

ui_VictoryMenu

Unity

C MonoBehaviour

I IPointerClickHandler

UI

A BaseMenu

- abstract Show() : void
- abstract Hide() : void

VictoryMenu

C VictoryMenu

- Instance : VictoryMenu
- textTime : Text
- textJumps : Text
- textTryCount : Text
- coinSprites : GameObject[]
- coinSprite : Sprite
- emptyCoinSprite : Sprite

- Start() : void
- Show() : void
- Hide() : void

C BtnCloseVictory

- OnPointerClick(eventData : PointerEventData) : void

C BtnRestartVictory

- OnPointerClick(eventData : PointerEventData) : void

ui_MapEditor_Objects

Unity

C MonoBehaviour

I IPoINTERClickHandler

UI

MapEditor

Objects

C BaseObject

- TileInfos : TileData
 - LevelObjectInfos : LevelObject
 - sprite : SpriteRenderer
-
- Start() : void
 - Render(updateColors : bool) : void
 - Rotate() : void

C ObjectSelector

- TileData : TileData
 - border : GameObject
-
- Start() : void
 - OnSelectedTileChanged(tile : TileData) : void
 - OnPointerClick(eventData : PointerEventData) : void

ui_SkinMenu

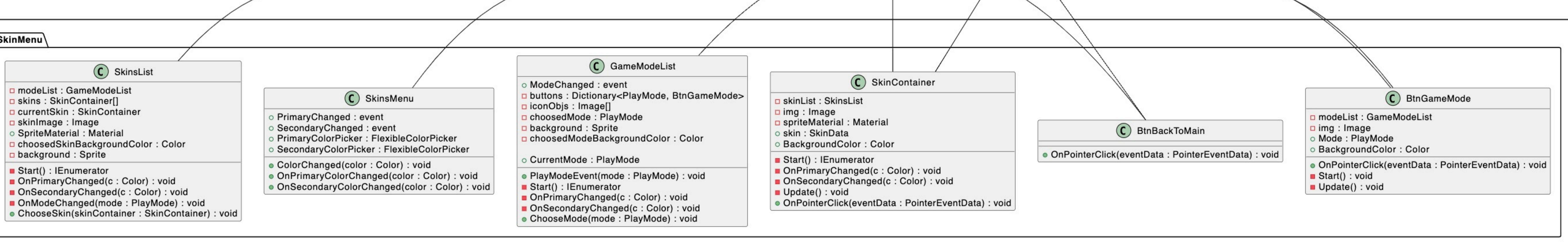
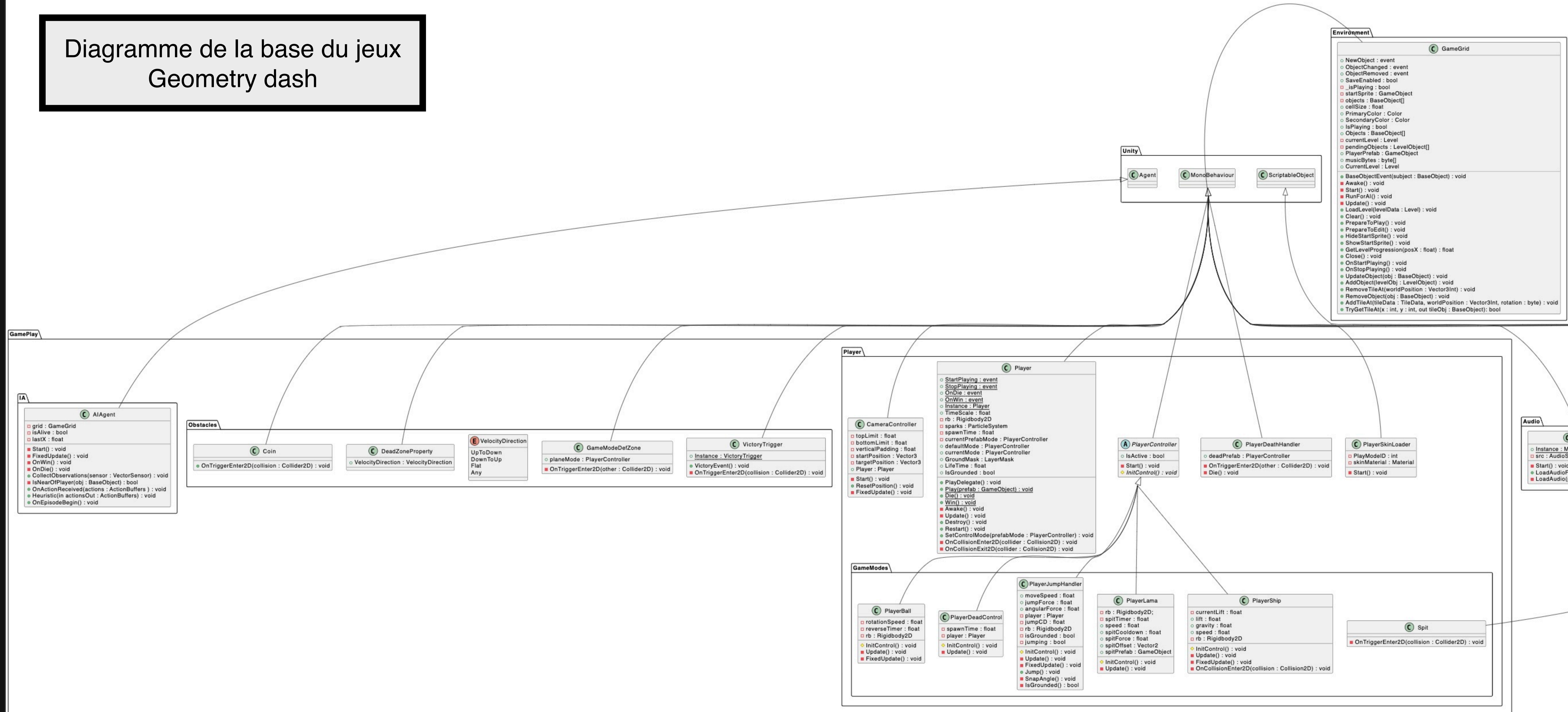
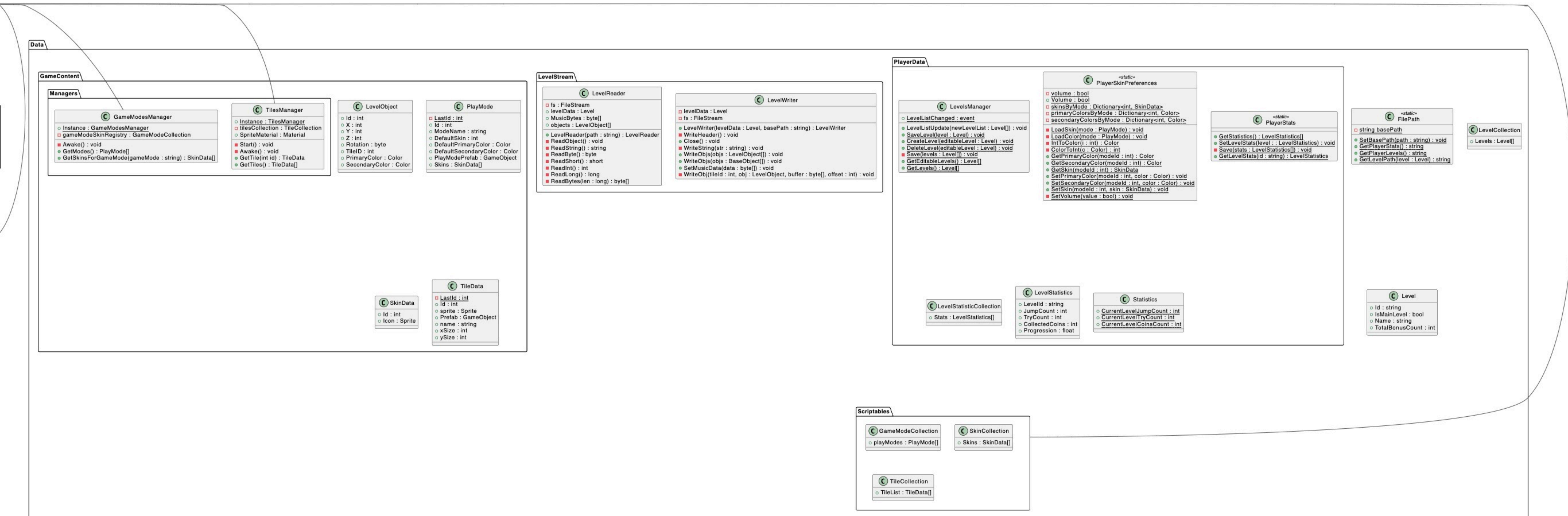
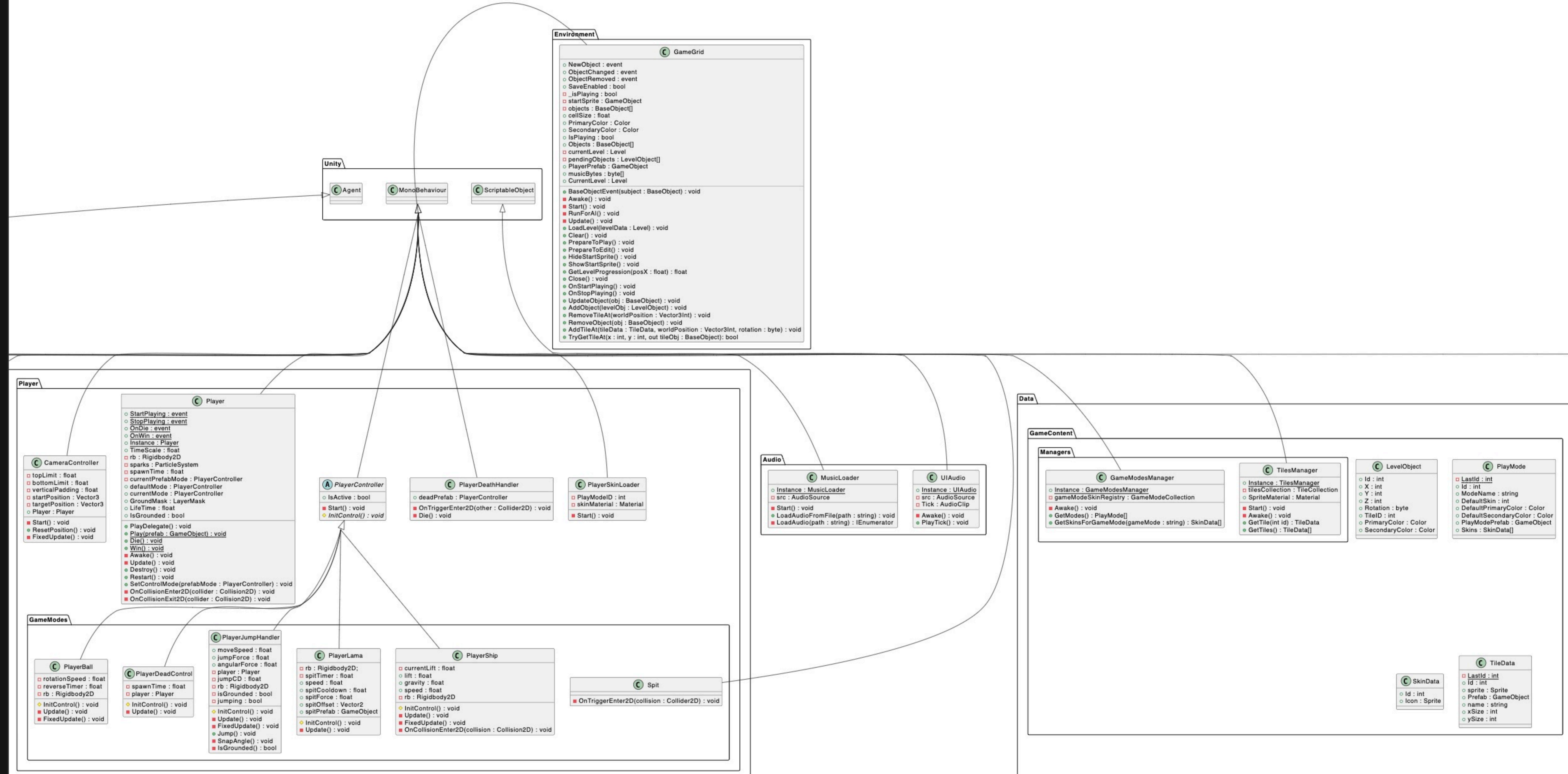
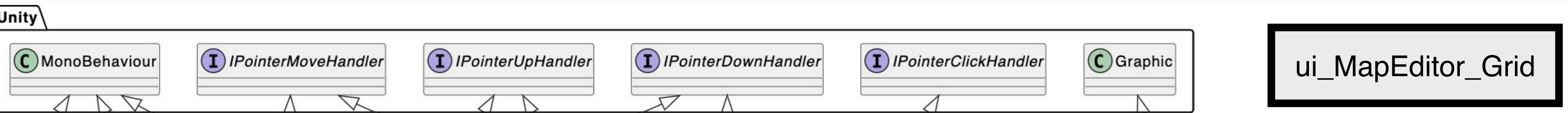


