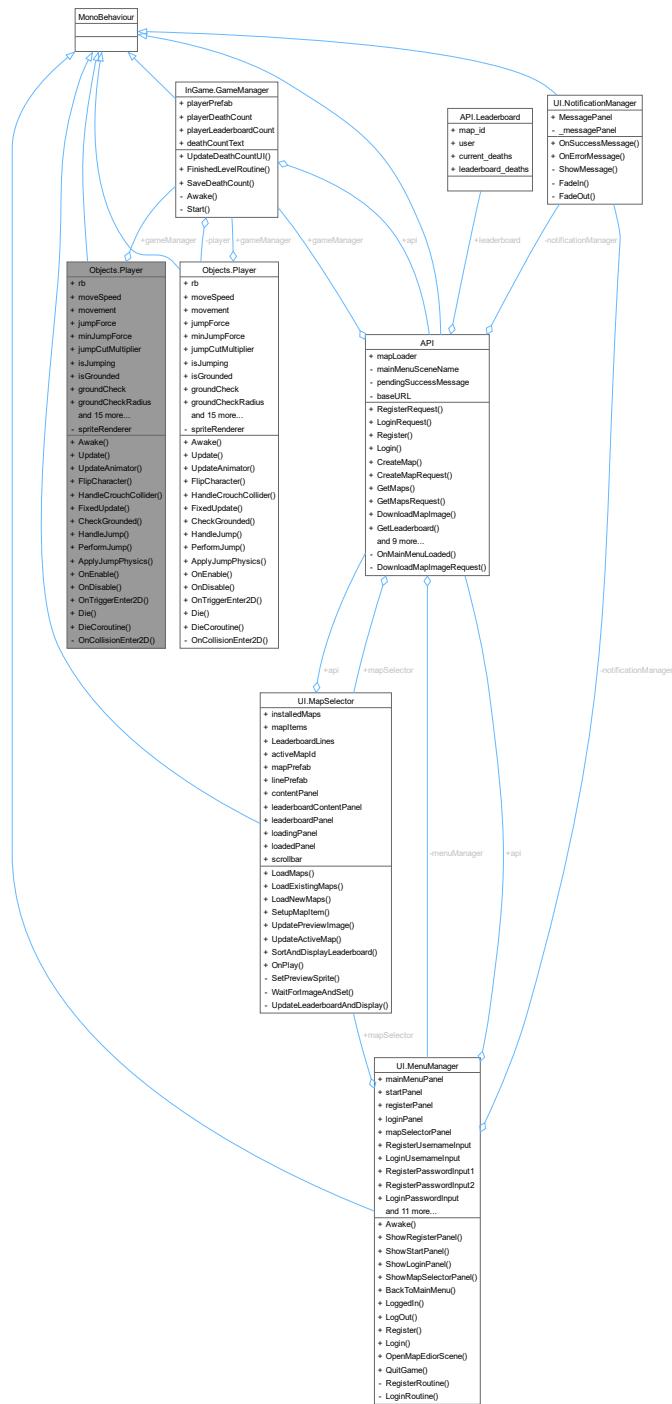
- Assets/Scripts/Tests/PlayMode/[SpikeTest.cs](#)

8.38 Objects.Player Class Reference

Inheritance diagram for Objects.Player:



Collaboration diagram for Objects.Player:



Public Member Functions

- void `Awake ()`
- void `Update ()`
- void `UpdateAnimator ()`
- void `FlipCharacter ()`
- void `HandleCrouchCollider ()`

- void `FixedUpdate ()`
- void `CheckGrounded ()`
- void `HandleJump ()`
- void `PerformJump ()`
- void `ApplyJumpPhysics ()`
- void `OnEnable ()`
- void `OnDisable ()`
- void `OnTriggerEnter2D (Collider2D collision)`
- void `Die ()`
- IEnumerator `DieCoroutine ()`

Public Attributes

- Rigidbody2D `rb`
- float `moveSpeed` = 5f
- Vector2 `movement`
- float `jumpForce` = 15f
- float `minJumpForce` = 10f
- float `jumpCutMultiplier` = 0.3f
- bool `isJumping` = false
- bool `isGrounded` = false
- Transform `groundCheck`
- float `groundCheckRadius` = 0.3f
- LayerMask `groundLayer`
- bool `wasGrounded` = false
- float `jumpBufferTime` = 0.2f
- float `jumpBufferCounter`
- float `fallMultiplier` = 4.5f
- float `lowJumpMultiplier` = 4f
- InputActionReference `move`
- InputActionReference `jump`
- InputActionReference `crouch`
- bool `isCrouching` = false
- Animator `animator`
- BoxCollider2D `boxCollider`
- CapsuleCollider2D `capsuleCollider`
- bool `isDead` = false
- bool `isFinished` = false
- GameManager `gameManager`

Private Member Functions

- void `OnCollisionEnter2D (Collision2D collision)`

Private Attributes

- SpriteRenderer `spriteRenderer`

8.38.1 Member Function Documentation

8.38.1.1 ApplyJumpPhysics()

```
void Objects.Player.ApplyJumpPhysics ()
```

Here is the caller graph for this function:



8.38.1.2 Awake()

```
void Objects.Player.Awake ()
```

8.38.1.3 CheckGrounded()

```
void Objects.Player.CheckGrounded ()
```

Here is the caller graph for this function:



8.38.1.4 Die()

```
void Objects.Player.Die ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.38.1.5 DieCoroutine()

```
IEnumerator Objects.Player.DieCoroutine ()
```

Here is the caller graph for this function:



8.38.1.6 FixedUpdate()

```
void Objects.Player.FixedUpdate ()
```

8.38.1.7 FlipCharacter()

```
void Objects.Player.FlipCharacter ()
```

Here is the caller graph for this function:



8.38.1.8 HandleCrouchCollider()

```
void Objects.Player.HandleCrouchCollider ()
```

Here is the caller graph for this function:



8.38.1.9 HandleJump()

```
void Objects.Player.HandleJump ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.38.1.10 OnCollisionEnter2D()

```
void Objects.Player.OnCollisionEnter2D (
    Collision2D collision) [private]
```

8.38.1.11 OnDisable()

```
void Objects.Player.OnDisable ()
```

8.38.1.12 OnEnable()

```
void Objects.Player.OnEnable ()
```

8.38.1.13 OnTriggerEnter2D()

```
void Objects.Player.OnTriggerEnter2D (Collider2D collision)
```

Here is the call graph for this function:



8.38.1.14 PerformJump()

```
void Objects.Player.PerformJump ()
```

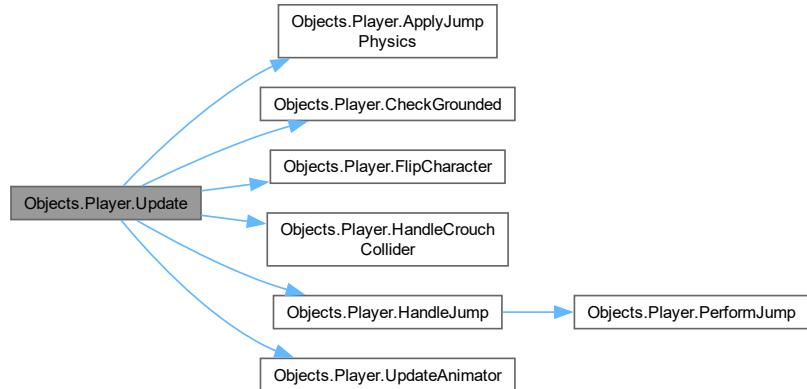
Here is the caller graph for this function:



8.38.1.15 Update()

```
void Objects.Player.Update ()
```

Here is the call graph for this function:



8.38.1.16 UpdateAnimator()

```
void Objects.Player.UpdateAnimator ()
```

Here is the caller graph for this function:



8.38.2 Member Data Documentation

8.38.2.1 animator

```
Animator Objects.Player.animator
```

8.38.2.2 boxCollider

```
BoxCollider2D Objects.Player.boxCollider
```

8.38.2.3 capsuleCollider

```
CapsuleCollider2D Objects.Player.capsuleCollider
```

8.38.2.4 crouch

```
InputActionReference Objects.Player.crouch
```

8.38.2.5 fallMultiplier

```
float Objects.Player.fallMultiplier = 4.5f
```

8.38.2.6 gameManager

```
GameManager Objects.Player.gameManager
```

8.38.2.7 groundCheck

```
Transform Objects.Player.groundCheck
```

8.38.2.8 groundCheckRadius

```
float Objects.Player.groundCheckRadius = 0.3f
```

8.38.2.9 groundLayer

```
LayerMask Objects.Player.groundLayer
```

8.38.2.10 isCrouching

```
bool Objects.Player.isCrouching = false
```

8.38.2.11 isDead

```
bool Objects.Player.isDead = false
```

8.38.2.12 isFinished

```
bool Objects.Player.isFinished = false
```

8.38.2.13 isGrounded

```
bool Objects.Player.isGrounded = false
```

8.38.2.14 isJumping

```
bool Objects.Player.isJumping = false
```

8.38.2.15 jump

```
InputActionReference Objects.Player.jump
```

8.38.2.16 jumpBufferCounter

```
float Objects.Player.jumpBufferCounter
```

8.38.2.17 jumpBufferTime

```
float Objects.Player.jumpBufferTime = 0.2f
```

8.38.2.18 jumpCutMultiplier

```
float Objects.Player.jumpCutMultiplier = 0.3f
```

8.38.2.19 jumpForce

```
float Objects.Player.jumpForce = 15f
```

8.38.2.20 lowJumpMultiplier

```
float Objects.Player.lowJumpMultiplier = 4f
```

8.38.2.21 minJumpForce

```
float Objects.Player.minJumpForce = 10f
```

8.38.2.22 move

```
InputActionReference Objects.Player.move
```

8.38.2.23 movement

```
Vector2 Objects.Player.movement
```

8.38.2.24 moveSpeed

```
float Objects.Player.moveSpeed = 5f
```

8.38.2.25 rb

```
Rigidbody2D Objects.Player.rb
```

8.38.2.26 spriteRenderer

```
SpriteRenderer Objects.Player.spriteRenderer [private]
```

8.38.2.27 wasGrounded

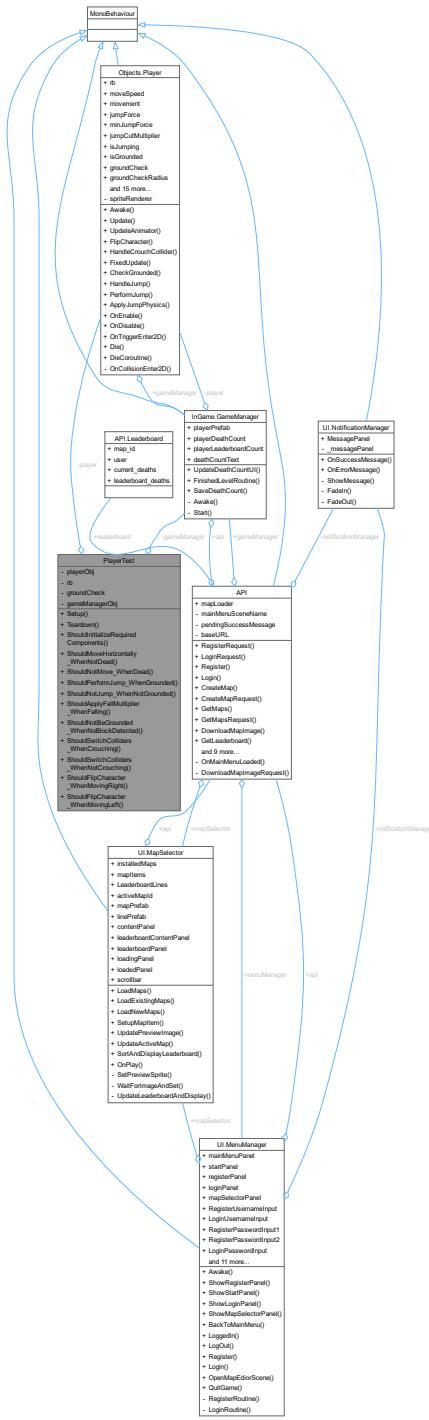
```
bool Objects.Player.wasGrounded = false
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Player.cs](#)

8.39 PlayerTest Class Reference

Collaboration diagram for PlayerTest:



Public Member Functions

- void [Setup \(\)](#)
- void [Teardown \(\)](#)

- void `ShouldInitializeRequiredComponents()`
- void `ShouldMoveHorizontally_WhenNotDead()`
- void `ShouldNotMove_WhenDead()`
- void `ShouldPerformJump_WhenGrounded()`
- void `ShouldNotJump_WhenNotGrounded()`
- void `ShouldApplyFallMultiplier_WhenFalling()`
- void `ShouldNotBeGrounded_WhenNoBlockDetected()`
- void `ShouldSwitchColliders_WhenCrouching()`
- void `ShouldSwitchColliders_WhenNotCrouching()`
- void `ShouldFlipCharacter_WhenMovingRight()`
- void `ShouldFlipCharacter_WhenMovingLeft()`

Private Attributes

- GameObject `playerObj`
- Player `player`
- Rigidbody2D `rb`
- GameObject `groundCheck`
- GameObject `gameManagerObj`
- GameManager `gameManager`

8.39.1 Member Function Documentation

8.39.1.1 Setup()

```
void PlayerTest.Setup ()
```

8.39.1.2 ShouldApplyFallMultiplier_WhenFalling()

```
void PlayerTest.ShouldApplyFallMultiplier_WhenFalling ()
```

8.39.1.3 ShouldFlipCharacter_WhenMovingLeft()

```
void PlayerTest.ShouldFlipCharacter_WhenMovingLeft ()
```

8.39.1.4 ShouldFlipCharacter_WhenMovingRight()

```
void PlayerTest.ShouldFlipCharacter_WhenMovingRight ()
```

8.39.1.5 ShouldInitializeRequiredComponents()

```
void PlayerTest.ShouldInitializeRequiredComponents ()
```

8.39.1.6 ShouldMoveHorizontally_WhenNotDead()

```
void PlayerTest.ShouldMoveHorizontally_WhenNotDead ()
```

8.39.1.7 ShouldNotBeGrounded_WhenNoBlockDetected()

```
void PlayerTest.ShouldNotBeGrounded_WhenNoBlockDetected ()
```

8.39.1.8 ShouldNotJump_WhenNotGrounded()

```
void PlayerTest.ShouldNotJump_WhenNotGrounded ()
```

8.39.1.9 ShouldNotMove_WhenDead()

```
void PlayerTest.ShouldNotMove_WhenDead ()
```

8.39.1.10 ShouldPerformJump_WhenGrounded()

```
void PlayerTest.ShouldPerformJump_WhenGrounded ()
```

8.39.1.11 ShouldSwitchColliders_WhenCrouching()

```
void PlayerTest.ShouldSwitchColliders_WhenCrouching ()
```

8.39.1.12 ShouldSwitchColliders_WhenNotCrouching()

```
void PlayerTest.ShouldSwitchColliders_WhenNotCrouching ()
```

8.39.1.13 Teardown()

```
void PlayerTest.TearDown ()
```

8.39.2 Member Data Documentation**8.39.2.1 gameManager**

