**Variables Examples:**

AudioPlayer: uses a static bool called “playme” to start a function called playMyNoise

**Functions/Methods**

playMyNoise() in AudioPlayer play’s a noise based on an \*Array\* of AudioClips, and grabs that sound based on what number the variable static Int NoiseNumber.

**Scope and Access Modifiers**

AudipPlayer: Most of the scripts use Public so they can be accessed. But a few of them use private in other scripts. Most common is my use of Static so the variables can be used across different scripts.

**If Statements and Switch Statements**

There is an If Statement in AudioPlayer checking to see if a bool is true.

There is a switch statement in TitleManagerScript that turns a buttons on or off depending on which menu button is selected at a given time.

**Arrays and Lists**

There is an Array in AudioPlayer containing a bunch of AudioClips.

**Loops**

There is a while loop in TimeTest that will end Pause after a few seconds. This was used as a test to get the text scroll to work while the game was paused.

**Conventions and Syntax**

I use syntax in ways that get the code to read correctly. Syntax is known to work because the code doesn’t present errors when it’s built in the project. I don’t know how you would use this differently because if it varies, it would be wrong. Very similar to grammer in English

**Git Account :**

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**Inheritance**

Castle and Castle2 use Inheritance to run.

**Delegates and Events**

There is a Delegate in AudioPlayer, as well as an Event. We subscribe in LaneTrigger. But I use it in a few different places to play different noises.

**Coroutines**

There is a Coroutine in EnemyBoss that is called to let you win the game, or wait while he summons new minions.