Diagramme de la base du jeux Geometry dash



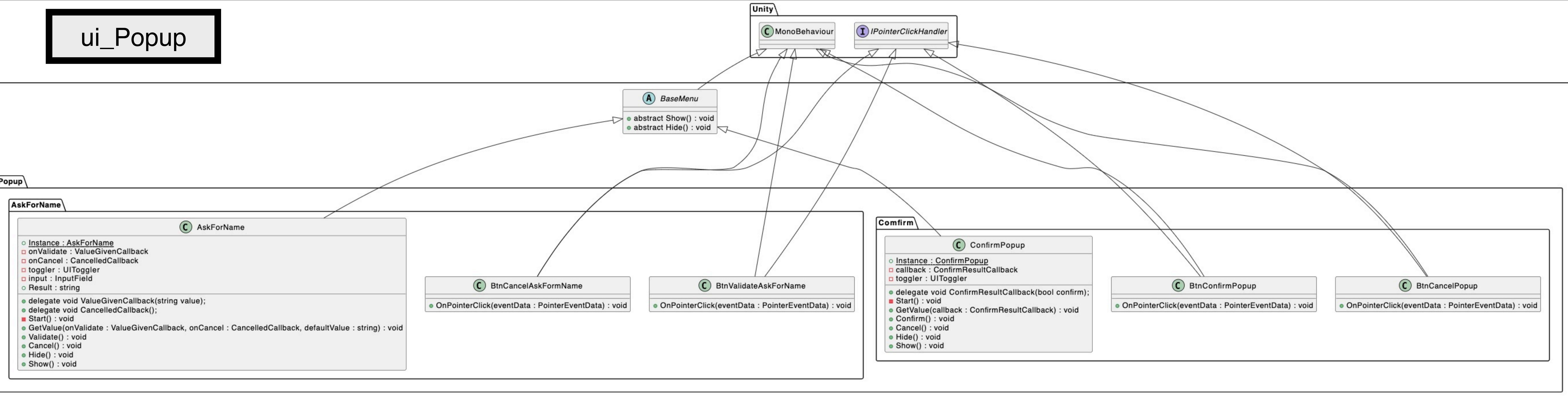






ui_MapEditor_Grid

ui_Popup



ui_StatsMenu

Unity

C MonoBehaviour

I IPointerClickHandler

UI

A BaseMenu

- abstract Show() : void
- abstract Hide() : void

StatsMenu

C StatsMenu

- levelCount : Text
- coinsCount : Text
- progressionAverage : Text
- totalTryCount : Text
- LoadStats() : void
- Show() : void
- Hide() : void