```
GameManager PlayerTest.gameManager [private]
```

8.39.2.2 gameManagerObj

```
GameObject PlayerTest.gameManagerObj [private]
```

8.39.2.3 groundCheck

```
GameObject PlayerTest.groundCheck [private]
```

8.39.2.4 player

```
Player PlayerTest.player [private]
```

8.39.2.5 playerObj

```
GameObject PlayerTest.playerObj [private]
```

8.39.2.6 rb

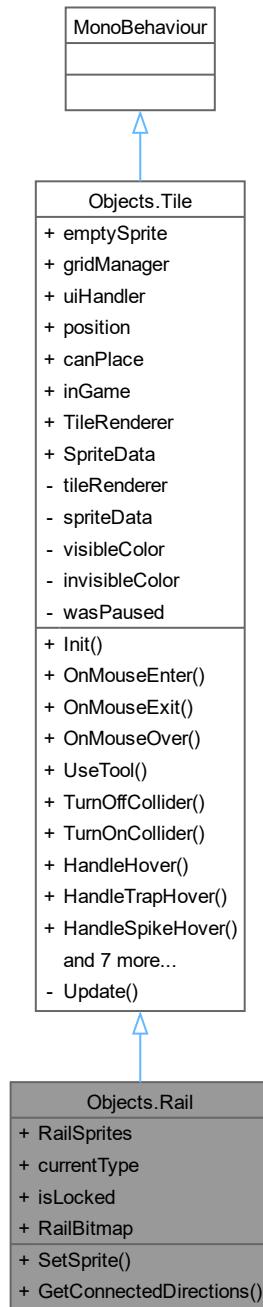
```
Rigidbody2D PlayerTest.rb [private]
```

The documentation for this class was generated from the following file:

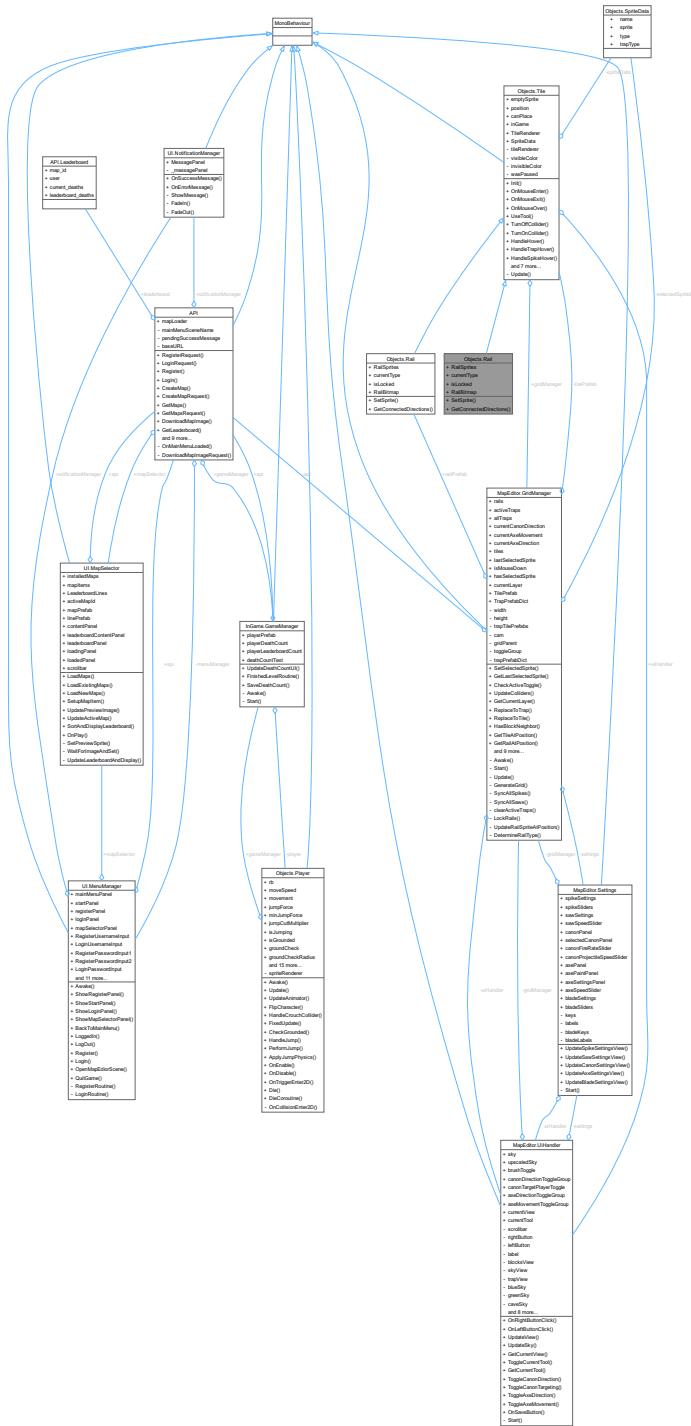
- Assets/Scripts/Tests/[PlayerTest.cs](#)

8.40 Objects.Rail Class Reference

Inheritance diagram for Objects.Rail:



Collaboration diagram for Objects.Rail:



Public Member Functions

- void [SetSprite](#) ([RailBitmapType](#) type)
- List< Vector3 > [GetConnectedDirections](#) ()

Public Member Functions inherited from [Objects.Tile](#)

- void [Init](#) ([MapEditor.GridManager](#) gridManager, [Vector3](#) position)

- void [OnMouseEnter](#) ()
- void [OnMouseExit](#) ()
- void [OnMouseOver](#) ()
- void [UseTool](#) ()
- void [TurnOffCollider](#) ()
- void [TurnOnCollider](#) ()
- void [HandleHover](#) ()
- void [HandleTrapHover](#) ([SpriteData](#) selectedTile)
- void [HandleSpikeHover](#) ([SpriteData](#) selectedTile)
- void [HandlerRailHover](#) ()
- void [HandleSawHover](#) ()
- void [HandleCanonHover](#) ()
- void [HandleAxeHover](#) ()
- void [HandleBladeHover](#) ()
- void [HandleSpawnHover](#) ()
- void [HandleFinishHover](#) ()

Public Attributes

- List< [Sprite](#) > [RailSprites](#)
- [RailBitmapType](#) [currentType](#)
- bool [isLocked](#) = false
- Dictionary< [RailBitmapType](#), string > [RailBitmap](#)

Public Attributes inherited from [Objects.Tile](#)

- Sprite [emptySprite](#)
- [MapEditor.GridManager](#) [gridManager](#)
- [UiHandler](#) [uiHandler](#)
- Vector3 [position](#)
- bool [canPlace](#) = true
- bool [inGame](#)

Additional Inherited Members

Properties inherited from [Objects.Tile](#)

- [SpriteRenderer](#) [TileRenderer](#) [get, set]
- [SpriteData](#) [SpriteData](#) [get, set]

8.40.1 Member Function Documentation

8.40.1.1 [GetConnectedDirections\(\)](#)

```
List< Vector3 > Objects.Rail.GetConnectedDirections ()
```

8.40.1.2 SetSprite()

```
void Objects.Rail.SetSprite (
    RailBitmapType type)
```

Here is the caller graph for this function:



8.40.2 Member Data Documentation

8.40.2.1 currentType

```
RailBitmapType Objects.Rail.currentType
```

8.40.2.2 isLocked

```
bool Objects.Rail.isLocked = false
```

8.40.2.3 RailBitmap

```
Dictionary<RailBitmapType, string> Objects.Rail.RailBitmap
```

Initial value:

```
= new Dictionary<RailBitmapType, string>
{
    { RailBitmapType.Center, "Center" },
    { RailBitmapType.BottomToRight, "BottomToRight" },
    { RailBitmapType.RightToEnd, "RightToEnd" },
    { RailBitmapType.BottomToLeft, "BottomToLeft" },
    { RailBitmapType.LeftToEnd, "LeftToEnd" },
    { RailBitmapType.BottomToTop, "BottomToTop" },
    { RailBitmapType.BottomToEnd, "BottomToEnd" },
    { RailBitmapType.TopToEnd, "TopToEnd" },
    { RailBitmapType.TopToRight, "TopToRight" },
    { RailBitmapType.LeftToRight, "LeftToRight" },
    { RailBitmapType.LeftToUp, "LeftToUp" }
}
```

8.40.2.4 RailSprites

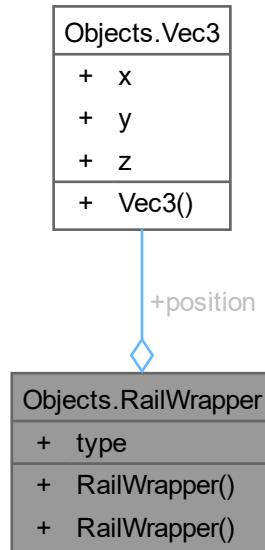
```
List<Sprite> Objects.Rail.RailSprites
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/Rail.cs

8.41 Objects.RailWrapper Class Reference

Collaboration diagram for Objects.RailWrapper:



Public Member Functions

- [RailWrapper \(\)](#)
- [RailWrapper \(Vector3 position, Rail rail\)](#)

Public Attributes

- [Vec3 position](#)
- [RailBitmapType type](#)

8.41.1 Constructor & Destructor Documentation

8.41.1.1 RailWrapper() [1/2]

`Objects.RailWrapper.RailWrapper ()`

8.41.1.2 RailWrapper() [2/2]

`Objects.RailWrapper.RailWrapper (`
`Vector3 position,`
`Rail rail)`

8.41.2 Member Data Documentation

8.41.2.1 position

`Vec3` `Objects.RailWrapper.position`

8.41.2.2 type

`RailBitmapType` `Objects.RailWrapper.type`

The documentation for this class was generated from the following file:

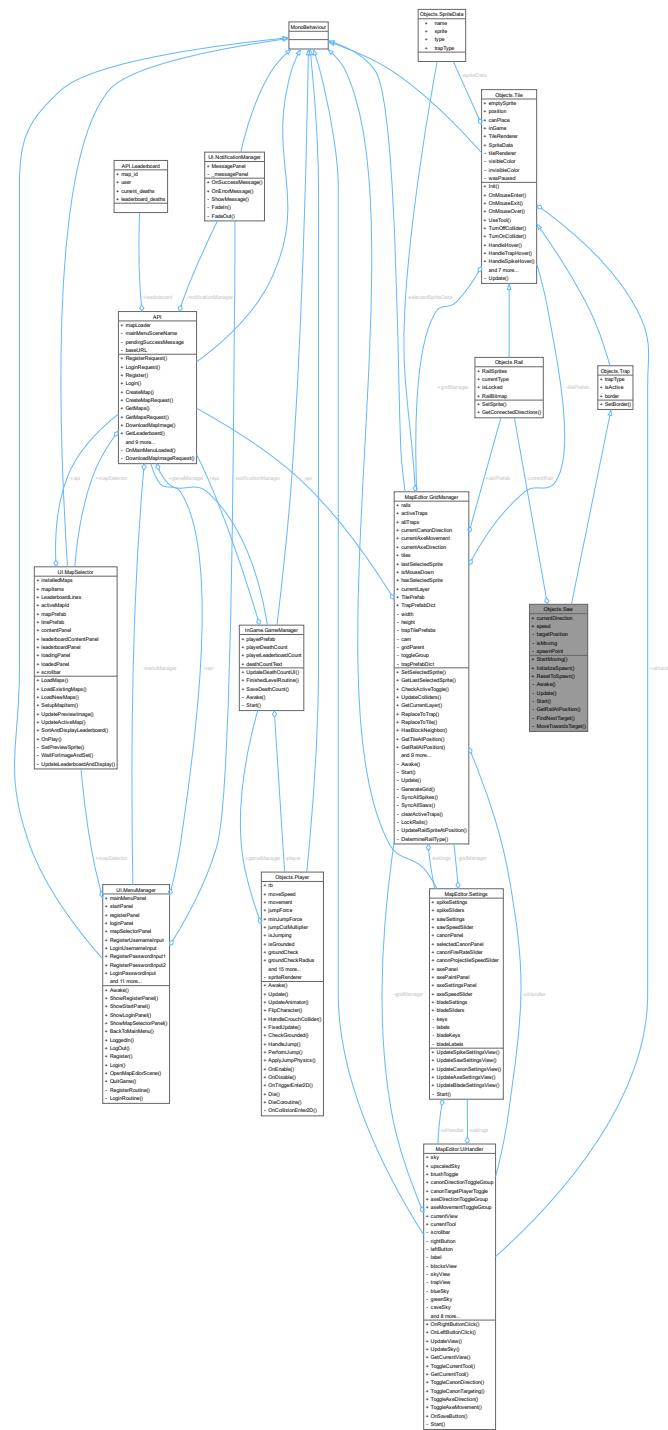
- Assets/Scripts/Objects/[Map.cs](#)

8.42 Objects.Saw Class Reference

Inheritance diagram for Objects.Saw:



Collaboration diagram for Objects.Saw:



Public Member Functions

- void StartMoving ()
 - void InitializeSpawn ()
 - void ResetToSpawn ()

Public Member Functions inherited from [Objects.Trap](#)

- void [SetBorder](#) ()

Public Member Functions inherited from [Objects.Tile](#)

- void [Init](#) ([MapEditor.GridManager](#) gridManager, [Vector3](#) position)
- void [OnMouseEnter](#) ()
- void [OnMouseExit](#) ()
- void [OnMouseOver](#) ()
- void [UseTool](#) ()
- void [TurnOffCollider](#) ()
- void [TurnOnCollider](#) ()
- void [HandleHover](#) ()
- void [HandleTrapHover](#) ([SpriteData](#) selectedTile)
- void [HandleSpikeHover](#) ([SpriteData](#) selectedTile)
- void [HandlerRailHover](#) ()
- void [HandleSawHover](#) ()
- void [HandleCanonHover](#) ()
- void [HandleAxeHover](#) ()
- void [HandleBladeHover](#) ()
- void [HandleSpawnHover](#) ()
- void [HandleFinishHover](#) ()

Public Attributes

- [Vector3](#) [currentDirection](#) = [Vector3.right](#)
- float [speed](#) = 5f

Public Attributes inherited from [Objects.Trap](#)

- [TrapType](#) [trapType](#)
- bool [isActive](#) = false
- [GameObject](#) [border](#)

Public Attributes inherited from [Objects.Tile](#)

- [Sprite](#) [emptySprite](#)
- [MapEditor.GridManager](#) [gridManager](#)
- [UiHandler](#) [uiHandler](#)
- [Vector3](#) [position](#)
- bool [canPlace](#) = true
- bool [inGame](#)

Private Member Functions

- void [Awake](#) ()
- void [Update](#) ()
- void [Start](#) ()
- [Rail](#) [GetRailAtPosition](#) ([Vector3](#) position)
- void [FindNextTarget](#) ()
- void [MoveTowardsTarget](#) ()

Private Attributes

- Vector3 `targetPosition`
- bool `isMoving` = false
- Rail `currentRail`
- Vector3 `spawnPoint`

Additional Inherited Members

Properties inherited from `Objects.Tile`

- SpriteRenderer `TileRenderer` [get, set]
- SpriteData `SpriteData` [get, set]

8.42.1 Member Function Documentation

8.42.1.1 `Awake()`

```
void Objects.Saw.Awake () [private]
```

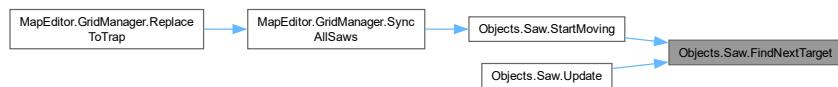
8.42.1.2 `FindNextTarget()`

```
void Objects.Saw.FindNextTarget () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.42.1.3 GetRailAtPosition()

```
Rail Objects.Saw.GetRailAtPosition (
    Vector3 position) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.42.1.4 InitializeSpawn()

```
void Objects.Saw.InitializeSpawn ()
```

Here is the caller graph for this function:



8.42.1.5 MoveTowardsTarget()

```
void Objects.Saw.MoveTowardsTarget () [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.42.1.6 ResetToSpawn()

```
void Objects.Saw.ResetToSpawn ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



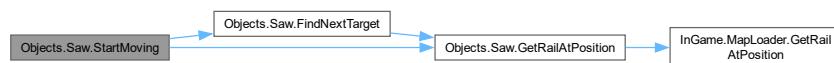
8.42.1.7 Start()

```
void Objects.Saw.Start () [private]
```

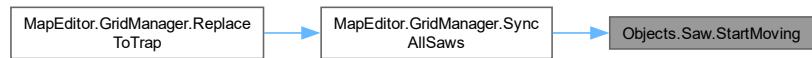
8.42.1.8 StartMoving()

```
void Objects.Saw.StartMoving ()
```

Here is the call graph for this function:



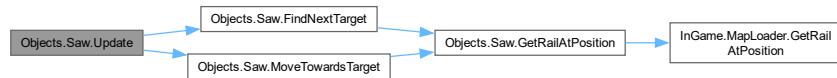
Here is the caller graph for this function:



8.42.1.9 Update()

```
void Objects.Saw.Update () [private]
```

Here is the call graph for this function:



8.42.2 Member Data Documentation

8.42.2.1 currentDirection

```
Vector3 Objects.Saw.currentDirection = Vector3.right
```

8.42.2.2 currentRail

```
Rail Objects.Saw.currentRail [private]
```

8.42.2.3 isMoving

```
bool Objects.Saw.isMoving = false [private]
```

8.42.2.4 spawnPoint

```
Vector3 Objects.Saw.spawnPoint [private]
```

8.42.2.5 speed

```
float Objects.Saw.speed = 5f
```

8.42.2.6 targetPosition

```
Vector3 Objects.Saw.targetPosition [private]
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Saw.cs](#)

8.43 Objects.SawSettings Class Reference

Collaboration diagram for Objects.SawSettings:

Objects.SawSettings
+ speed
+ SawSettings()
+ SawSettings()

Public Member Functions

- [SawSettings \(\)](#)
- [SawSettings \(Saw saw\)](#)

Public Attributes

- float [speed](#)

8.43.1 Constructor & Destructor Documentation

8.43.1.1 SawSettings() [1/2]

```
Objects.SawSettings.SawSettings ()
```

8.43.1.2 SawSettings() [2/2]

```
Objects.SawSettings.SawSettings (
    Saw saw)
```

8.43.2 Member Data Documentation

8.43.2.1 speed

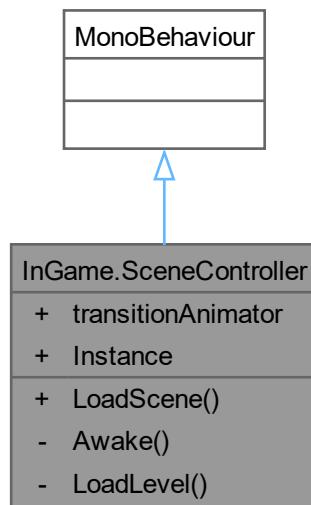
```
float Objects.SawSettings.speed
```

The documentation for this class was generated from the following file:

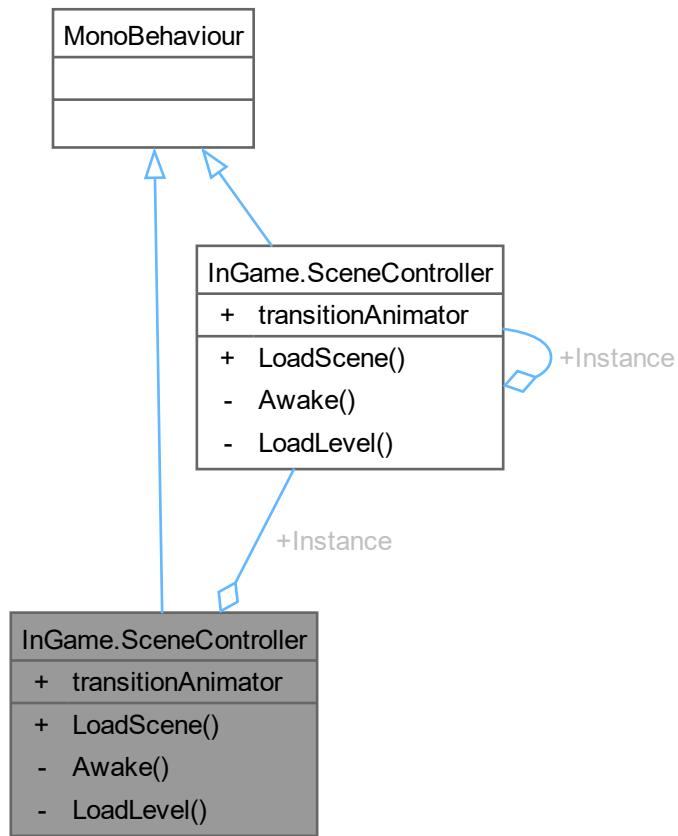
- Assets/Scripts/Objects/[Map.cs](#)

8.44 InGame.SceneController Class Reference

Inheritance diagram for InGame.SceneController:



Collaboration diagram for InGame.SceneController:



Public Member Functions

- void [LoadScene \(\)](#)

Public Attributes

- Animator [transitionAnimator](#)

Static Public Attributes

- static [SceneController Instance](#)

Private Member Functions

- void [Awake \(\)](#)
- IEnumerator [LoadLevel \(\)](#)

8.44.1 Member Function Documentation

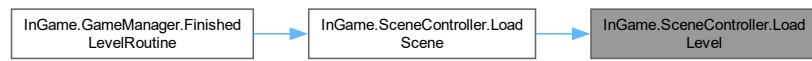
8.44.1.1 Awake()

