Class Playground

Namespace: [Display](#)

Assembly: Display.dll

```csharp
public class Playground
```

Inheritance

[object](#) ← Playground

Inherited Members

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

Fields

GameOverSprite

```csharp
public string[] GameOverSprite
```

Field Value

[string](#) []

PlayerSprite1

```csharp
public string[] PlayerSprite1
```

Field Value

[string](#) []

ennemySprite1

```csharp
public string[] ennemySprite1
```

Field Value

[string](#) []

restarttxt

```
public string restarttxt
```

Field Value

[string](#)

Methods

DisplayAmmunition(int, int)

Display the ammo at the position selected

```
public void DisplayAmmunition(int x, int y)
```

Parameters

x [int](#)

y [int](#)

DisplayEnemy1(int, int)

Display the enemy at the position selected

```
public void DisplayEnemy1(int x, int y)
```

Parameters

x [int](#)

y [int](#)

DisplayScore(int)

Display the score

```
public void DisplayScore(int score)
```

Parameters

score int↗

DisplayShip(int, int)

Display the player at the position selected

```
public void DisplayShip(int x, int y)
```

Parameters

x int↗

y int↗

GameOver()

Display the Game Over menu

```
public void GameOver()
```

restart()

Display the information to restart a game

```
public void restart()
```