C BtnCloseStats

- OnPointerClick(eventData : PointerEventData) : void

ui_MapEditor_base

UI

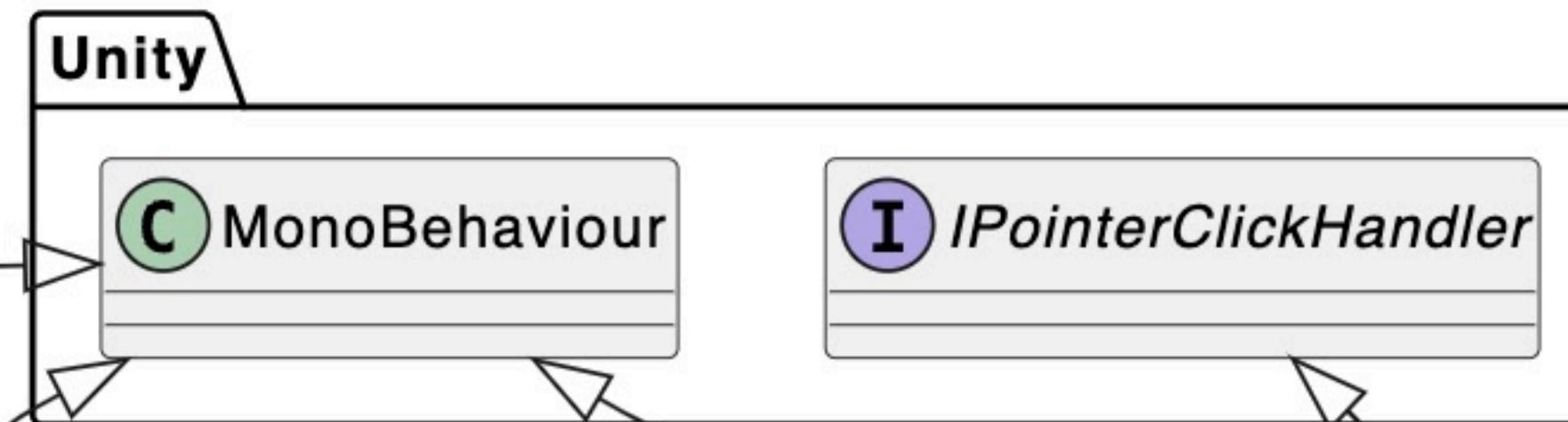
MapEditor

A BaseMenu

- abstract Show() : void
- abstract Hide() : void

C RayCastToggler

- SetValue(raycastTarget : bool) : void



C MapEditorManager

- persistentPath : string
- SelectedObjectChanged : event
- SelectedTileChanged : event
- OnExit : event
- OnEdit : event
- displayGrid : bool
- gridObj : GameObject
- gameGrid : GameGrid
- _selectedObj : BaseObject
- _selectedTile : TileData
- saveRequestedCount : int
- SelectionFrameSprite : Sprite
- Rotate : byte
- Grid : GameGrid
- SelectedObject : BaseObject
- SelectedTile : TileData
- ActivityEvent() : void
- TileEvent(tileData : TileData) : void
- Awake() : void
- Start() : void
- OnStartPlaying() : void
- OnStopPlaying() : void
- Edit(levelData : Level) : MapEditorManager
- DefineMusic(filePath : string) : void
- OnSaveRequest(subject : BaseObject) : void
- Save(s : object) : void
- DisableRaycast() : void
- EnableRaycast() : void
- ToggleGrid() : void
- Hide() : void
- Show() : void

C ObstacleList

- gridGroup : GridLayoutGroup
- OnPointerClick(eventData : PointerEventData) : void
- Start() : void