```
void InGame.SceneController.Awake () [private]
```

8.44.1.2 LoadLevel()

```
IEnumerator InGame.SceneController.LoadLevel () [private]
```

Here is the caller graph for this function:



8.44.1.3 LoadScene()

```
void InGame.SceneController.LoadScene ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.44.2 Member Data Documentation

8.44.2.1 Instance

```
SceneController InGame.SceneController.Instance [static]
```

8.44.2.2 transitionAnimator

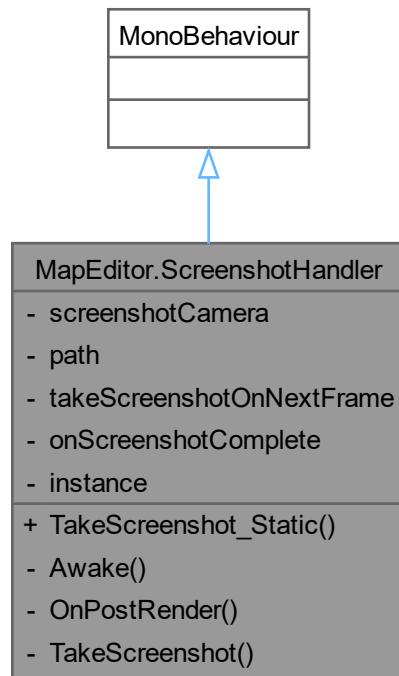
```
Animator InGame.SceneController.transitionAnimator
```

The documentation for this class was generated from the following file:

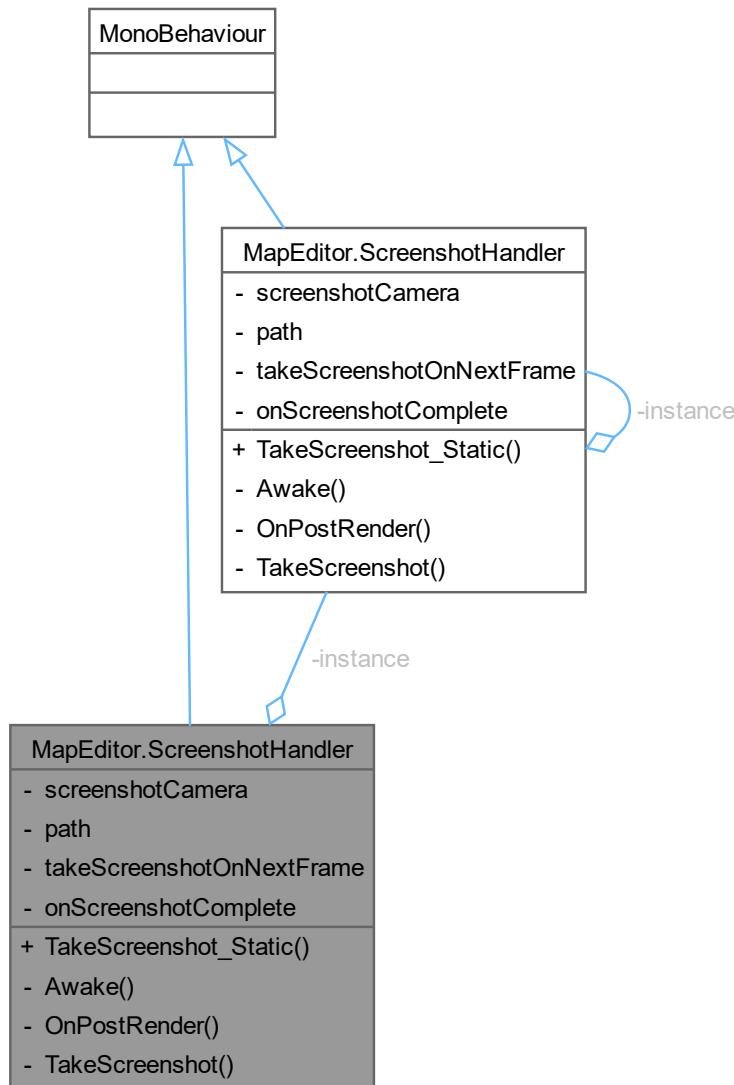
- Assets/Scripts/InGame/[SceneController.cs](#)

8.45 MapEditor.ScreenshotHandler Class Reference

Inheritance diagram for MapEditor.ScreenshotHandler:



Collaboration diagram for MapEditor.ScreenshotHandler:



Static Public Member Functions

- static void `TakeScreenshot_Static` (int width, int height, string `path`, System.Action `onComplete=null`)

Private Member Functions

- void `Awake` ()
- void `OnPostRender` ()
- void `TakeScreenshot` (int width, int height, string `path`, System.Action `onComplete=null`)

Private Attributes

- Camera `screenshotCamera`
- string `path`
- bool `takeScreenshotOnNextFrame`
- System.Action `onScreenshotComplete`

Static Private Attributes

- static `ScreenshotHandler instance`

8.45.1 Member Function Documentation

8.45.1.1 Awake()

```
void MapEditor.ScreenshotHandler.Awake () [private]
```

8.45.1.2 OnPostRender()

```
void MapEditor.ScreenshotHandler.OnPostRender () [private]
```

8.45.1.3 TakeScreenshot()

```
void MapEditor.ScreenshotHandler.TakeScreenshot (
    int width,
    int height,
    string path,
    System.Action onComplete = null) [private]
```

8.45.1.4 TakeScreenshot_Static()

```
void MapEditor.ScreenshotHandler.TakeScreenshot_Static (
    int width,
    int height,
    string path,
    System.Action onComplete = null) [static]
```

Here is the caller graph for this function:



8.45.2 Member Data Documentation

8.45.2.1 instance

```
ScreenshotHandler MapEditor.ScreenshotHandler.instance [static], [private]
```

8.45.2.2 onScreenshotComplete

```
System.Action MapEditor.ScreenshotHandler.onScreenshotComplete [private]
```

8.45.2.3 path

```
string MapEditor.ScreenshotHandler.path [private]
```

8.45.2.4 screenshotCamera

```
Camera MapEditor.ScreenshotHandler.screenshotCamera [private]
```

8.45.2.5 takeScreenshotOnNextFrame

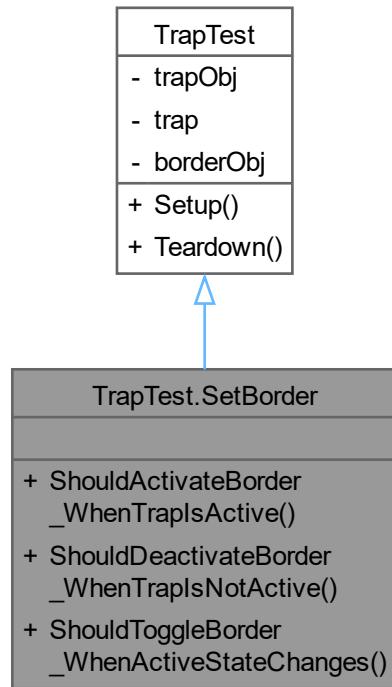
```
bool MapEditor.ScreenshotHandler.takeScreenshotOnNextFrame [private]
```

The documentation for this class was generated from the following file:

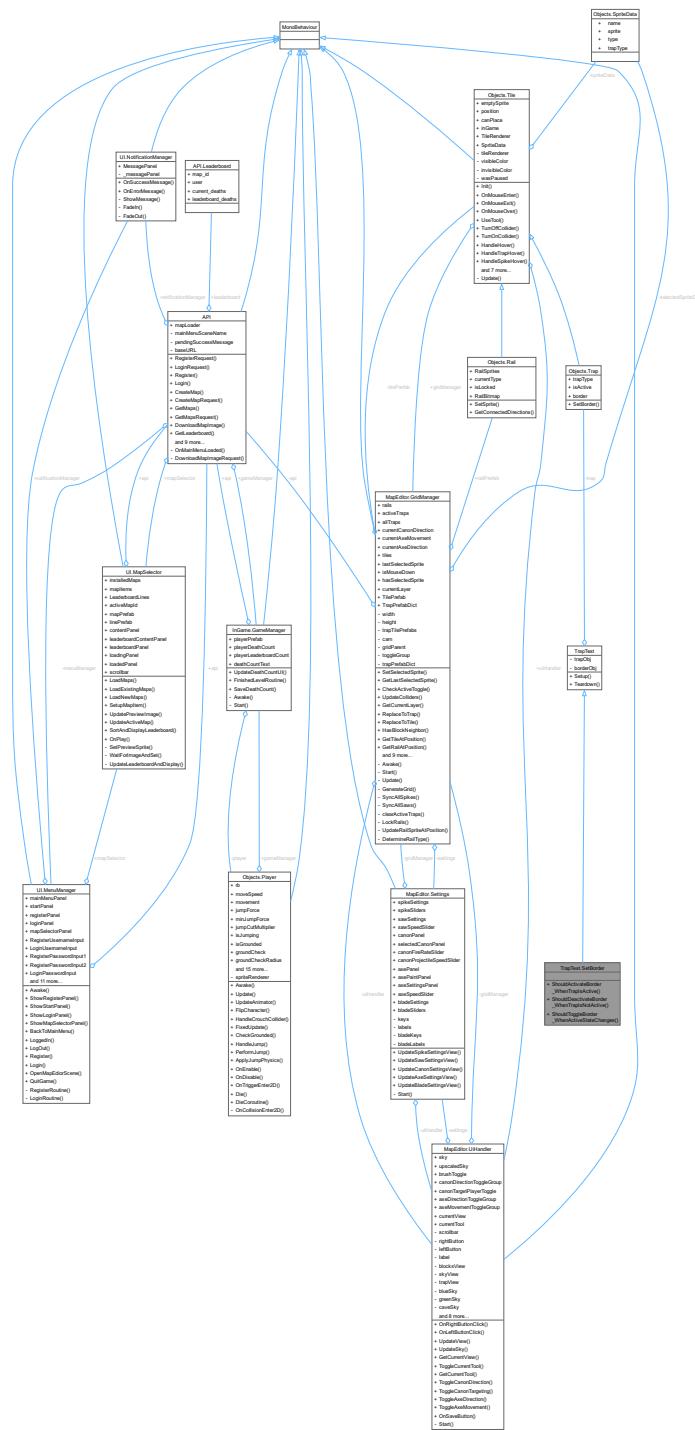
- Assets/Scripts/MapEditor/[ScreenshotHandler.cs](#)

8.46 TrapTest.SetBorder Class Reference

Inheritance diagram for TrapTest.SetBorder:



Collaboration diagram for TrapTest.SetBorder:



Public Member Functions

- void `ShouldActivateBorder_WhenTrapsActive ()`
- void `ShouldDeactivateBorder_WhenTrapsNotActive ()`
- void `ShouldToggleBorder_WhenActiveStateChanges ()`

Public Member Functions inherited from TrapTest

- void [Setup \(\)](#)
- void [Teardown \(\)](#)

8.46.1 Member Function Documentation

8.46.1.1 ShouldActivateBorder_WhenTrapIsActive()

```
void TrapTest.SetBorder.ShouldActivateBorder_WhenTrapIsActive ()
```

8.46.1.2 ShouldDeactivateBorder_WhenTrapIsNotActive()

```
void TrapTest.SetBorder.ShouldDeactivateBorder_WhenTrapIsNotActive ()
```

8.46.1.3 ShouldToggleBorder_WhenActiveStateChanges()

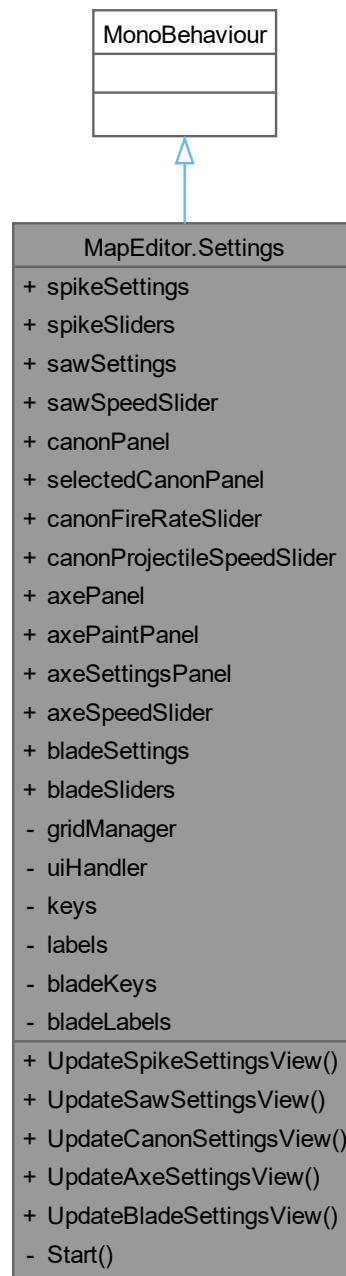
```
void TrapTest.SetBorder.ShouldToggleBorder_WhenActiveStateChanges ()
```

The documentation for this class was generated from the following file:

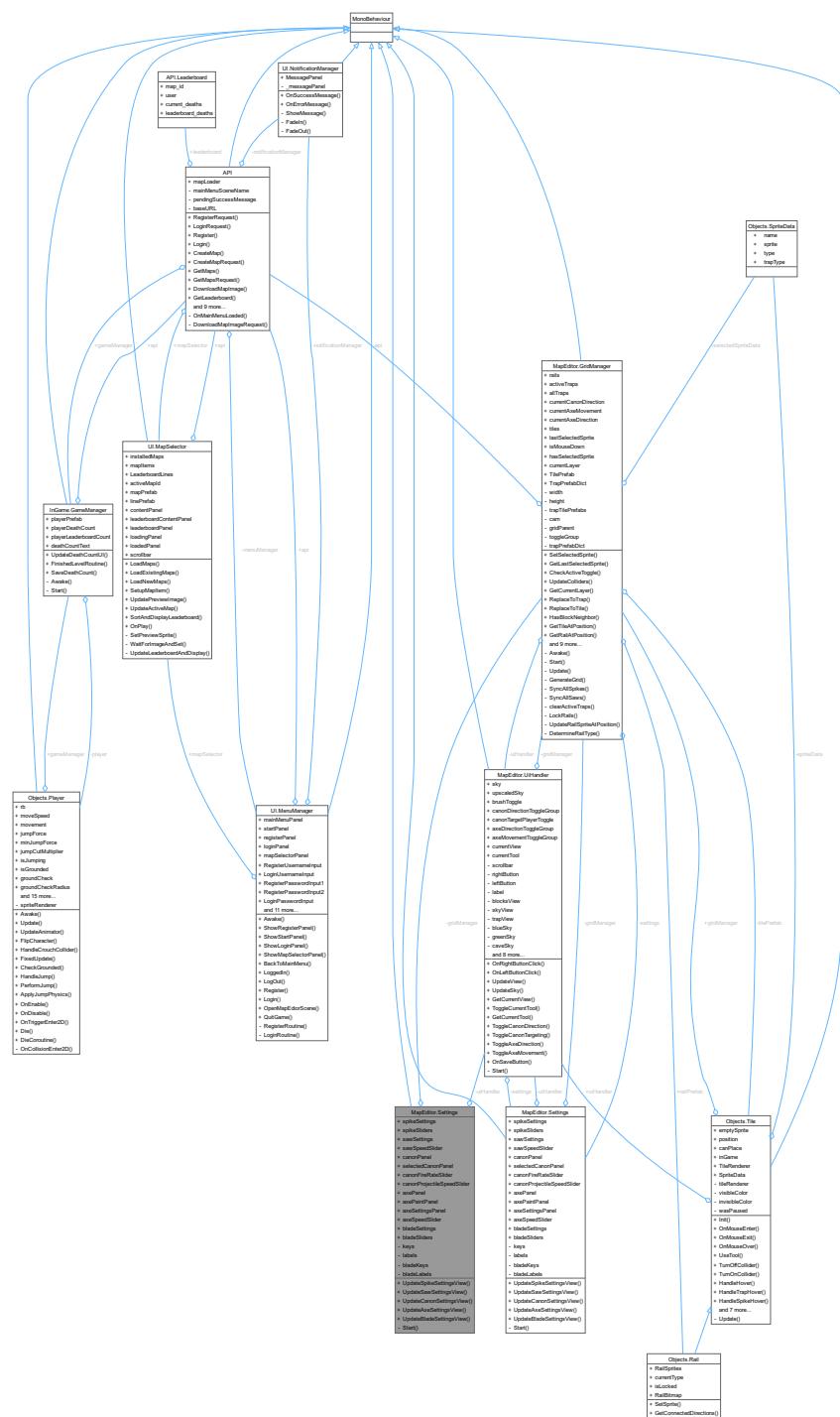
- Assets/Scripts/Tests/[TrapTest.cs](#)

8.47 MapEditor.Settings Class Reference

Inheritance diagram for MapEditor.Settings:



Collaboration diagram for MapEditor.Settings:



Public Member Functions

- void [UpdateSpikeSettingsView \(\)](#)
- void [UpdateSawSettingsView \(\)](#)
- void [UpdateCanonSettingsView \(\)](#)
- void [UpdateAxeSettingsView \(\)](#)
- void [UpdateBladeSettingsView \(\)](#)

Public Attributes

- `GameObject spikeSettings`
- `List< GameObject > spikeSliders`
- `GameObject sawSettings`
- `GameObject sawSpeedSlider`
- `GameObject canonPanel`
- `GameObject selectedCanonPanel`
- `GameObject canonFireRateSlider`
- `GameObject canonProjectileSpeedSlider`
- `GameObject axePanel`
- `GameObject axePaintPanel`
- `GameObject axeSettingsPanel`
- `GameObject axeSpeedSlider`
- `GameObject bladeSettings`
- `List< GameObject > bladeSliders`

