

# All Classes

James Bridges | April 19, 2020

waveSystem
<ul style="list-style-type: none"><li>-GameObject nextWaveButton</li><li>-Text waveText</li><li>-Text enemiesRemaining</li><li>-Int waveTextAmount</li><li>-Int enemiesRemainingAmount</li><li>-Bool canEnemiesSpawn</li><li>-Int Spawned</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void Update</li><li>+void waveStart</li><li>+void decrementSpawn</li><li>+void incrementSpawn</li><li>+int getSpawned</li><li>+void setEnemies</li><li>+bool getEnemySpawn</li><li>+int getEnemyRemaining</li><li>+void removeEnemyAmount</li></ul>

Abilities
<ul style="list-style-type: none"><li>-Renderer groundRenderer</li><li>-Collider groundCollider</li><li>-GameObject[] ParticleExamples</li><li>-Int exampleIndex</li><li>-List&lt;GameObject&gt; onScreenParticles</li></ul>
<ul style="list-style-type: none"><li>+void Awake</li><li>+void Update</li><li>+void OnPreviousEffect</li><li>+void OnNextEffect</li><li>+GameObject spawnParticle</li><li>+IEnumerator CheckForDeletedParticles</li><li>+void prevParticle</li><li>+void nextParticle</li><li>+void destroyParticle</li></ul>

towerTargeting
<ul style="list-style-type: none"><li>-Animator anim</li><li>-bool isDead</li><li>-Transform cannonPivot</li><li>-int towerHP</li><li>-Transform currentTarget</li><li>-Transform shootElement</li><li>-GameObject bullet</li><li>-float cannonRest</li><li>-int damageAmount</li><li>-float shootDelay</li><li>-bool shooting</li><li>-bool locked</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void GetDamage</li><li>+void Update</li><li>+void OnTriggerEnter</li><li>+void OnTriggerExit</li></ul>

enemySpawn
<ul style="list-style-type: none"><li>-GameObject enemy1</li><li>-GameObject enemy2</li><li>-GameObject Manager</li><li>-Float randomNumber</li><li>-Float AttackTime</li><li>-Bool Spawn</li><li>-Int EnemyRemaining</li><li>-Int EnemySpawned</li><li>-Float SpawnTimer</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void Update</li><li>+void SpawnEnemy</li></ul>

AudioControls
<ul style="list-style-type: none"><li>+void Awake</li><li>+void off</li><li>+void on</li><li>+void check</li><li>+void onValueChanged</li></ul>

cannonSelection
<ul style="list-style-type: none"><li>-GameObject cannon</li><li>-GameObject cannonPoint</li><li>-Transofrm theposition</li><li>-GameObject resourceObject</li><li>-Int cannonCost</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void FixedUpdate</li><li>+void SpawnCannon</li></ul>

resourceGather
<ul style="list-style-type: none"><li>-Transform resourceTarget</li><li>-Text resourceAmount</li><li>-Text enemyCount</li><li>-Text currencyAmount</li><li>-Int resourceNumber</li><li>-Int currencyNumber</li><li>-Int monstersKilled</li><li>-Int maxWoodAmount</li><li>-Int maxCurrencyAmount</li><li>-ResourceBar woodAmt</li><li>-ResourceBar currencyAmt</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void OnTriggerEnter</li><li>+void getResource</li><li>+void removecannonResources</li><li>+void incrementMonsterKill</li><li>+Int getcannonResources</li><li>+string GetMonstersKilled</li><li>+void updateResources</li></ul>

enemyHealth
<ul style="list-style-type: none"><li>-Int Health</li><li>-Int MinionDamage</li><li>-Float SetAttackSpeed</li><li>-Float AttackTime</li><li>-Bool Attacking</li><li>-Animator thePlayer</li><li>-float moveSpeed</li><li>-GameObject thePlayer</li><li>-GameObject resourceObject</li><li>-GameObject manager</li><li>-HealthBar healthBar</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void Damage</li><li>+void Update</li><li>+void OnTriggerEnter</li><li>+void FixedUpdate</li><li>+void OnDestroy</li></ul>