UI_GameSetting



MonoBehaviour

UI

GameSettings

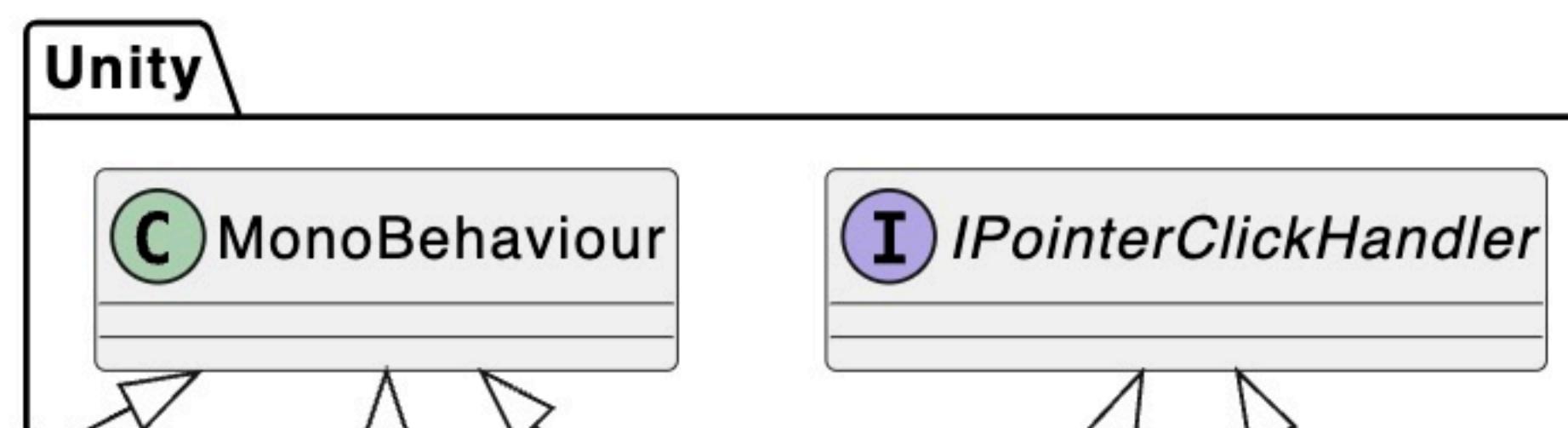


GameSettings

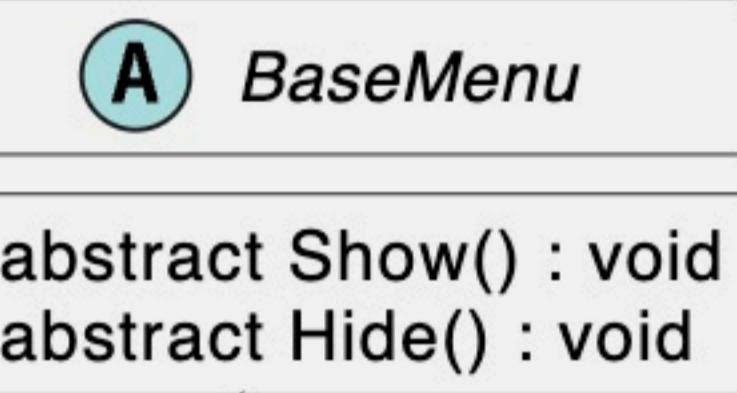
- MoveSpeed : float
- JumpForce : float
- AngularForce : float
- Lift : float
- ShipGravity : float
- CubeHitboxSize : float
- jumpSlider : Slider
- jumpText : Text
- angularSlider : Slider
- angularText : Text
- moveSlider : Slider
- moveText : Text
- liftSlider : Slider
- liftText : Text
- shipGravitySlider : Slider
- shipGravityText : Text
- cubeHitboxSizeSlider : Slider
- cubeHitboxSizeText : Text

- Awake() : void
- RetrieveTexts() : void
- RetrieveSliders() : void
- OnSpeedChanged() : void
- OnRotationChanged() : void
- OnJumpStrengthChanged() : void
- OnLiftChanged() : void
- OnShipGravityChanged() : void
- OnCubeHitboxSizeChanged() : void