Private Member Functions

- `void Start ()`

Private Attributes

- `GridManager gridManager`
- `UiHandler uiHandler`
- `readonly string[] keys = { "startTime", "onTime", "offTime" }`
- `readonly string[] labels = { "Start Delay: ", "On Time: ", "Off Time: " }`
- `readonly string[] bladeKeys = { "crushTime", "upTime", "reload" }`
- `readonly string[] bladeLabels = { "Crush Time: ", "Up Time: ", "Reload: " }`

8.47.1 Member Function Documentation

8.47.1.1 Start()

```
void MapEditor.Settings.Start () [private]
```

8.47.1.2 UpdateAxeSettingsView()

```
void MapEditor.Settings.UpdateAxeSettingsView ()
```

8.47.1.3 UpdateBladeSettingsView()

```
void MapEditor.Settings.UpdateBladeSettingsView ()
```

8.47.1.4 UpdateCanonSettingsView()

```
void MapEditor.Settings.UpdateCanonSettingsView ()
```

8.47.1.5 UpdateSawSettingsView()

```
void MapEditor.Settings.UpdateSawSettingsView ()
```

8.47.1.6 UpdateSpikeSettingsView()

```
void MapEditor.Settings.UpdateSpikeSettingsView ()
```

8.47.2 Member Data Documentation

8.47.2.1 axePaintPanel

```
GameObject MapEditor.Settings.axePaintPanel
```

8.47.2.2 axePanel

```
GameObject MapEditor.Settings.axePanel
```

8.47.2.3 axeSettingsPanel

```
GameObject MapEditor.Settings.axeSettingsPanel
```

8.47.2.4 axeSpeedSlider

```
GameObject MapEditor.Settings.axeSpeedSlider
```

8.47.2.5 bladeKeys

```
readonly string [] MapEditor.Settings.bladeKeys = { "crushTime", "upTime", "reload" } [private]
```

8.47.2.6 bladeLabels

```
readonly string [] MapEditor.Settings.bladeLabels = { "Crush Time: ", "Up Time: ", "Reload: " } [private]
```

8.47.2.7 bladeSettings

```
GameObject MapEditor.Settings.bladeSettings
```

8.47.2.8 bladeSliders

```
List<GameObject> MapEditor.Settings.bladeSliders
```

8.47.2.9 canonFireRateSlider

```
GameObject MapEditor.Settings.canonFireRateSlider
```

8.47.2.10 canonPanel

```
GameObject MapEditor.Settings.canonPanel
```

8.47.2.11 canonProjectileSpeedSlider

```
GameObject MapEditor.Settings.canonProjectileSpeedSlider
```

8.47.2.12 gridManager

```
GridManager MapEditor.Settings.gridManager [private]
```

8.47.2.13 keys

```
readonly string [] MapEditor.Settings.keys = { "startTime", "onTime", "offTime" } [private]
```

8.47.2.14 labels

```
readonly string [] MapEditor.Settings.labels = { "Start Delay: ", "On Time: ", "Off Time: " } [private]
```

8.47.2.15 sawSettings

```
GameObject MapEditor.Settings.sawSettings
```

8.47.2.16 sawSpeedSlider

```
GameObject MapEditor.Settings.sawSpeedSlider
```

8.47.2.17 selectedCanonPanel

```
GameObject MapEditor.Settings.selectedCanonPanel
```

8.47.2.18 spikeSettings

```
GameObject MapEditor.Settings.spikeSettings
```

8.47.2.19 spikeSliders

```
List<GameObject> MapEditor.Settings.spikeSliders
```

8.47.2.20 uiHandler

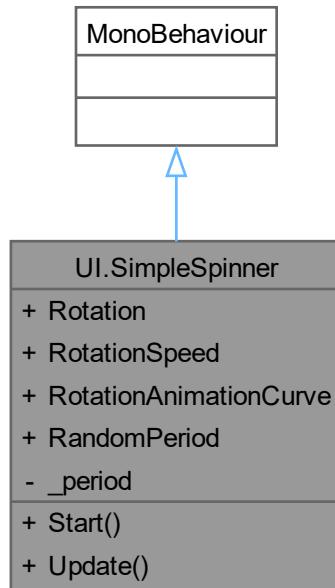
```
UiHandler MapEditor.Settings.uiHandler [private]
```

The documentation for this class was generated from the following file:

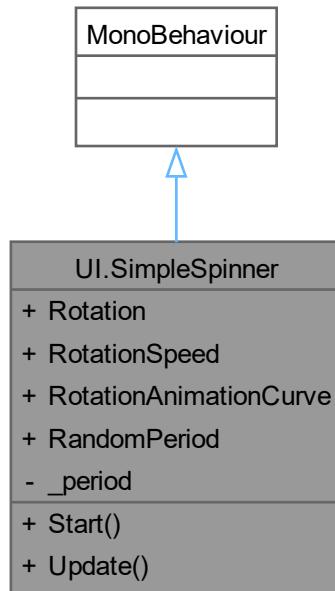
- Assets/Scripts/MapEditor/[Settings.cs](#)

8.48 UI.SimpleSpinner Class Reference

Inheritance diagram for UI.SimpleSpinner:



Collaboration diagram for UI.SimpleSpinner:



Public Member Functions

- void `Start ()`
- void `Update ()`

Public Attributes

- bool `Rotation` = true
- float `RotationSpeed` = 1
- AnimationCurve `RotationAnimationCurve` = AnimationCurve.Linear(0, 0, 1, 1)
- bool `RandomPeriod` = true

Private Attributes

- float `_period`

8.48.1 Member Function Documentation

8.48.1.1 Start()

```
void UI.SimpleSpinner.Start ()
```

8.48.1.2 Update()

```
void UI.SimpleSpinner.Update ()
```

8.48.2 Member Data Documentation

8.48.2.1 _period

```
float UI.SimpleSpinner._period [private]
```

8.48.2.2 RandomPeriod

```
bool UI.SimpleSpinner.RandomPeriod = true
```

8.48.2.3 Rotation

```
bool UI.SimpleSpinner.Rotation = true
```

8.48.2.4 RotationAnimationCurve

```
AnimationCurve UI.SimpleSpinner.RotationAnimationCurve = AnimationCurve.Linear(0, 0, 1, 1)
```

8.48.2.5 RotationSpeed

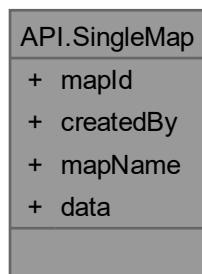
```
float UI.SimpleSpinner.RotationSpeed = 1
```

The documentation for this class was generated from the following file:

- [Assets/Scripts/UI/Spinner.cs](#)

8.49 API.SingleMap Class Reference

Collaboration diagram for API.SingleMap:



Public Attributes

- string `mapId`
- string `createdBy`
- string `mapName`
- string `data`

8.49.1 Member Data Documentation

8.49.1.1 `createdBy`

```
string API.SingleMap.createdBy
```

8.49.1.2 `data`

```
string API.SingleMap.data
```

8.49.1.3 `mapId`

```
string API.SingleMap.mapId
```

8.49.1.4 `mapName`

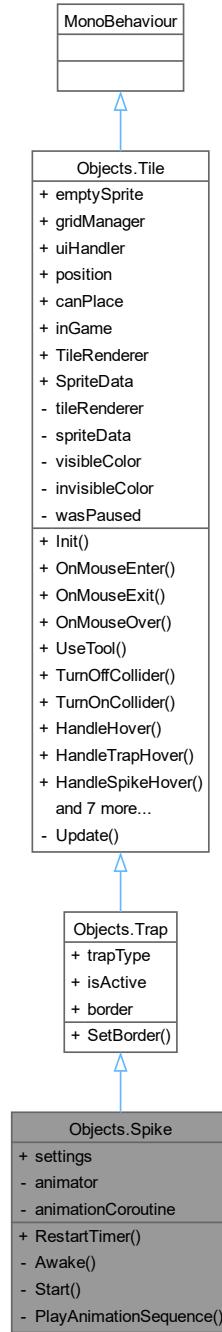
```
string API.SingleMap.mapName
```

The documentation for this class was generated from the following file:

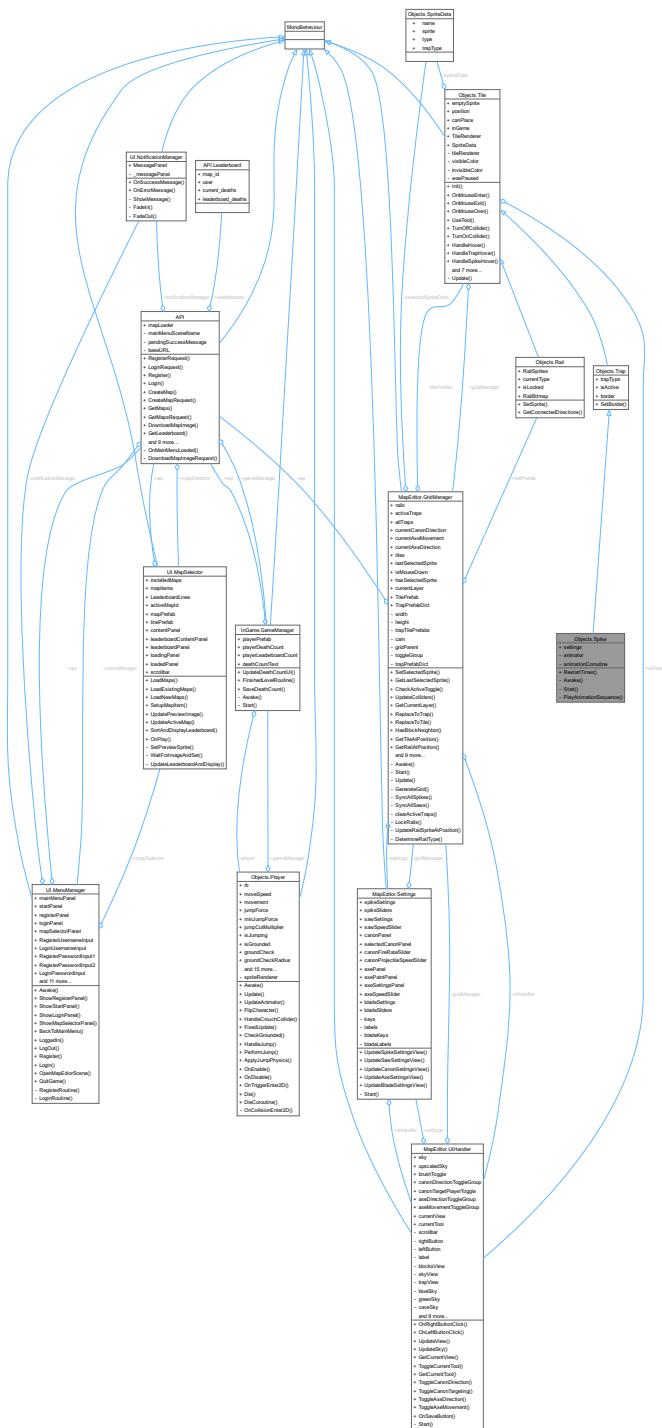
- Assets/Scripts/API.cs

8.50 Objects.Spike Class Reference

Inheritance diagram for Objects.Spike:



Collaboration diagram for Objects.Spike:



Public Member Functions

- void [RestartTimer \(\)](#)

Public Member Functions inherited from [Objects.Trap](#)

- void [SetBorder \(\)](#)

Public Member Functions inherited from [Objects.Tile](#)

- void [Init](#) (MapEditor.GridManager gridManager, Vector3 position)
- void [OnMouseEnter](#) ()
- void [OnMouseExit](#) ()
- void [OnMouseOver](#) ()
- void [UseTool](#) ()
- void [TurnOffCollider](#) ()
- void [TurnOnCollider](#) ()
- void [HandleHover](#) ()
- void [HandleTrapHover](#) (SpriteData selectedTile)
- void [HandleSpikeHover](#) (SpriteData selectedTile)
- void [HandlerRailHover](#) ()
- void [HandleSawHover](#) ()
- void [HandleCanonHover](#) ()
- void [HandleAxeHover](#) ()
- void [HandleBladeHover](#) ()
- void [HandleSpawnHover](#) ()
- void [HandleFinishHover](#) ()

Public Attributes

- Dictionary< string, float > [settings](#)

Public Attributes inherited from [Objects.Trap](#)

- TrapType [trapType](#)
- bool [isActive](#) = false
- GameObject [border](#)

Public Attributes inherited from [Objects.Tile](#)

- Sprite [emptySprite](#)
- MapEditor.GridManager [gridManager](#)
- UiHandler [uiHandler](#)
- Vector3 [position](#)
- bool [canPlace](#) = true
- bool [inGame](#)

Private Member Functions

- void [Awake](#) ()
- void [Start](#) ()
- IEnumerator [PlayAnimationSequence](#) ()

Private Attributes

- Animator [animator](#)
- Coroutine [animationCoroutine](#)

Additional Inherited Members

Properties inherited from [Objects.Tile](#)

- SpriteRenderer [TileRenderer](#) [get, set]
- SpriteData [SpriteData](#) [get, set]

8.50.1 Member Function Documentation

8.50.1.1 [Awake\(\)](#)

```
void Objects.Spike.Awake () [private]
```

8.50.1.2 [PlayAnimationSequence\(\)](#)

```
IEnumerator Objects.Spike.PlayAnimationSequence () [private]
```

Here is the caller graph for this function:



8.50.1.3 [RestartTimer\(\)](#)

```
void Objects.Spike.RestartTimer ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.50.1.4 Start()

```
void Objects.Spike.Start () [private]
```

Here is the call graph for this function:



8.50.2 Member Data Documentation

8.50.2.1 animationCoroutine

```
Coroutine Objects.Spike.animationCoroutine [private]
```

8.50.2.2 animator

```
Animator Objects.Spike.animator [private]
```

8.50.2.3 settings

```
Dictionary<string, float> Objects.Spike.settings
```

Initial value:

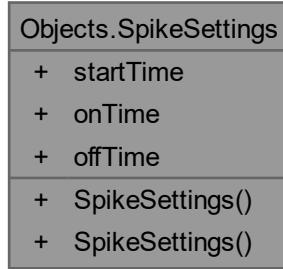
```
= new Dictionary<string, float>
{
    {"startTime", 0f},
    {"onTime", 1f},
    {"offTime", 1f}
}
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Spike.cs](#)

8.51 Objects.SpikeSettings Class Reference

Collaboration diagram for Objects.SpikeSettings:



Public Member Functions

- [SpikeSettings \(\)](#)
- [SpikeSettings \(Spike spike\)](#)

Public Attributes

- float [startTime](#)
- float [onTime](#)
- float [offTime](#)

8.51.1 Constructor & Destructor Documentation

8.51.1.1 SpikeSettings() [1/2]

```
Objects.SpikeSettings.SpikeSettings ()
```

8.51.1.2 SpikeSettings() [2/2]

```
Objects.SpikeSettings.SpikeSettings (
    Spike spike)
```

8.51.2 Member Data Documentation

8.51.2.1 offTime

```
float Objects.SpikeSettings.offTime
```

8.51.2.2 onTime

```
float Objects.SpikeSettings.onTime
```

8.51.2.3 startTime

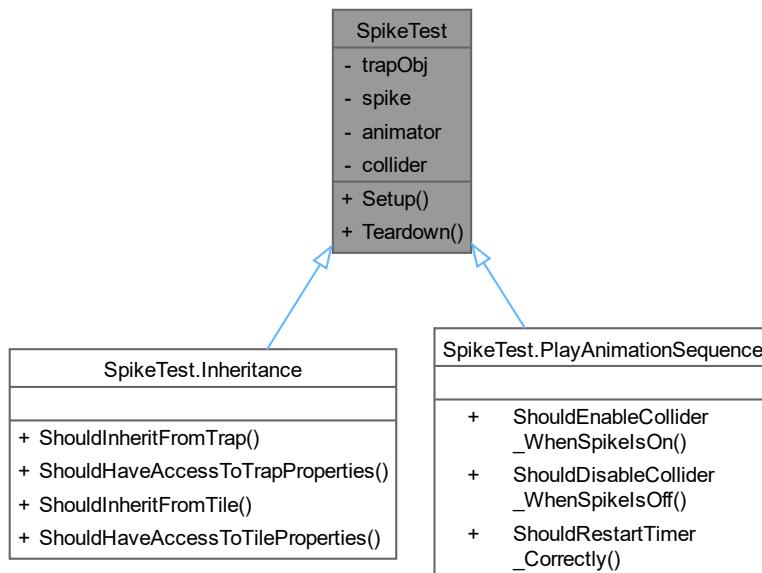
```
float Objects.SpikeSettings.startTime
```

The documentation for this class was generated from the following file:

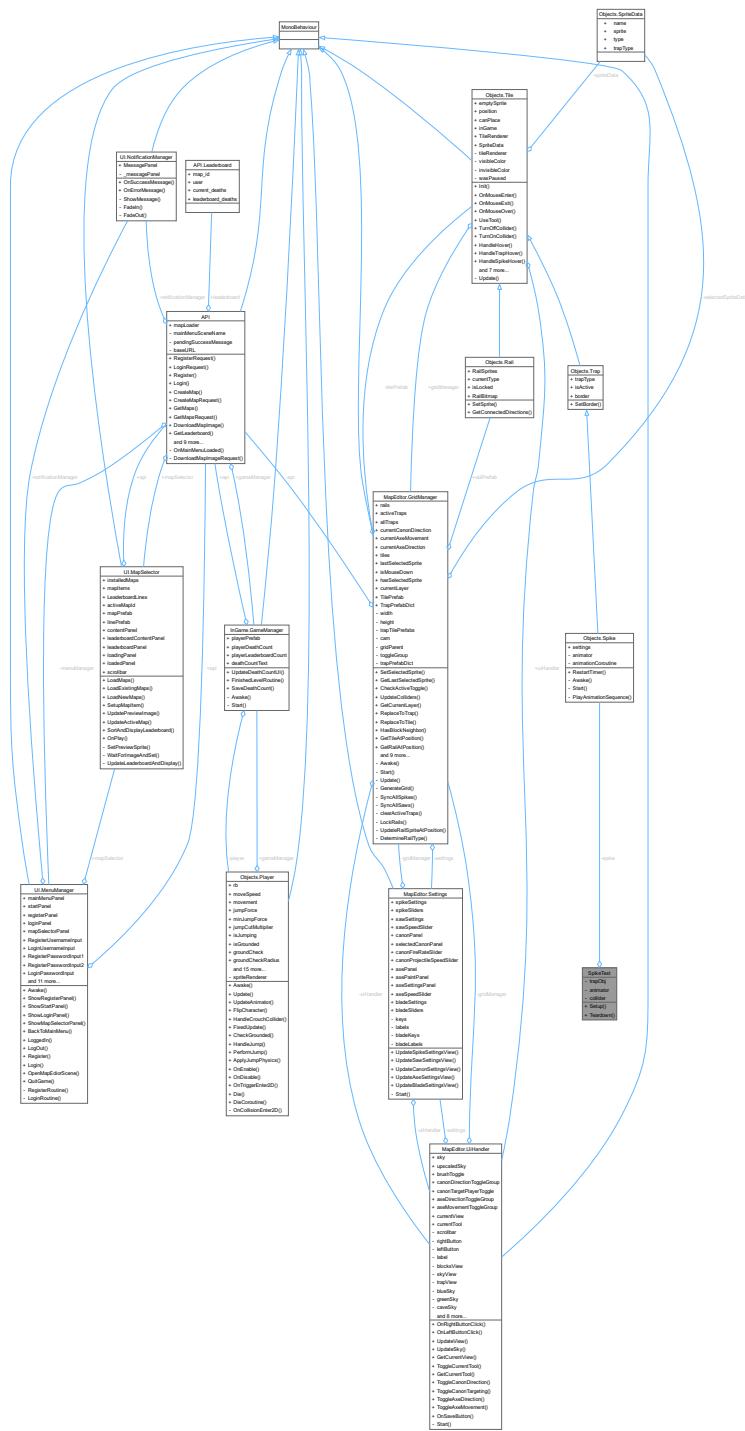
- Assets/Scripts/Objects/[Map.cs](#)

8.52 SpikeTest Class Reference

Inheritance diagram for SpikeTest:



Collaboration diagram for SpikeTest:



Classes

- class Inheritance
 - class PlayAnimationSequence

Public Member Functions

- void **Setup** ()
 - void **Teardown** ()

Private Attributes

- `GameObject trapObj`
- `Spike spike`
- `Animator animator`
- `BoxCollider2D collider`

8.52.1 Member Function Documentation

8.52.1.1 Setup()

```
void SpikeTest.Setup ()
```

8.52.1.2 Teardown()

```
void SpikeTest.TearDown ()
```

8.52.2 Member Data Documentation

8.52.2.1 animator

```
Animator SpikeTest.animator [private]
```

8.52.2.2 collider

```
BoxCollider2D SpikeTest.collider [private]
```

8.52.2.3 spike

```
Spike SpikeTest.spike [private]
```

8.52.2.4 trapObj

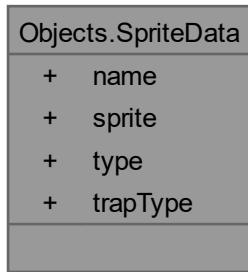
```
GameObject SpikeTest.trapObj [private]
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Tests/PlayMode/[SpikeTest.cs](#)

8.53 Objects.SpriteData Class Reference

Collaboration diagram for Objects.SpriteData:



Public Attributes

- string `name`
- Sprite `sprite`
- `SpriteType` `type`
- `TrapType` `trapType`

8.53.1 Member Data Documentation

8.53.1.1 `name`

```
string Objects.SpriteData.name
```

8.53.1.2 `sprite`

```
Sprite Objects.SpriteData.sprite
```

8.53.1.3 `trapType`

```
TrapType Objects.SpriteData.trapType
```

8.53.1.4 `type`

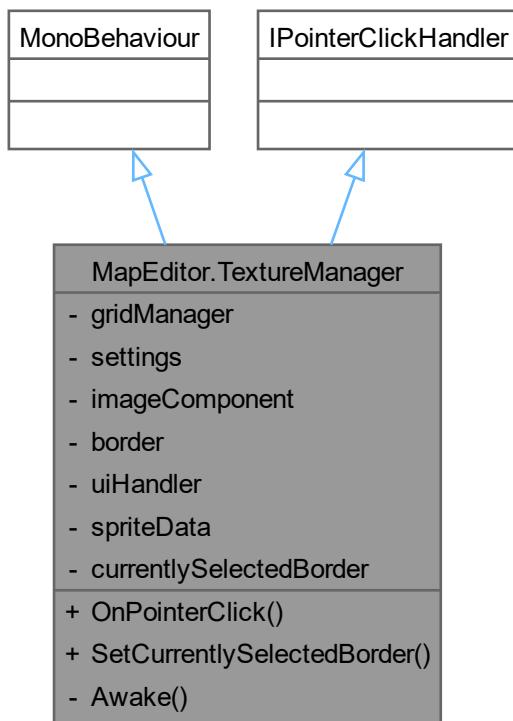
```
SpriteType Objects.SpriteData.type
```

The documentation for this class was generated from the following file:

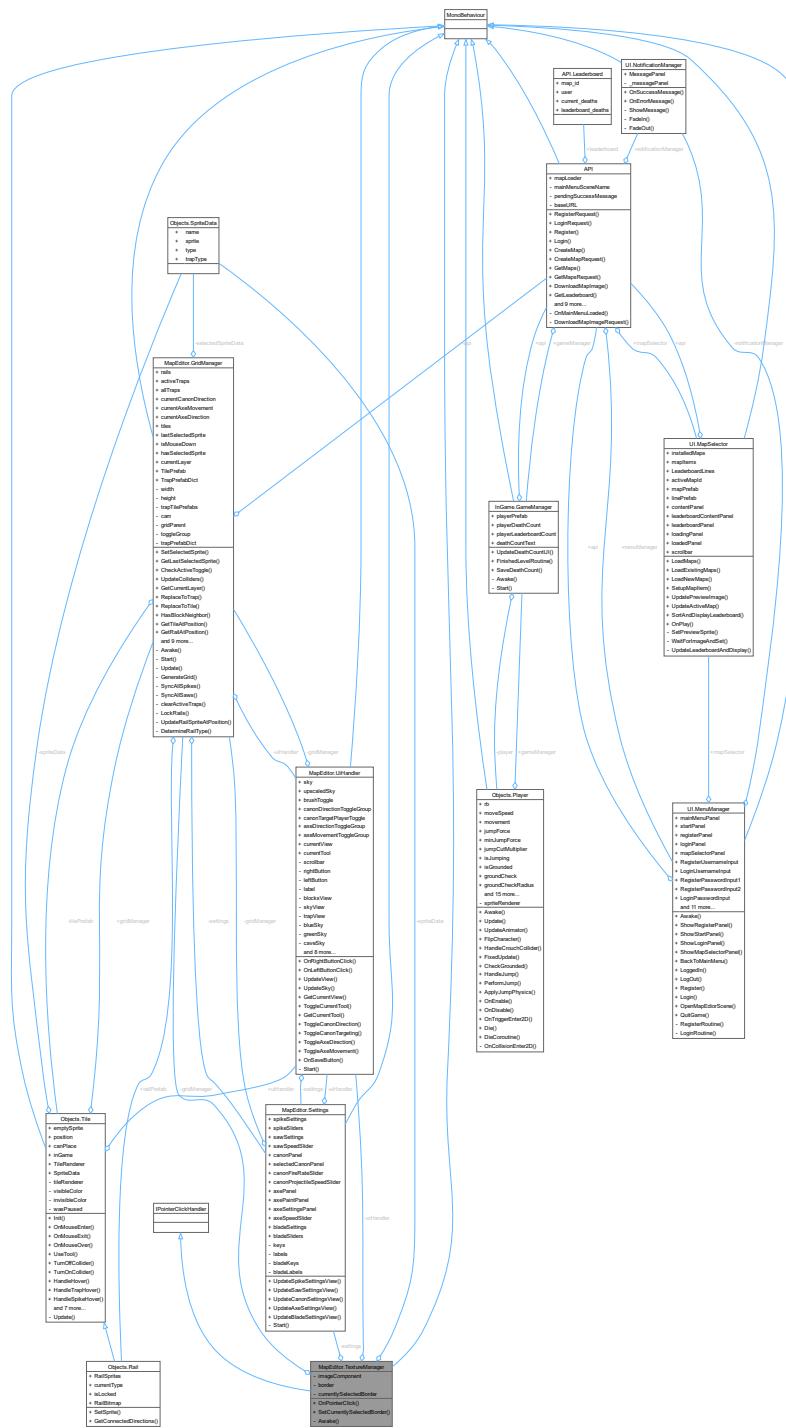
- Assets/Scripts/Objects/[Tile.cs](#)

8.54 MapEditor.TextureManager Class Reference

Inheritance diagram for MapEditor.TextureManager:



Collaboration diagram for MapEditor.TextureManager:



Public Member Functions

- void **OnPointerClick** (PointerEventData eventData)
 - void **SetCurrentlySelectedBorder** (View view, GameObject border)

Private Member Functions

- void Awake ()

Private Attributes

- MapEditor.GridManager gridManager
- Settings settings
- Image imageComponent
- GameObject border
- UiHandler uiHandler
- SpriteData spriteData = new SpriteData()

Static Private Attributes

- static Dictionary<[View](#), GameObject> currentlySelectedBorder

8.54.1 Member Function Documentation

8.54.1.1 Awake()

```
void MapEditor.TextureManager.Awake () [private]
```

8.54.1.2 OnPointerClick()

```
void MapEditor.TextureManager.OnPointerClick (
    PointerEventData eventData)
```

8.54.1.3 SetCurrentlySelectedBorder()

```
void MapEditor.TextureManager.SetCurrentlySelectedBorder (
    View view,
    GameObject border)
```

8.54.2 Member Data Documentation

8.54.2.1 border

```
GameObject MapEditor.TextureManager.border [private]
```

8.54.2.2 currentlySelectedBorder

```
Dictionary<View, GameObject> MapEditor.TextureManager.currentlySelectedBorder [static], [private]
```

Initial value:

```
= new Dictionary<View, GameObject>
{
    { View.Sky, null },
    { View.Blocks, null },
    { View.Traps, null }
}
```

8.54.2.3 gridManager

```
MapEditor.GridManager MapEditor.TextureManager.gridManager [private]
```

8.54.2.4 imageComponent

```
Image MapEditor.TextureManager.imageComponent [private]
```

8.54.2.5 settings

```
Settings MapEditor.TextureManager.settings [private]
```

8.54.2.6 spriteData

```
SpriteData MapEditor.TextureManager.spriteData = new SpriteData() [private]
```

8.54.2.7 uiHandler

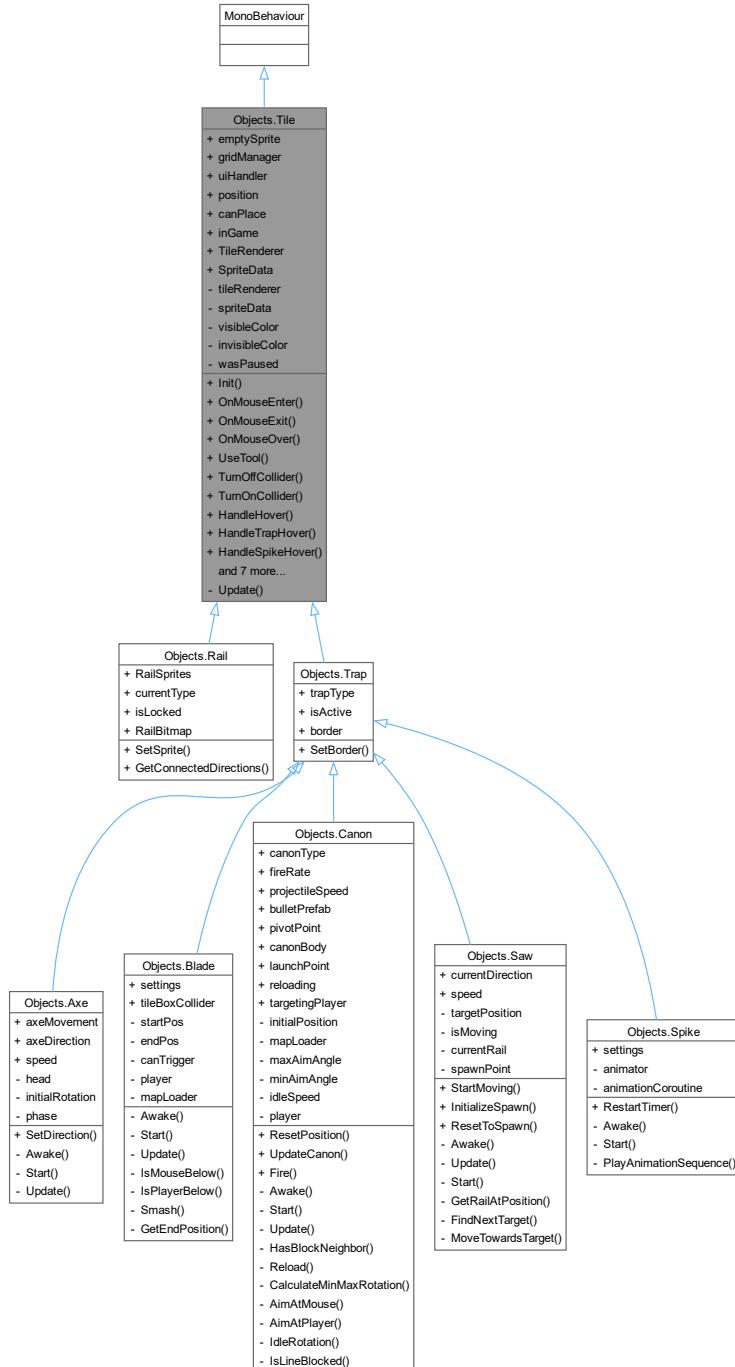
```
UiHandler MapEditor.TextureManager.uiHandler [private]
```

The documentation for this class was generated from the following file:

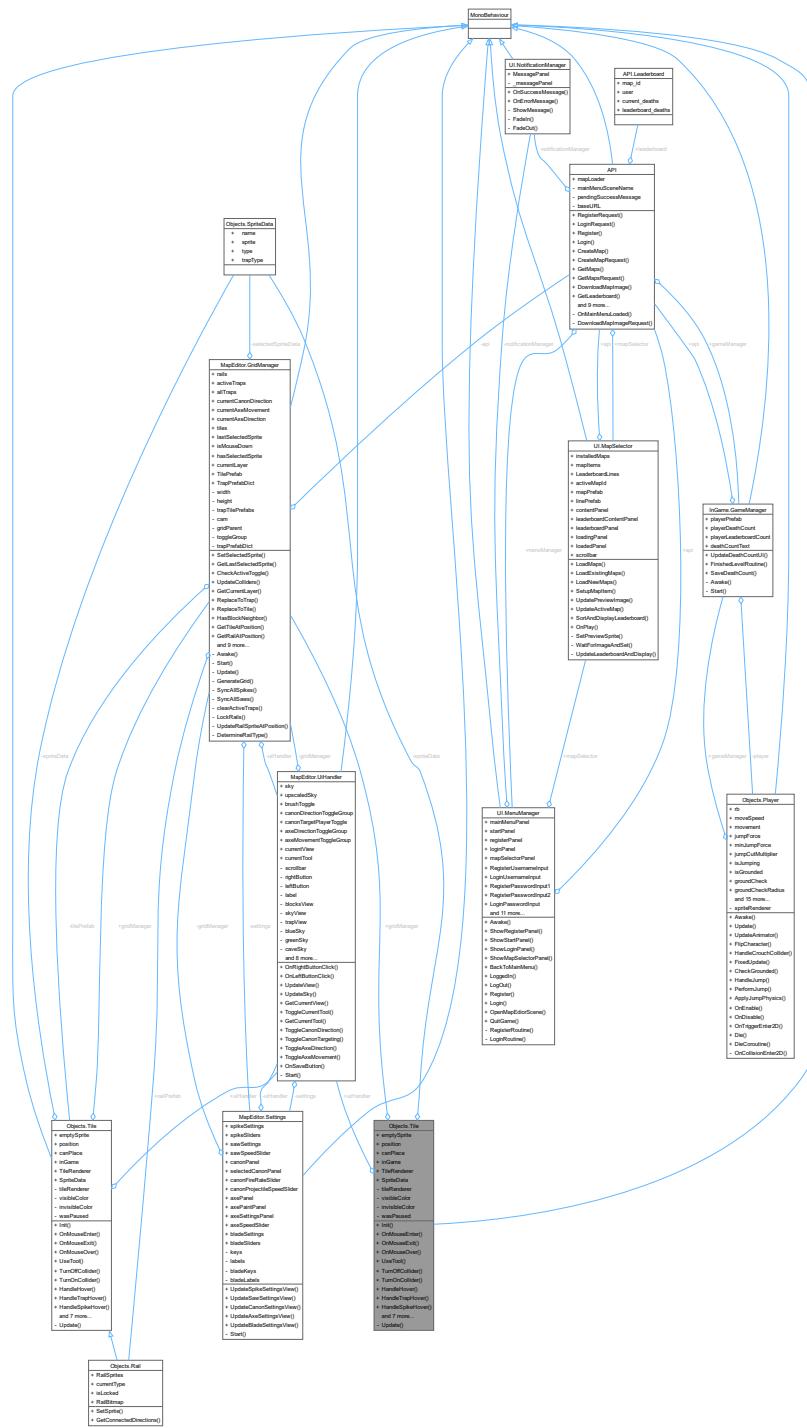
- Assets/Scripts/MapEditor/TextureManager.cs

8.55 Objects.Tile Class Reference

Inheritance diagram for Objects.Tile:



Collaboration diagram for Objects.Tile:



Public Member Functions

- void **Init** (MapEditor.GridManager gridManager, Vector3 position)
 - void **OnMouseEnter** ()
 - void **OnMouseExit** ()
 - void **OnMouseOver** ()
 - void **UseTool** ()

- void TurnOffCollider ()
- void TurnOnCollider ()
- void HandleHover ()
- void HandleTrapHover (SpriteData selectedTile)
- void HandleSpikeHover (SpriteData selectedTile)
- void HandlerRailHover ()
- void HandleSawHover ()
- void HandleCanonHover ()
- void HandleAxeHover ()
- void HandleBladeHover ()
- void HandleSpawnHover ()
- void HandleFinishHover ()

Public Attributes

- Sprite emptySprite
- MapEditor.GridManager gridManager
- UiHandler uiHandler
- Vector3 position
- bool canPlace = true
- bool inGame

Properties

- SpriteRenderer TileRenderer [get, set]
- SpriteData SpriteData [get, set]

Private Member Functions

- void Update ()

Private Attributes

- SpriteRenderer tileRenderer
- SpriteData spriteData
- Color visibleColor = new Color(1, 1, 1, 1)
- Color invisibleColor = new Color(1, 1, 1, 0)
- bool wasPaused = false

8.55.1 Member Function Documentation

8.55.1.1 HandleAxeHover()