ButtonHandler
<ul style="list-style-type: none"><li>-GameObject SettingsPopup</li></ul>
<ul style="list-style-type: none"><li>+void NewGame</li><li>+void Settings</li><li>+void CloseSettings</li><li>+void Quit</li></ul>

groundListNumber
<ul style="list-style-type: none"><li>-GameObject WorldSpawn</li><li>-Int objectNumber</li></ul>
<ul style="list-style-type: none"><li>+void Start</li></ul>

newControls
<ul style="list-style-type: none"><li>-GameObject rightStick</li><li>-GameObject leftStick</li><li>-Joystick[] sticks</li><li>-Rigidbody body</li><li>-Animator anim</li><li>-GameObject player</li><li>-Float speed</li><li>-Float rotationspeed</li><li>-Float vertical</li><li>-Float horizontal</li><li>-Float strafe</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void Update</li><li>+void FixedUpdate</li></ul>

Login
<ul style="list-style-type: none"><li>+void toLogin</li><li>+void toLanding</li></ul>

BillBoard
<ul style="list-style-type: none"><li>-Transform cam</li><li>-GameObject MainCam</li></ul>
<ul style="list-style-type: none"><li>+void start</li><li>+void LateUpdate</li></ul>

HealthBar
<ul style="list-style-type: none"><li>-Slider slider</li><li>-Gradient gradient</li><li>-Image fill</li></ul>
<ul style="list-style-type: none"><li>+void SetHealth</li><li>+void SetMaxHealth</li></ul>

landingSpawn
<ul style="list-style-type: none"><li>-GameObject ground</li><li>-GameObject otherGround</li><li>-GameObject bush</li><li>-GameObject walls</li><li>-GameObject otherWalls</li><li>-float valueGround</li></ul>
<ul style="list-style-type: none"><li>+void Start</li></ul>

Save
<ul style="list-style-type: none"><li>-float avatarPosX</li><li>-float avatarPosY</li><li>-float avatarPosZ</li><li>-float avatarRotW</li><li>-float avatarRotX</li><li>-float avatarRotY</li><li>-float avatarRotZ</li><li>-int[] groundArr</li><li>-int[] itemArr</li><li>-int worldNumber</li><li>-bool music</li><li>-float volume</li><li>-int logs</li><li>-int coins</li><li>-int kills</li><li>-int wave</li></ul>

MenuButton
<ul style="list-style-type: none"><li>+void Menu</li></ul>

ResourceBar
<ul style="list-style-type: none"><li>-Slider slider</li></ul>
<ul style="list-style-type: none"><li>+void SetAmount</li><li>+void SetMaxAmount</li></ul>

LoginAPI
<ul style="list-style-type: none"><li>-String URL</li><li>-String user</li><li>-String pass</li><li>-GameObject username</li><li>-GameObject password</li><li>-GameObject LoginStatus</li><li>-json toField</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void getInput</li><li>+void Request</li><li>+IEnumerator OnReponse</li><li>+void procJsonData</li></ul>

RightupSetScript
<ul style="list-style-type: none"><li>+void menu</li></ul>

SaveScript
<ul style="list-style-type: none"><li>-String savePath</li><li>-bool resume</li></ul>
<ul style="list-style-type: none"><li>+void SaveData</li><li>+void LoadData</li></ul>