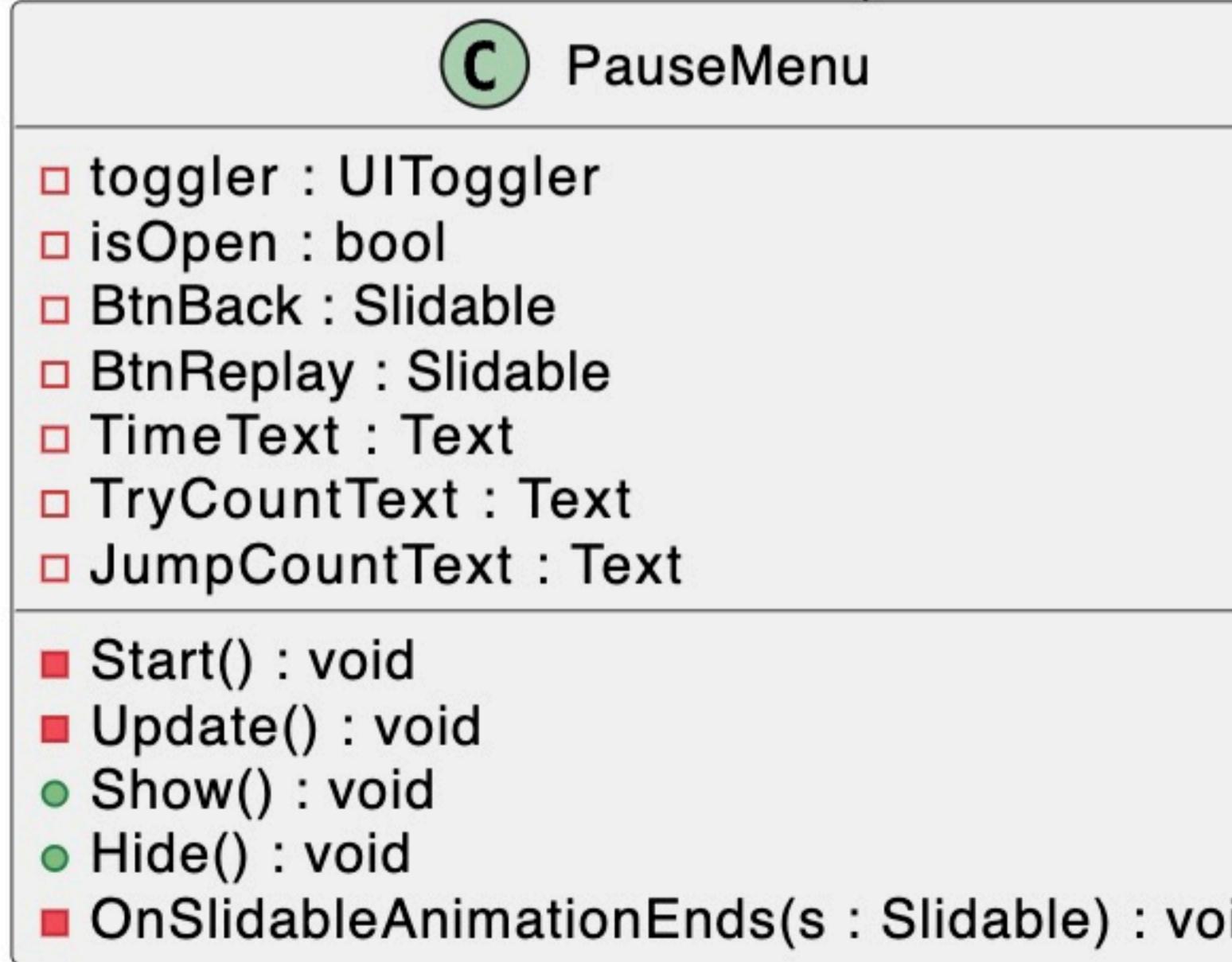
ui_PauseMenu



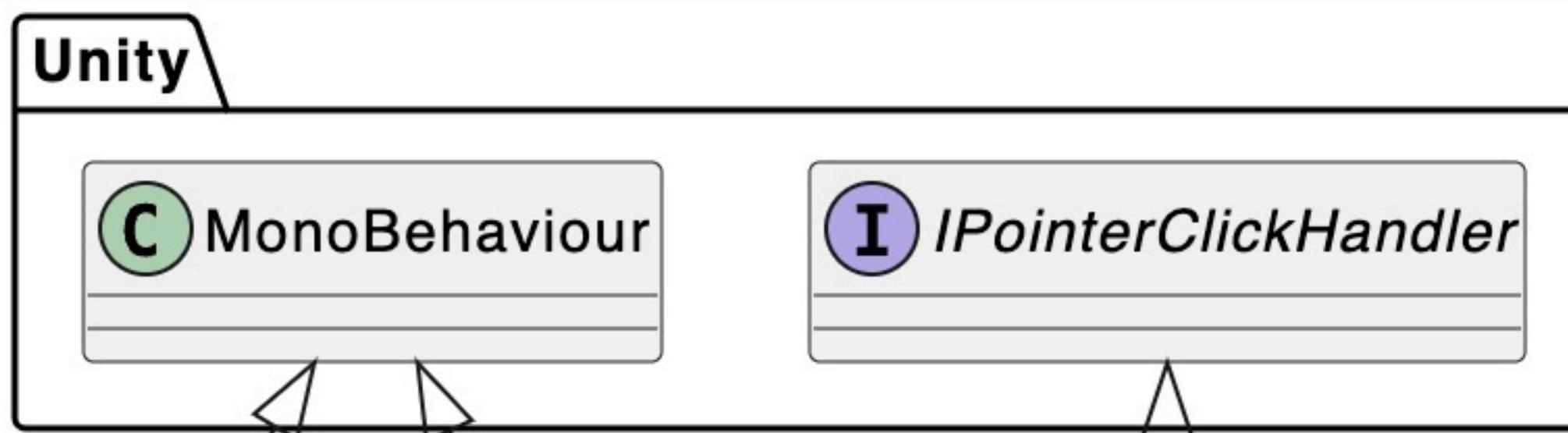
UI



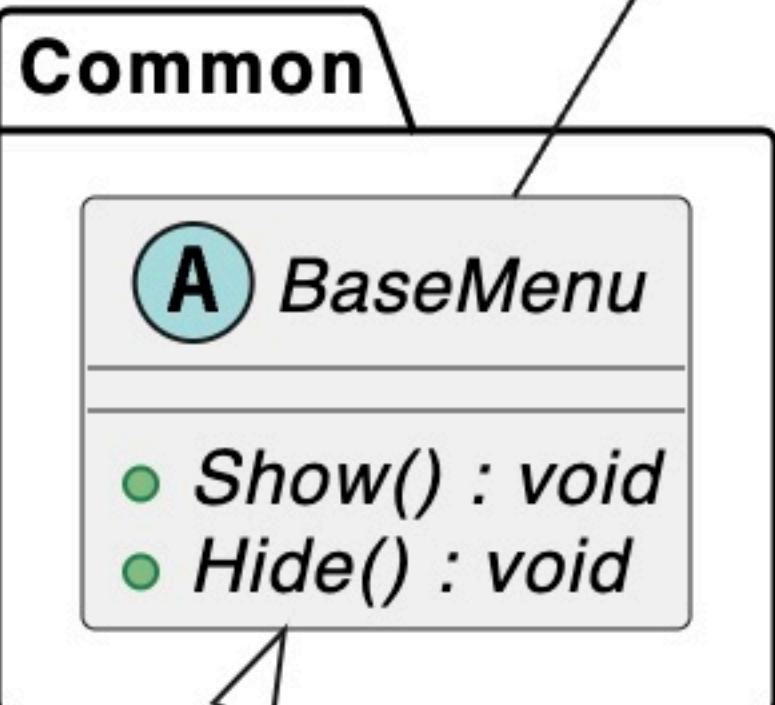
PauseMenu



UI_LevelMenu



UI



LevelMenu

C LevelMenu

- btnBack : Button
 - levelSlider : LevelSlider
 - btnBackRenderer : CanvasRenderer
 - BtnBack : Slidable
 - IsVisible : bool
-
- Start() : void
 - OnBtnBackAnimationEnds(slidable : Slidable) : void
 - Update() : void
 - Hide() : void
 - Show() : void
 - HideBack() : void

C BtnBack

- OnPointerClick(eventData : PointerEventData) : void

uiSelectEditableLeve



UI Commun