```
void Objects.Tile.HandleAxeHover ()
```

Here is the caller graph for this function:



8.55.1.2 HandleBladeHover()

```
void Objects.Tile.HandleBladeHover ()
```

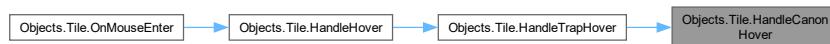
Here is the caller graph for this function:



8.55.1.3 HandleCanonHover()

```
void Objects.Tile.HandleCanonHover ()
```

Here is the caller graph for this function:



8.55.1.4 HandleFinishHover()

```
void Objects.Tile.HandleFinishHover ()
```

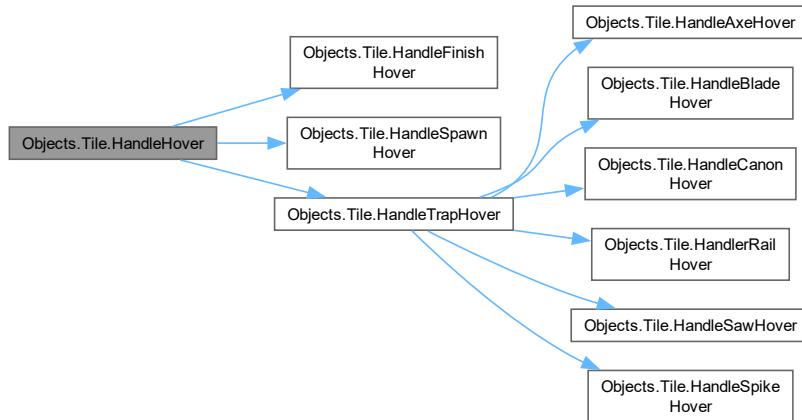
Here is the caller graph for this function:



8.55.1.5 HandleHover()

```
void Objects.Tile.HandleHover ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



8.55.1.6 HandlerRailHover()

```
void Objects.Tile.HandlerRailHover ()
```

Here is the caller graph for this function:



8.55.1.7 HandleSawHover()

```
void Objects.Tile.HandleSawHover ()
```

Here is the caller graph for this function:



8.55.1.8 HandleSpawnHover()

```
void Objects.Tile.HandleSpawnHover ()
```

Here is the caller graph for this function:



8.55.1.9 HandleSpikeHover()

```
void Objects.Tile.HandleSpikeHover (
    SpriteData selectedTile)
```

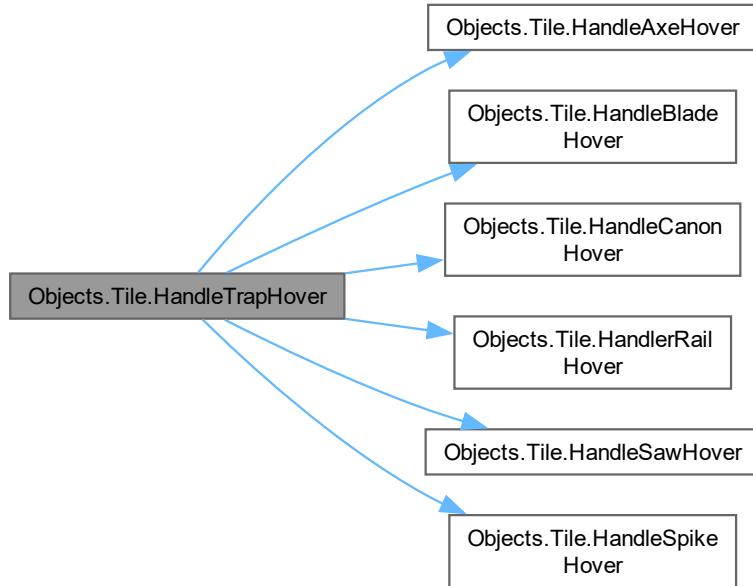
Here is the caller graph for this function:



8.55.1.10 HandleTrapHover()

```
void Objects.Tile.HandleTrapHover (
    SpriteData selectedTile)
```

Here is the call graph for this function:



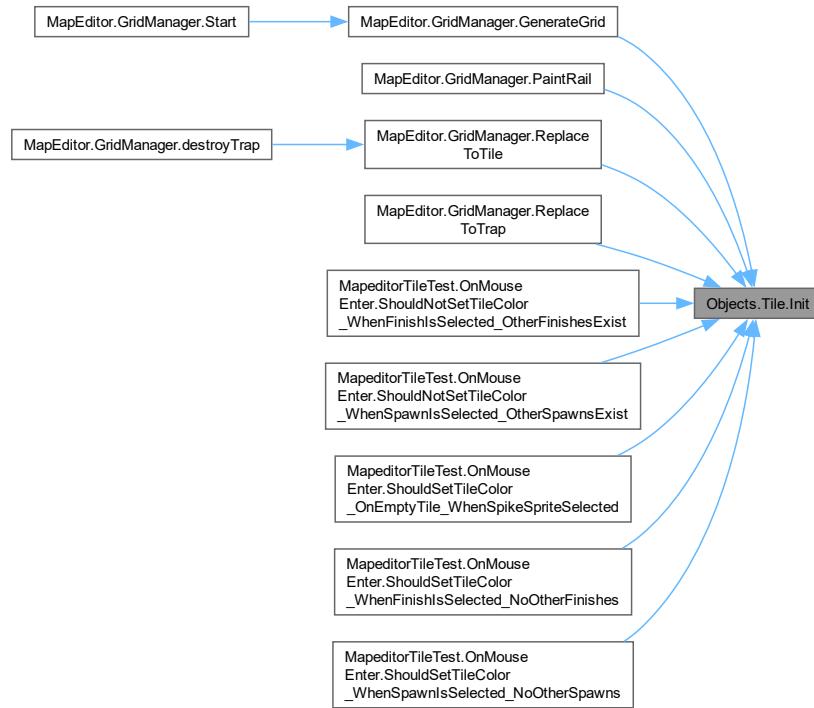
Here is the caller graph for this function:



8.55.1.11 Init()

```
void Objects.Tile.Init (
    MapEditor.GridManager gridManager,
    Vector3 position)
```

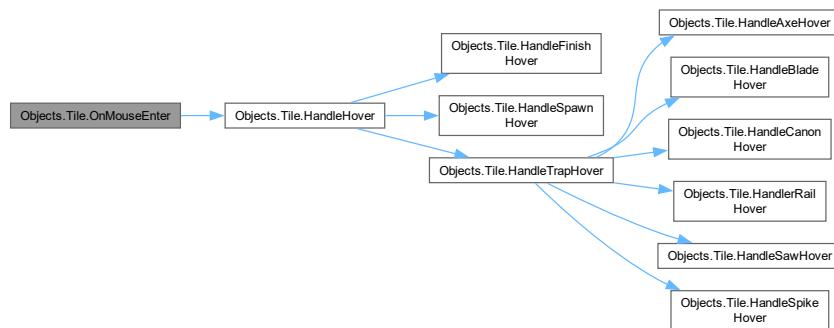
Here is the caller graph for this function:



8.55.1.12 OnMouseEnter()

```
void Objects.Tile.OnMouseEnter ()
```

Here is the call graph for this function:



8.55.1.13 OnMouseExit()

```
void Objects.Tile.OnMouseExit ()
```

8.55.1.14 OnMouseOver()

```
void Objects.Tile.OnMouseOver ()
```

Here is the call graph for this function:



8.55.1.15 TurnOffCollider()

```
void Objects.Tile.TurnOffCollider ()
```

8.55.1.16 TurnOnCollider()

```
void Objects.Tile.TurnOnCollider ()
```

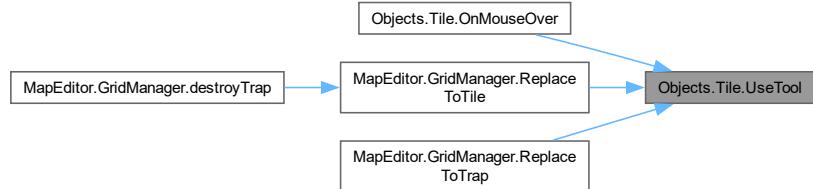
8.55.1.17 Update()

```
void Objects.Tile.Update () [private]
```

8.55.1.18 UseTool()

```
void Objects.Tile.UseTool ()
```

Here is the caller graph for this function:



8.55.2 Member Data Documentation

8.55.2.1 canPlace

```
bool Objects.Tile.canPlace = true
```

8.55.2.2 emptySprite

```
Sprite Objects.Tile.emptySprite
```

8.55.2.3 gridManager

```
MapEditor.GridManager Objects.Tile.gridManager
```

8.55.2.4 inGame

```
bool Objects.Tile.inGame
```

8.55.2.5 invisibleColor

```
Color Objects.Tile.invisibleColor = new Color(1, 1, 1, 0) [private]
```

8.55.2.6 position

```
Vector3 Objects.Tile.position
```

8.55.2.7 spriteData

```
SpriteData Objects.Tile.spriteData [private]
```

8.55.2.8 tileRenderer

```
SpriteRenderer Objects.Tile.tileRenderer [private]
```

8.55.2.9 uiHandler

```
UiHandler Objects.Tile.uiHandler
```

8.55.2.10 visibleColor

```
Color Objects.Tile.visibleColor = new Color(1, 1, 1, 1) [private]
```

8.55.2.11 wasPaused

```
bool Objects.Tile.wasPaused = false [private]
```

8.55.3 Property Documentation

8.55.3.1 SpriteData

```
SpriteData Objects.Tile.SpriteData [get], [set]
```

8.55.3.2 TileRenderer

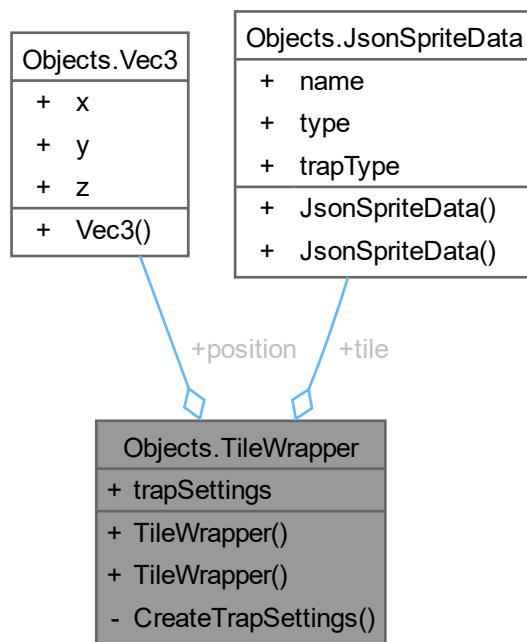
```
SpriteRenderer Objects.Tile.TileRenderer [get], [set]
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Objects/[Tile.cs](#)

8.56 Objects.TileWrapper Class Reference

Collaboration diagram for Objects.TileWrapper:



Public Member Functions

- `TileWrapper ()`
- `TileWrapper (Vector3 position, Tile tile)`

Public Attributes

- `Vec3 position`
- `JsonSpriteData tile`
- object `trapSettings`

Static Private Member Functions

- static object `CreateTrapSettings (Tile tile)`

8.56.1 Constructor & Destructor Documentation

8.56.1.1 `TileWrapper()` [1/2]

```
Objects.TileWrapper.TileWrapper ()
```

8.56.1.2 `TileWrapper()` [2/2]

```
Objects.TileWrapper.TileWrapper (
    Vector3 position,
    Tile tile)
```

Here is the call graph for this function:



8.56.2 Member Function Documentation

8.56.2.1 CreateTrapSettings()

```
object Objects.TileWrapper.CreateTrapSettings (
    Tile tile) [static], [private]
```

Here is the caller graph for this function:



8.56.3 Member Data Documentation

8.56.3.1 position

```
Vec3 Objects.TileWrapper.position
```

8.56.3.2 tile

```
JsonSpriteData Objects.TileWrapper.tile
```

8.56.3.3 trapSettings

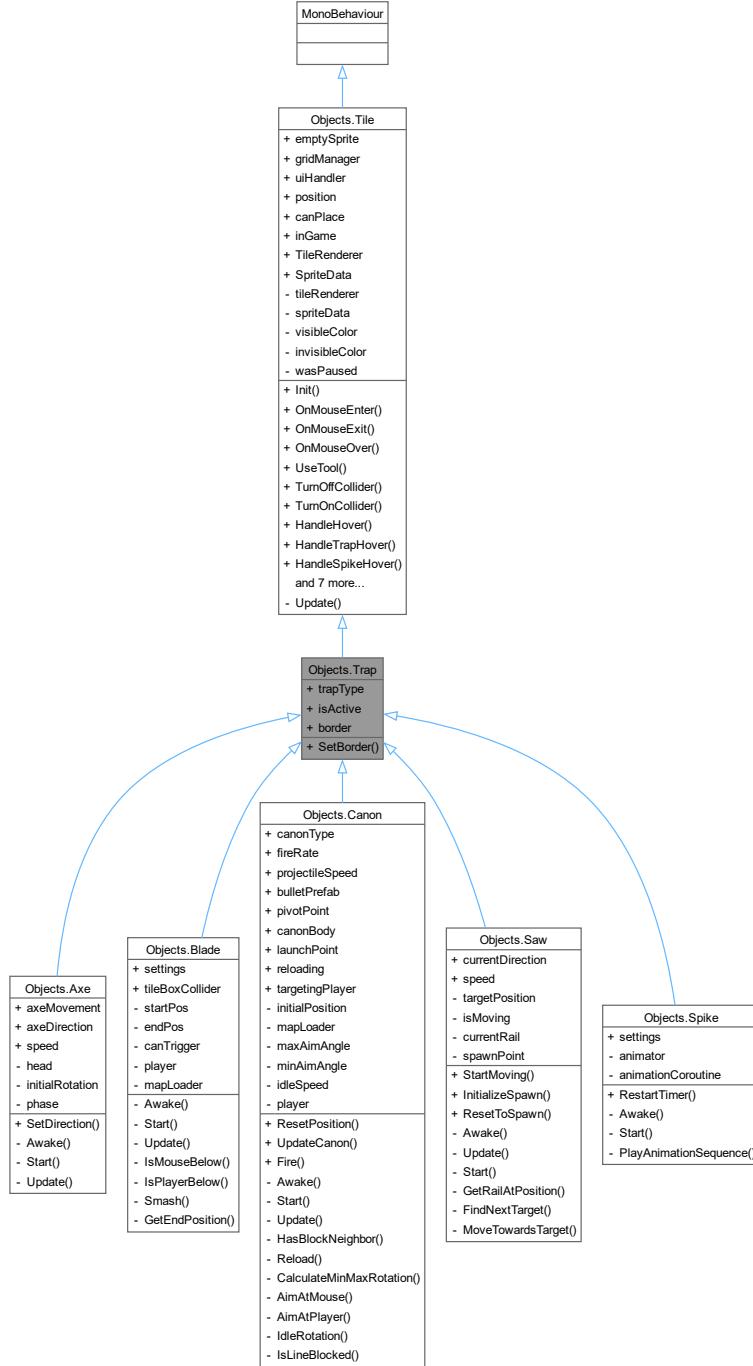
```
object Objects.TileWrapper.trapSettings
```

The documentation for this class was generated from the following file:

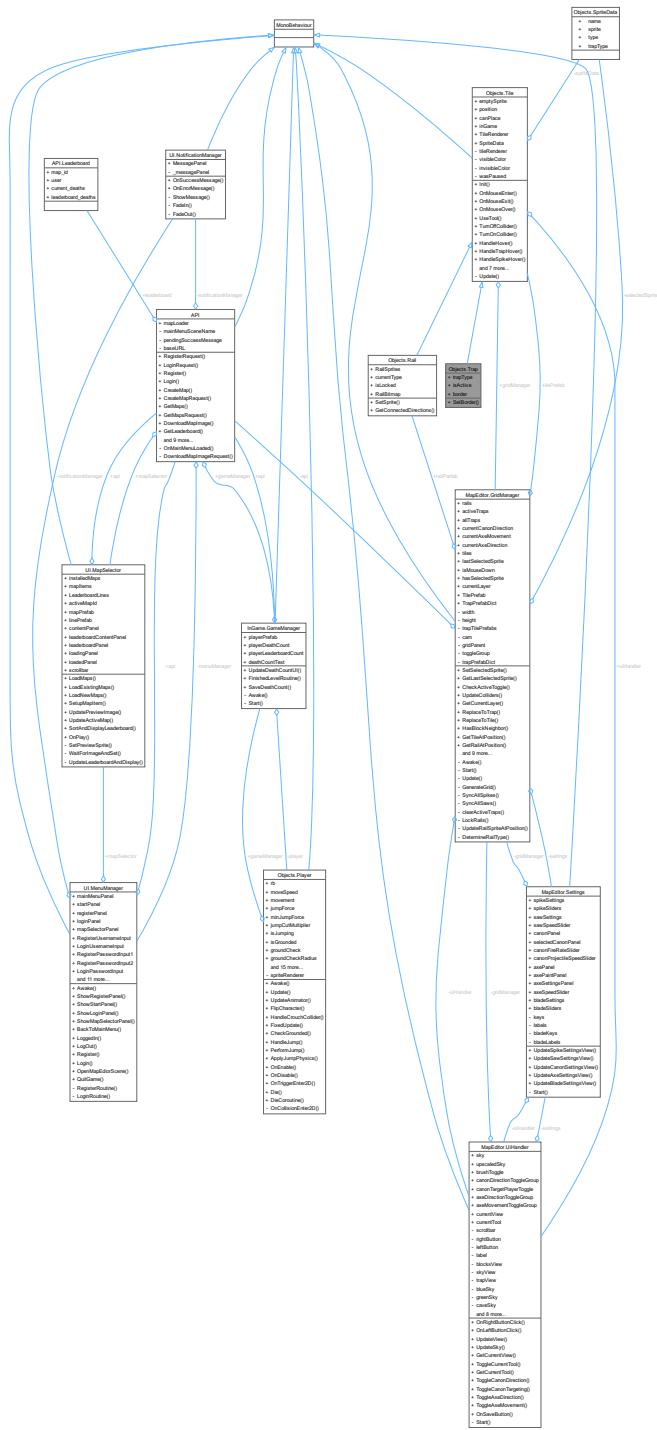
- Assets/Scripts/Objects/[Map.cs](#)

8.57 Objects.Trap Class Reference

Inheritance diagram for Objects.Trap:



Collaboration diagram for Objects.Trap:



Public Member Functions

- void SetBorder ()

Public Member Functions inherited from [Objects.Tile](#)

- void **Init** (MapEditor.GridManager gridManager, Vector3 position)

- void [OnMouseEnter](#) ()
- void [OnMouseExit](#) ()
- void [OnMouseOver](#) ()
- void [UseTool](#) ()
- void [TurnOffCollider](#) ()
- void [TurnOnCollider](#) ()
- void [HandleHover](#) ()
- void [HandleTrapHover](#) ([SpriteData](#) selectedTile)
- void [HandleSpikeHover](#) ([SpriteData](#) selectedTile)
- void [HandlerRailHover](#) ()
- void [HandleSawHover](#) ()
- void [HandleCanonHover](#) ()
- void [HandleAxeHover](#) ()
- void [HandleBladeHover](#) ()
- void [HandleSpawnHover](#) ()
- void [HandleFinishHover](#) ()

Public Attributes

- [TrapType trapType](#)
- bool [isActive](#) = false
- [GameObject border](#)

Public Attributes inherited from [Objects.Tile](#)

- Sprite [emptySprite](#)
- [MapEditor.GridManager](#) gridManager
- [UiHandler](#) uiHandler
- Vector3 position
- bool [canPlace](#) = true
- bool [inGame](#)

Additional Inherited Members

Properties inherited from [Objects.Tile](#)

- [SpriteRenderer TileRenderer](#) [get, set]
- [SpriteData SpriteData](#) [get, set]

8.57.1 Member Function Documentation

8.57.1.1 [SetBorder\(\)](#)