SetText
<ul style="list-style-type: none"><li>+void onValueChanged</li></ul>

WorldPrefab
<ul style="list-style-type: none"><li>-List&lt;GameObject&gt; Barrel</li><li>-List&lt;GameObject&gt; Wall1</li><li>-List&lt;GameObject&gt; Wall2</li><li>-List&lt;GameObject&gt; Bridge</li><li>-List&lt;GameObject&gt; BridgeWide</li><li>-List&lt;GameObject&gt; woodBox</li><li>-List&lt;GameObject&gt; grass1</li><li>-List&lt;GameObject&gt; grass2</li><li>-List&lt;GameObject&gt; ground1</li><li>-List&lt;GameObject&gt; ground2</li><li>-List&lt;GameObject&gt; spawnGround</li><li>-List&lt;GameObject&gt; appleTreeShort</li><li>-List&lt;GameObject&gt; appleTreeTall</li><li>-List&lt;GameObject&gt; roundTreeShort</li><li>-List&lt;GameObject&gt; roundTreeTall</li><li>-List&lt;GameObject&gt; pineTreeShort</li><li>-List&lt;GameObject&gt; pineTreeShort2</li><li>-List&lt;GameObject&gt; pineTreeTall</li><li>-List&lt;GameObject&gt; pineTreeTall2</li><li>-List&lt;GameObject&gt; Objective</li><li>-GameObject Spawner</li><li>-int worldNumber</li><li>-List&lt;int&gt; ItemList</li><li>-List&lt;int&gt; GroundList</li><li>-int listInc</li><li>-int listInc2</li></ul>
<ul style="list-style-type: none"><li>+void Start</li><li>+void createWorld</li><li>+int GroundWeight</li><li>+int GroundWeight</li><li>+void AddToItem</li><li>+void AddToItem</li><li>+void RemoveFromItem</li><li>+void ChangeltemList</li><li>+void AddToGroundList</li><li>+void RemoveFromGroundList</li><li>+void ChangeGroundList</li><li>+int SpawnChance</li><li>+float SpawnDesertHeight</li><li>+float SpawnForestHeight</li><li>+GameObject selectTerrain</li><li>+void spawnTerrain</li><li>+void GetItem</li><li>+void GetGroundList</li></ul>

StaticStuff
<ul style="list-style-type: none"><li>-bool music</li><li>-float volume</li><li>-int worldNum</li></ul>

SaveNSpawn
<ul style="list-style-type: none"><li>-String savePath</li><li>-List&lt;GameObject&gt; Barrel</li><li>-List&lt;GameObject&gt; Wall1</li><li>-List&lt;GameObject&gt; Wall2</li><li>-List&lt;GameObject&gt; Bridge</li><li>-List&lt;GameObject&gt; BridgeWide</li><li>-List&lt;GameObject&gt; woodBox</li><li>-List&lt;GameObject&gt; grass1</li><li>-List&lt;GameObject&gt; grass2</li><li>-List&lt;GameObject&gt; ground1</li><li>-List&lt;GameObject&gt; ground2</li><li>-List&lt;GameObject&gt; spawnGround</li><li>-List&lt;GameObject&gt; appleTreeShort</li><li>-List&lt;GameObject&gt; appleTreeTall</li><li>-List&lt;GameObject&gt; roundTreeShort</li><li>-List&lt;GameObject&gt; roundTreeTall</li><li>-List&lt;GameObject&gt; pineTreeShort</li><li>-List&lt;GameObject&gt; pineTreeShort2</li><li>-List&lt;GameObject&gt; pineTreeTall</li><li>-List&lt;GameObject&gt; pineTreeTall2</li><li>-List&lt;GameObject&gt; Objective</li><li>-GameObject Spawner</li><li>-int worldNumber</li><li>-List&lt;int&gt; ItemList</li><li>-List&lt;int&gt; GroundList</li><li>-int listInc</li><li>-int listInc2</li></ul>
<ul style="list-style-type: none"><li>+void createWorld</li><li>+int GroundWeight</li><li>+void AddToItem</li><li>+void AddToGroundList</li><li>+int SpawnChance</li><li>+float SpawnDesertHeight</li><li>+float SpawnForestHeight</li><li>+GameObject selectTerrain</li><li>+void spawnTerrain</li><li>+void SaveData</li><li>+void LoadData</li></ul>

TakeABreakTimer
<ul style="list-style-type: none"><li>-GameObject TakeABreak</li><li>-bool done</li></ul>
<ul style="list-style-type: none"><li>+void Update</li></ul>