```
void Objects.Trap.SetBorder ()
```

Here is the caller graph for this function:



8.57.2 Member Data Documentation

8.57.2.1 border

GameObject Objects.Trap.border

8.57.2.2 isActive

bool Objects.Trap.isActive = false

8.57.2.3 trapType

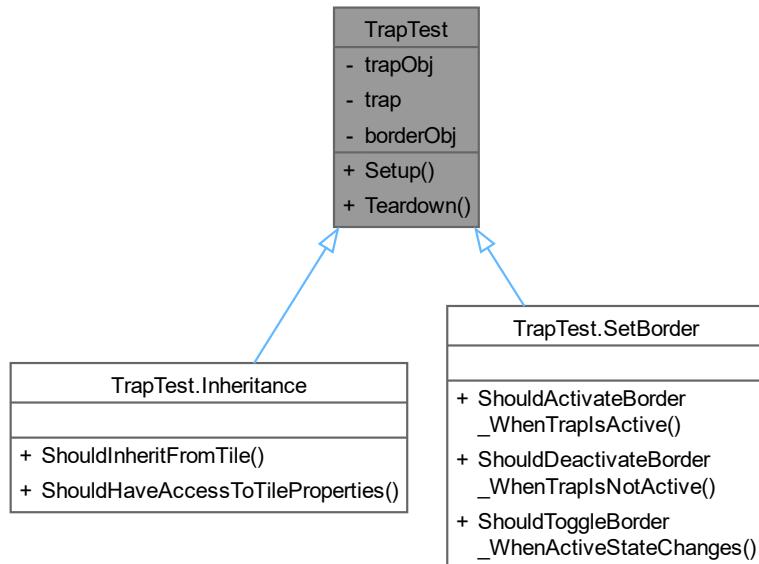
[TrapType](#) Objects.Trap.trapType

The documentation for this class was generated from the following file:

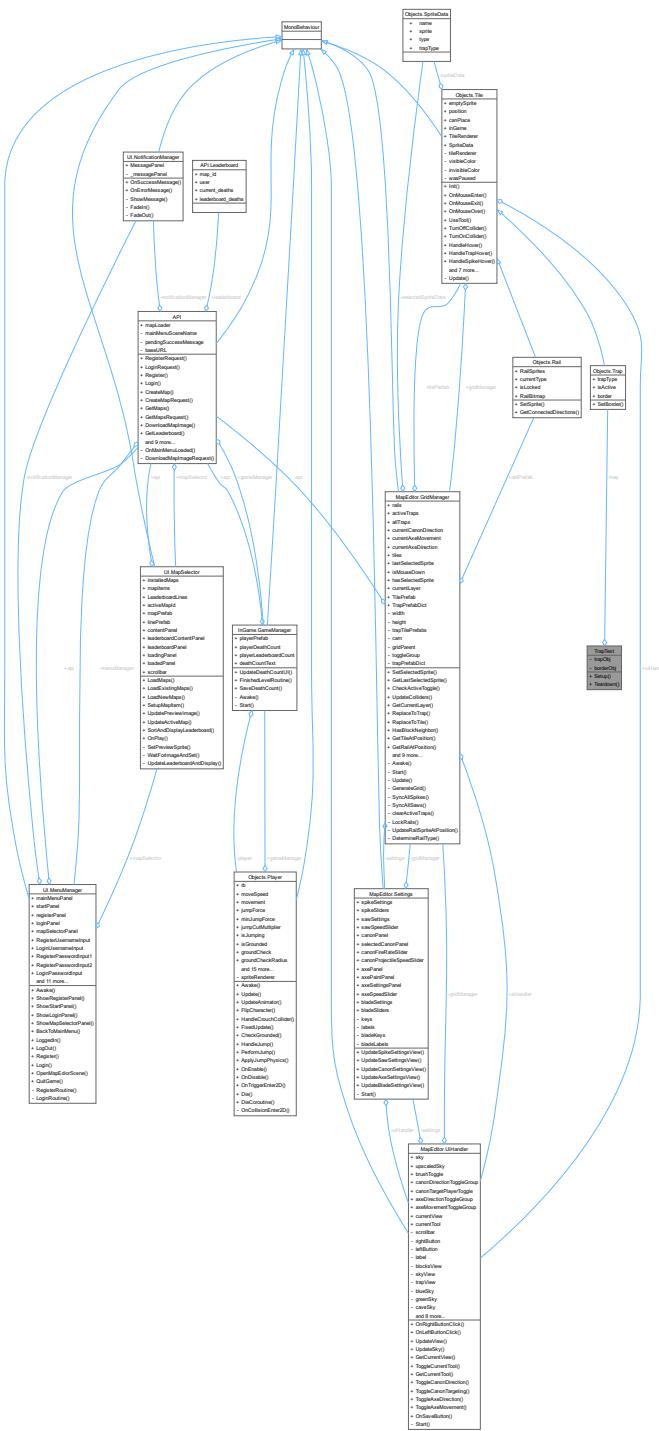
- Assets/Scripts/Objects/[Trap.cs](#)

8.58 TrapTest Class Reference

Inheritance diagram for TrapTest:



Collaboration diagram for TrapTest:



Classes

- class Inheritance
 - class SetBorder

Public Member Functions

- void **Setup** ()
 - void **Teardown** ()

Private Attributes

- GameObject [trapObj](#)
- [Trap trap](#)
- GameObject [borderObj](#)

8.58.1 Member Function Documentation

8.58.1.1 [Setup\(\)](#)

```
void TrapTest.Setup ()
```

8.58.1.2 [Teardown\(\)](#)

```
void TrapTest.TearDown ()
```

8.58.2 Member Data Documentation

8.58.2.1 [borderObj](#)

```
GameObject TrapTest.borderObj [private]
```

8.58.2.2 [trap](#)

```
Trap TrapTest.trap [private]
```

8.58.2.3 [trapObj](#)

```
GameObject TrapTest.trapObj [private]
```

The documentation for this class was generated from the following file:

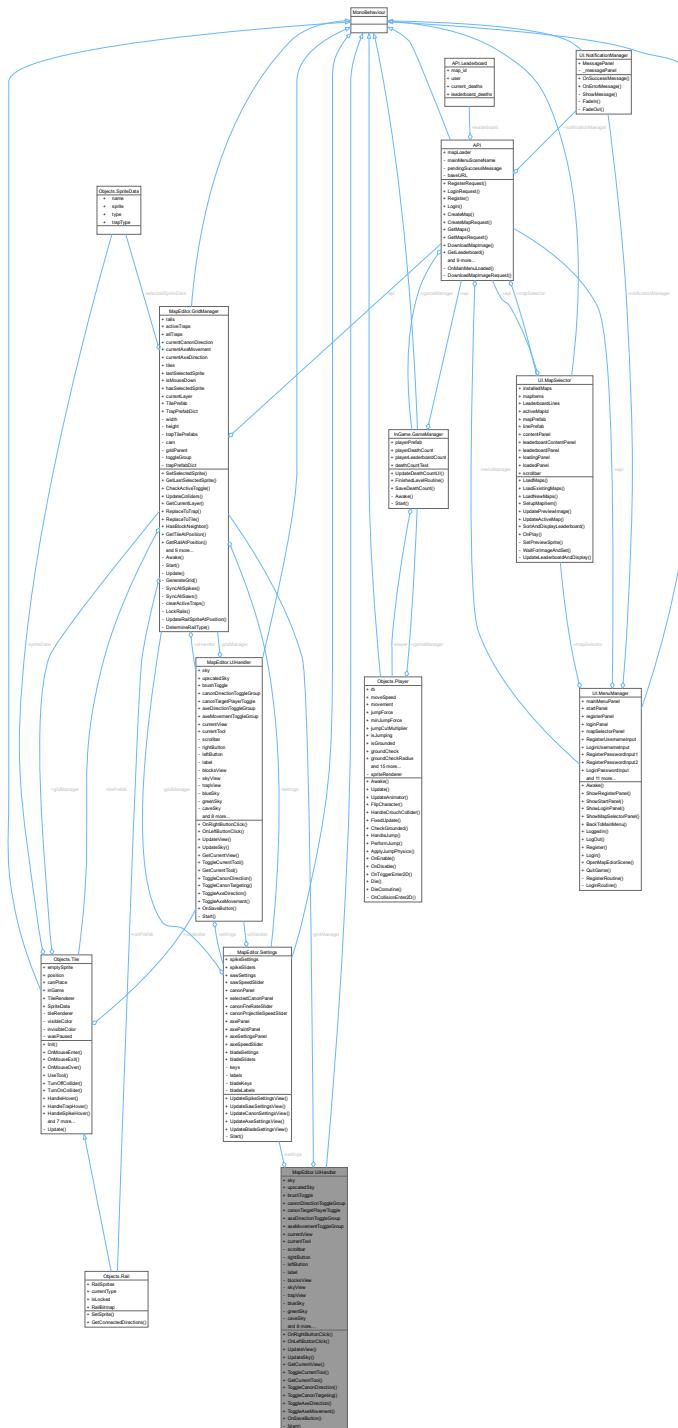
- Assets/Scripts/Tests/[TrapTest.cs](#)

8.59 MapEditor.UiHandler Class Reference

Inheritance diagram for MapEditor.UiHandler:



Collaboration diagram for MapEditor.UiHandler:



Public Member Functions

- void **OnRightButtonClick** ()
 - void **OnLeftButtonClick** ()
 - void **UpdateView** ()
 - void **UpdateSky** (Sprite newSky)
 - View **GetCurrentView** ()

- void `ToggleCurrentTool ()`
- `Tool GetCurrentTool ()`
- void `ToggleCanonDirection ()`
- void `ToggleCanonTargeting ()`
- void `ToggleAxeDirection ()`
- void `ToggleAxeMovement ()`
- void `OnSaveButton ()`

Public Attributes

- `GameObject sky`
- `GameObject upscaledSky`
- `Toggle brushToggle`
- `ToggleGroup canonDirectionToggleGroup`
- `Toggle canonTargetPlayerToggle`
- `ToggleGroup axeDirectionToggleGroup`
- `ToggleGroup axeMovementToggleGroup`
- `View currentView = View.Sky`
- `Tool currentTool = Tool.Brush`

Private Member Functions

- void `Start ()`

Private Attributes

- `Scrollbar scrollbar`
- `Button rightButton`
- `Button leftButton`
- `TextMeshProUGUI label`
- `GameObject blocksView`
- `GameObject skyView`
- `GameObject trapView`
- `Sprite blueSky`
- `Sprite greenSky`
- `Sprite caveSky`
- `ToggleGroup toolToggleGroup`
- `GameObject settingsToggle`
- `Toggle railToggle`
- `MapEditor.GridManager gridManager`
- `GameObject trapSettingsPanel`
- `Settings settings`
- `UI.NotificationManager notificationManager`
- `GameObject savePanel`
- `TMPro.TMP_InputField mapNameInput`
- `bool isSavePanelOpen = false`

8.59.1 Member Function Documentation

8.59.1.1 GetCurrentTool()

```
Tool MapEditor.UiHandler.GetCurrentTool ()
```

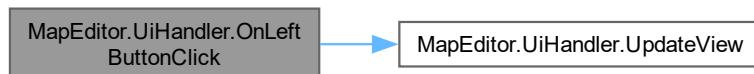
8.59.1.2 GetCurrentView()

```
View MapEditor.UiHandler.GetCurrentView ()
```

8.59.1.3 OnLeftButtonClick()

```
void MapEditor.UiHandler.OnLeftButtonClick ()
```

Here is the call graph for this function:



8.59.1.4 OnRightButtonClick()

```
void MapEditor.UiHandler.OnRightButtonClick ()
```

Here is the call graph for this function:



8.59.1.5 OnSaveButton()

```
void MapEditor.UiHandler.OnSaveButton ()
```

8.59.1.6 Start()

```
void MapEditor.UiHandler.Start () [private]
```

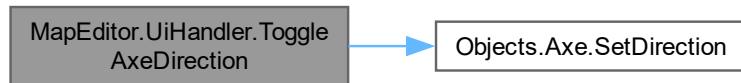
Here is the call graph for this function:



8.59.1.7 ToggleAxeDirection()

```
void MapEditor.UiHandler.ToggleAxeDirection ()
```

Here is the call graph for this function:



8.59.1.8 ToggleAxeMovement()

```
void MapEditor.UiHandler.ToggleAxeMovement ()
```

8.59.1.9 ToggleCanonDirection()

```
void MapEditor.UiHandler.ToggleCanonDirection ()
```

Here is the call graph for this function:



8.59.1.10 ToggleCanonTargeting()

```
void MapEditor.UiHandler.ToggleCanonTargeting ()
```

Here is the call graph for this function:



8.59.1.11 ToggleCurrentTool()

```
void MapEditor.UiHandler.ToggleCurrentTool ()
```

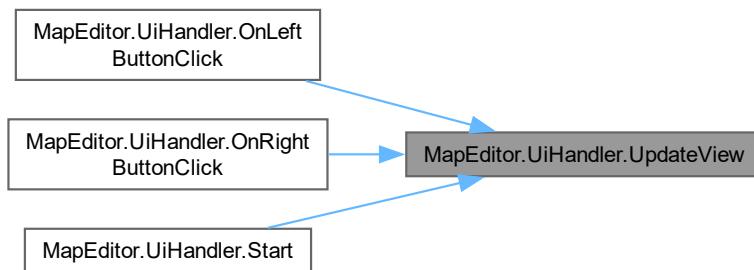
8.59.1.12 UpdateSky()

```
void MapEditor.UiHandler.UpdateSky (Sprite newSky)
```

8.59.1.13 UpdateView()

```
void MapEditor.UiHandler.UpdateView ()
```

Here is the caller graph for this function:



8.59.2 Member Data Documentation

8.59.2.1 axeDirectionToggleGroup

```
ToggleGroup MapEditor.UiHandler.axeDirectionToggleGroup
```

8.59.2.2 axeMovementToggleGroup

```
ToggleGroup MapEditor.UiHandler.axeMovementToggleGroup
```

8.59.2.3 blocksView

```
GameObject MapEditor.UiHandler.blocksView [private]
```

8.59.2.4 blueSky

```
Sprite MapEditor.UiHandler.blueSky [private]
```

8.59.2.5 brushToggle

```
Toggle MapEditor.UiHandler.brushToggle
```

8.59.2.6 canonDirectionToggleGroup

```
ToggleGroup MapEditor.UiHandler.canonDirectionToggleGroup
```

8.59.2.7 canonTargetPlayerToggle

```
Toggle MapEditor.UiHandler.canonTargetPlayerToggle
```

8.59.2.8 caveSky

```
Sprite MapEditor.UiHandler.caveSky [private]
```

8.59.2.9 currentTool

```
Tool MapEditor.UiHandler.currentTool = Tool.Brush
```

8.59.2.10 currentView

```
View MapEditor.UiHandler.currentView = View.Sky
```

8.59.2.11 greenSky

```
Sprite MapEditor.UiHandler.greenSky [private]
```

8.59.2.12 gridManager

```
MapEditor.GridManager MapEditor.UiHandler.gridManager [private]
```

8.59.2.13 isSavePanelOpen

```
bool MapEditor.UiHandler.isSavePanelOpen = false [private]
```

8.59.2.14 label

```
TextMeshProUGUI MapEditor.UiHandler.label [private]
```

8.59.2.15 leftButton

```
Button MapEditor.UiHandler.leftButton [private]
```

8.59.2.16 mapNameInput

```
TMP_InputField MapEditor.UiHandler.mapNameInput [private]
```

8.59.2.17 notificationManager

```
UI.NotificationManager MapEditor.UiHandler.notificationManager [private]
```

8.59.2.18 railToggle

```
Toggle MapEditor.UiHandler.railToggle [private]
```

8.59.2.19 rightButton

```
Button MapEditor.UiHandler.rightButton [private]
```

8.59.2.20 savePanel

```
GameObject MapEditor.UiHandler.savePanel [private]
```

8.59.2.21 scrollbar

```
Scrollbar MapEditor.UiHandler.scrollbar [private]
```

8.59.2.22 settings

```
Settings MapEditor.UiHandler.settings [private]
```

8.59.2.23 settingsToggle

```
GameObject MapEditor.UiHandler.settingsToggle [private]
```

8.59.2.24 sky

```
GameObject MapEditor.UiHandler.sky
```

8.59.2.25 skyView

```
GameObject MapEditor.UiHandler.skyView [private]
```

8.59.2.26 toolToggleGroup

```
ToggleGroup MapEditor.UiHandler.toolToggleGroup [private]
```

8.59.2.27 trapSettingsPanel

```
GameObject MapEditor.UiHandler.trapSettingsPanel [private]
```

8.59.2.28 trapView

```
GameObject MapEditor.UiHandler.trapView [private]
```

8.59.2.29 upscaledSky

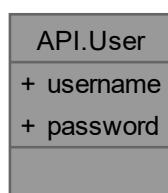
```
GameObject MapEditor.UiHandler.upscaledSky
```

The documentation for this class was generated from the following file:

- Assets/Scripts/MapEditor/[UiHandler.cs](#)

8.60 API.User Class Reference

Collaboration diagram for API.User:



Public Attributes

- string `username`
- string `password`

8.60.1 Member Data Documentation

8.60.1.1 `password`

```
string API.User.password
```

8.60.1.2 `username`

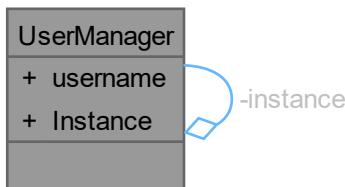
```
string API.User.username
```

The documentation for this class was generated from the following file:

- Assets/Scripts/API.cs

8.61 UserManager Class Reference

Collaboration diagram for UserManager:



Public Attributes

- string `username`

Properties

- static `UserManager Instance [get]`

Static Private Attributes

- static [UserManager instance](#)

8.61.1 Member Data Documentation

8.61.1.1 instance

```
UserManager UserManager.instance [static], [private]
```

8.61.1.2 username

```
string UserManager.username
```

8.61.2 Property Documentation

8.61.2.1 Instance

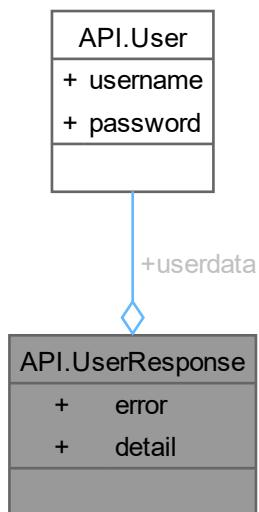
```
UserManager UserManager.Instance [static], [get]
```

The documentation for this class was generated from the following file:

- Assets/Scripts/[UserManager.cs](#)

8.62 API.UserResponse Class Reference

Collaboration diagram for API.UserResponse:



Public Attributes

- string [error](#)
- string [detail](#)
- [User userdata](#)

8.62.1 Member Data Documentation**8.62.1.1 detail**

```
string API.UserResponse.detail
```

8.62.1.2 error

```
string API.UserResponse.error
```

8.62.1.3 userdata

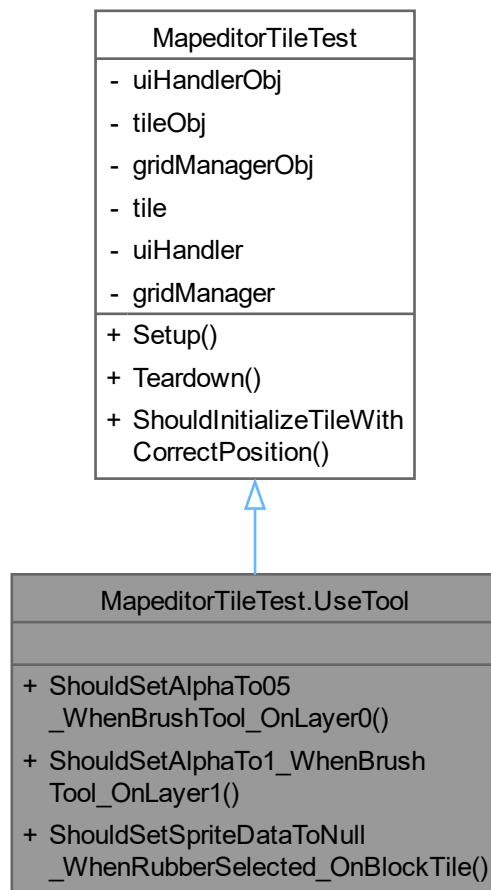
```
User API.UserResponse.userdata
```

The documentation for this class was generated from the following file:

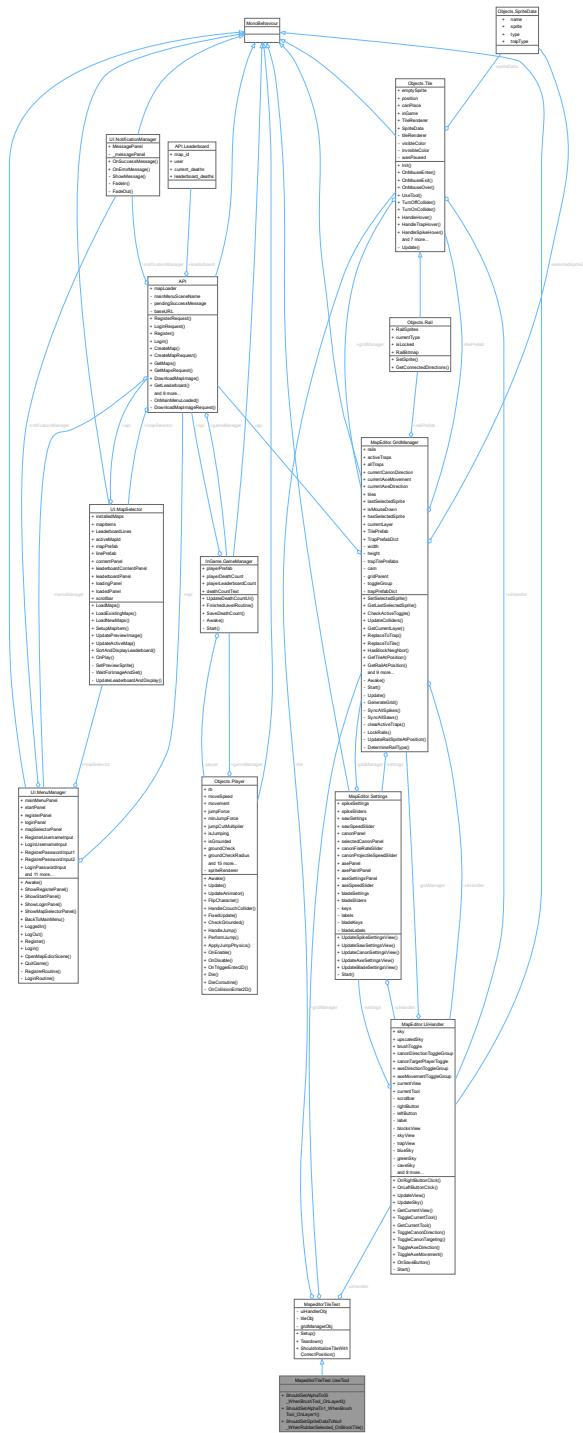
- Assets/Scripts/[API.cs](#)

8.63 MapeditorTileTest.UseTool Class Reference

Inheritance diagram for MapeditorTileTest.UseTool:



Collaboration diagram for MapeditorTileTest.UseTool:



Public Member Functions

- void ShouldSetAlphaTo05_WhenBrushTool_OnLayer0 ()
 - void ShouldSetAlphaTo1_WhenBrushTool_OnLayer1 ()
 - void ShouldSetSpriteDataToNull_WhenRubberSelected_OnBlockTile ()

Public Member Functions inherited from [MapeditorTileTest](#)

- void [Setup \(\)](#)
- void [Teardown \(\)](#)
- void [ShouldInitializeTileWithCorrectPosition \(\)](#)

8.63.1 Member Function Documentation

8.63.1.1 [ShouldSetAlphaTo05_WhenBrushTool_OnLayer0\(\)](#)

```
void MapeditorTileTest.UseTool.ShouldSetAlphaTo05_WhenBrushTool_OnLayer0 ()
```

8.63.1.2 [ShouldSetAlphaTo1_WhenBrushTool_OnLayer1\(\)](#)

```
void MapeditorTileTest.UseTool.ShouldSetAlphaTo1_WhenBrushTool_OnLayer1 ()
```

8.63.1.3 [ShouldSetSpriteDataToNull_WhenRubberSelected_OnBlockTile\(\)](#)

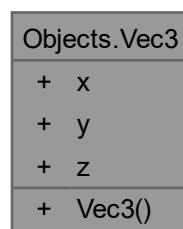
```
void MapeditorTileTest.UseTool.ShouldSetSpriteDataToNull_WhenRubberSelected_OnBlockTile ()
```

The documentation for this class was generated from the following file:

- Assets/Scripts/Tests/[TileTest.cs](#)

8.64 Objects.Vec3 Struct Reference

Collaboration diagram for Objects.Vec3:



Public Member Functions

- [Vec3 \(Vector3 v\)](#)

Public Attributes

- float [x](#)
- float [y](#)
- float [z](#)

8.64.1 Constructor & Destructor Documentation**8.64.1.1 Vec3()**

```
Objects.Vec3.Vec3 (
    Vector3 v)
```

8.64.2 Member Data Documentation**8.64.2.1 x**

```
float Objects.Vec3.x
```

8.64.2.2 y

```
float Objects.Vec3.y
```

8.64.2.3 z

```
float Objects.Vec3.z
```

The documentation for this struct was generated from the following file:

- Assets/Scripts/Objects/[Map.cs](#)

Chapter 9

File Documentation

9.1 Assets/Scripts/API.cs File Reference

Classes

- class [API](#)
- class [API.AcceptAllCertificatesSignedWithASelfSignedCertificate](#)
- class [API.User](#)
- class [API.UserResponse](#)
- class [API.MapResponse](#)
- class [API.SingleMap](#)
- class [API.MapsResponse](#)
- class [API.MapData](#)
- class [API.Leaderboard](#)
- class [API.LeaderboardResponse](#)

9.2 Assets/Scripts/InGame/GameManager.cs File Reference

Classes

- class [InGame.GameManager](#)

Namespaces

- namespace [InGame](#)

9.3 Assets/Scripts/InGame/MapLoader.cs File Reference

Classes

- class [InGame.MapLoader](#)

Namespaces

- namespace [InGame](#)

9.4 Assets/Scripts/InGame/SceneController.cs File Reference

Classes

- class [InGame.SceneController](#)

Namespaces

- namespace [InGame](#)

9.5 Assets/Scripts/MapEditor/GridManager.cs File Reference

Classes

- class [MapEditor.GridManager](#)

Namespaces

- namespace [MapEditor](#)

9.6 Assets/Scripts/MapEditor/ScreenshotHandler.cs File Reference

Classes

- class [MapEditor.ScreenshotHandler](#)

Namespaces

- namespace [MapEditor](#)

9.7 Assets/Scripts/MapEditor/Settings.cs File Reference

Classes

- class [MapEditor.Settings](#)

Namespaces

- namespace [MapEditor](#)

9.8 Assets/Scripts/MapEditor/TextureManager.cs File Reference

Classes

- class [MapEditor.TextureManager](#)

Namespaces

- namespace [MapEditor](#)

9.9 Assets/Scripts/MapEditor/UiHandler.cs File Reference

Classes

- class [MapEditor.UiHandler](#)

Namespaces

- namespace [MapEditor](#)

Enumerations

- enum [MapEditor.View](#) { [MapEditor.Sky](#) , [MapEditor.Blocks](#) , [MapEditor.Traps](#) }
- enum [MapEditor.Tool](#) { [MapEditor.Brush](#) , [MapEditor.Rubber](#) , [MapEditor.Settings](#) , [MapEditor.Rail](#) }

9.10 Assets/Scripts/MapManager.cs File Reference

Classes

- class [MapManager](#)

9.11 Assets/Scripts/Objects/Axe.cs File Reference

Classes

- class [Objects.Axe](#)

Namespaces

- namespace [Objects](#)

Enumerations

- enum [Objects.AxeMovement](#) { [Objects.Half](#) , [Objects.Circle](#) }
- enum [Objects.AxeDirection](#) { [Objects.Up](#) , [Objects.Down](#) , [Objects.Left](#) , [Objects.Right](#) }

9.12 Assets/Scripts/Objects/Blade.cs File Reference

Classes

- class [Objects.Blade](#)

Namespaces

- namespace [Objects](#)

9.13 Assets/Scripts/Objects/Bullet.cs File Reference

Classes

- class [Objects.Bullet](#)

Namespaces

- namespace [Objects](#)

9.14 Assets/Scripts/Objects/Canon.cs File Reference

Classes

- class [Objects.Canon](#)

Namespaces

- namespace [Objects](#)

Enumerations

- enum [Objects.CanonType](#) { [Objects.Left](#) , [Objects.Right](#) , [Objects.Up](#) , [Objects.Down](#) }

9.15 Assets/Scripts/Objects/Map.cs File Reference

Classes

- class [Objects.Map](#)
- class [Objects.TileWrapper](#)
- class [Objects.RailWrapper](#)
- struct [Objects.Vec3](#)
- class [Objects.JsonSpriteData](#)
- class [Objects.AxeSettings](#)
- class [Objects.BladeSettings](#)
- class [Objects.CanonSettings](#)
- class [Objects.SawSettings](#)
- class [Objects.SpikeSettings](#)

Namespaces

- namespace [Objects](#)

9.16 Assets/Scripts/Objects/MapItem.cs File Reference

Classes

- class [Objects.MapItem](#)

Namespaces

- namespace [Objects](#)

9.17 Assets/Scripts/Objects/Player.cs File Reference

Classes

- class [Objects.Player](#)

Namespaces

- namespace [Objects](#)

9.18 Assets/Scripts/Objects/Rail.cs File Reference

Classes

- class [Objects.Rail](#)

Namespaces

- namespace [Objects](#)

Enumerations

- enum [Objects.RailBitmapType](#) {
 [Objects.Center](#) = 0 , [Objects.BottomToRight](#) = 1 , [Objects.RightToEnd](#) = 2 , [Objects.BottomToLeft](#) = 3 ,
 [Objects.LeftToEnd](#) = 4 , [Objects.BottomToTop](#) = 5 , [Objects.BottomToEnd](#) = 6 , [Objects.TopToEnd](#) = 7 ,
 [Objects.TopToRight](#) = 8 , [Objects.LeftToRight](#) = 9 , [Objects.LeftToUp](#) = 10 }

9.19 Assets/Scripts/Objects/Saw.cs File Reference

Classes

- class [Objects.Saw](#)

Namespaces

- namespace [Objects](#)

9.20 Assets/Scripts/Objects/Spike.cs File Reference

Classes

- class [Objects.Spike](#)

Namespaces

- namespace [Objects](#)

9.21 Assets/Scripts/Objects/Tile.cs File Reference

Classes

- class [Objects.SpriteData](#)
- class [Objects.Tile](#)

Namespaces

- namespace [Objects](#)

Enumerations

- enum [Objects.SpriteType](#) {
 [Objects.Empty](#) , [Objects.Block](#) , [Objects.Trap](#) , [Objects.Rail](#) ,
 [Objects.Spawn](#) , [Objects.Finish](#) }

9.22 Assets/Scripts/Objects/Trap.cs File Reference

Classes

- class [Objects.Trap](#)

Namespaces

- namespace [Objects](#)

Enumerations

- enum [Objects.TrapType](#) {
 [Objects.Empty](#) , [Objects.Spike](#) , [Objects.Saw](#) , [Objects.Canon](#) ,
 [Objects.Axe](#) , [Objects.Blade](#) }

9.23 Assets/Scripts/Tests/PlayerTest.cs File Reference

Classes

- class [PlayerTest](#)

9.24 Assets/Scripts/Tests/PlayMode/SpikeTest.cs File Reference

Classes

- class [SpikeTest](#)
- class [SpikeTest.Inheritance](#)
- class [SpikeTest.PlayAnimationSequence](#)

9.25 Assets/Scripts/Tests/TileTest.cs File Reference

Classes

- class [MapeditorTileTest](#)
- class [MapeditorTileTest.OnMouseEnter](#)
- class [MapeditorTileTest.OnMouseExit](#)
- class [MapeditorTileTest.OnMouseOver](#)
- class [MapeditorTileTest.UseTool](#)
- class [InGameTileTest](#)
- class [InGameTileTest.OnMouseEnter](#)
- class [InGameTileTest.OnMouseExit](#)
- class [InGameTileTest.OnMouseOver](#)

9.26 Assets/Scripts/Tests/TrapTest.cs File Reference

Classes

- class [TrapTest](#)
- class [TrapTest.Inheritance](#)
- class [TrapTest.SetBorder](#)

9.27 Assets/Scripts/UI/ButtonHoverEffect.cs File Reference

Classes

- class [UI.ButtonHoverEffect](#)

Namespaces

- namespace [UI](#)

9.28 Assets/Scripts/UI/MapSelector.cs File Reference

Classes

- class [UI.MapSelector](#)

Namespaces

- namespace [UI](#)

9.29 Assets/Scripts/UI/MenuManager.cs File Reference

Classes

- class [UI.MenuManager](#)

Namespaces

- namespace [UI](#)

9.30 Assets/Scripts/UI/NotificationManager.cs File Reference

Classes

- class [UI.NotificationManager](#)

Namespaces

- namespace [UI](#)

9.31 Assets/Scripts/UI/PauseMenu.cs File Reference

Classes

- class [UI.PauseMenu](#)

Namespaces

- namespace [UI](#)

9.32 Assets/Scripts/UI/Spinner.cs File Reference

Classes

- class [UI.SimpleSpinner](#)

Namespaces

- namespace [UI](#)

9.33 Assets/Scripts/UserManager.cs File Reference

Classes

- class [UserManager](#)

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