DungeonStroll

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LiveBar pagenum

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UnderScene pagenum

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# Class Index

## Class List

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# File Index

## File List

Here is a list of all files with brief descriptions:

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**CloseGame.cs**  pagenum

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**SpritePlayer.cs**  pagenum

**UnderScene.cs**  pagenum

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# Class Documentation

## Ball Class Reference

Inherits MonoBehaviour.

### Properties

GameObject **Parent** [set]

Vector3 **Direction** [set]

### Detailed Description

Definition at line 5 of file Ball.cs.

### Property Documentation

#### Vector3 Ball.Direction[set]

Definition at line 19 of file Ball.cs.

#### GameObject Ball.Parent[set]

Definition at line 11 of file Ball.cs.

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

**Ball.cs**

## CameraController Class Reference

Inherits MonoBehaviour.

### Detailed Description

Definition at line 5 of file CameraController.cs.

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

**CameraController.cs**

## CloseGame Class Reference

Inherits MonoBehaviour.

### Public Attributes

Button **button**

### Detailed Description

Definition at line 7 of file CloseGame.cs.

### Member Data Documentation

#### Button CloseGame.button

Definition at line 9 of file CloseGame.cs.

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

**CloseGame.cs**

## Enemy Class Reference

Inherits **Unit**.

Inherited by **Ghost**.

### Protected Member Functions

virtual void **Awake** ()

virtual void **Start** ()

virtual void **Update** ()

virtual void **OnTriggerEnter2D** (Collider2D collision)

### Additional Inherited Members

### Detailed Description

Definition at line 5 of file Enemy.cs.

### Member Function Documentation

#### virtual void Enemy.Awake ()[protected], [virtual]

Reimplemented in **Ghost** (*p.pagenum*).

Definition at line 7 of file Enemy.cs.

#### virtual void Enemy.OnTriggerEnter2D (Collider2D *collision*)[protected], [virtual]

Reimplemented in **Ghost** (*p.pagenum*).

Definition at line 10 of file Enemy.cs.

#### virtual void Enemy.Start ()[protected], [virtual]

Reimplemented in **Ghost** (*p.pagenum*).

Definition at line 8 of file Enemy.cs.

#### virtual void Enemy.Update ()[protected], [virtual]

Reimplemented in **Ghost** (*p.pagenum*).

Definition at line 9 of file Enemy.cs.

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

**Enemy.cs**

## Ghost Class Reference

Inherits **Enemy**.

### Public Attributes

int **lives** = 1

### Protected Member Functions

override void **Awake** ()

override void **Update** ()

override void **Start** ()

override void **OnTriggerEnter2D** (Collider2D collision)

### Additional Inherited Members

### Detailed Description

Definition at line 6 of file Ghost.cs.

### Member Function Documentation

#### override void Ghost.Awake ()[protected], [virtual]

Reimplemented from **Enemy** (*p.pagenum*).

Definition at line 14 of file Ghost.cs.

#### override void Ghost.OnTriggerEnter2D (Collider2D *collision*)[protected], [virtual]

Reimplemented from **Enemy** (*p.pagenum*).

Definition at line 29 of file Ghost.cs.

#### override void Ghost.Start ()[protected], [virtual]

Reimplemented from **Enemy** (*p.pagenum*).

Definition at line 24 of file Ghost.cs.

#### override void Ghost.Update ()[protected], [virtual]

Reimplemented from **Enemy** (*p.pagenum*).

Definition at line 19 of file Ghost.cs.

### Member Data Documentation

#### int Ghost.lives = 1

Definition at line 9 of file Ghost.cs.

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

**Ghost.cs**

## GoToNextLvl Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **Start** ()

void **UnlockLevel** ()

### Public Attributes

int **auth**

### Detailed Description

Definition at line 7 of file GoToNextLvl.cs.

### Member Function Documentation

#### void GoToNextLvl.Start ()

Definition at line 10 of file GoToNextLvl.cs.

#### void GoToNextLvl.UnlockLevel ()

Definition at line 28 of file GoToNextLvl.cs.

### Member Data Documentation

#### int GoToNextLvl.auth

Definition at line 9 of file GoToNextLvl.cs.

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

**GoToNextLvl.cs**

## LevelManager Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **loadLevel** (int levelIndex)

### Public Attributes

Button[] **buttons**

### Detailed Description

Definition at line 7 of file LevelManager.cs.

### Member Function Documentation

#### void LevelManager.loadLevel (int *levelIndex*)

Definition at line 28 of file LevelManager.cs.

### Member Data Documentation

#### Button [] LevelManager.buttons

Definition at line 10 of file LevelManager.cs.

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

**LevelManager.cs**

## LiveBar Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **Refresh** ()

### Detailed Description

Definition at line 5 of file LiveBar.cs.

### Member Function Documentation

#### void LiveBar.Refresh ()

Definition at line 18 of file LiveBar.cs.

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

**LiveBar.cs**

## LoadLevel Class Reference

Inherits MonoBehaviour.

### Public Attributes

string **sceneName**

Button **button**

### Detailed Description

Definition at line 7 of file LoadLevel.cs.

### Member Data Documentation

#### Button LoadLevel.button

Definition at line 10 of file LoadLevel.cs.

#### string LoadLevel.sceneName

Definition at line 9 of file LoadLevel.cs.

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

**LoadLevel.cs**

## Player Class Reference

Inherits **Unit**.

### Public Member Functions

override void **RecieveDamage** ()

### Properties

int **Lives** [get, set]

### Additional Inherited Members

### Detailed Description

Definition at line 5 of file Player.cs.

### Member Function Documentation

#### override void Player.RecieveDamage ()[virtual]

Reimplemented from **Unit** (*p.pagenum*).

Definition at line 105 of file Player.cs.

### Property Documentation

#### int Player.Lives[get], [set]

Definition at line 10 of file Player.cs.

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

**Player.cs**

## SpritePlayer Class Reference

Inherits MonoBehaviour.

### Detailed Description

Definition at line 5 of file SpritePlayer.cs.

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

**SpritePlayer.cs**

## UnderScene Class Reference

Inherits MonoBehaviour.

### Public Attributes

string **sceneName**

### Detailed Description

Definition at line 6 of file UnderScene.cs.

### Member Data Documentation

#### string UnderScene.sceneName

Definition at line 8 of file UnderScene.cs.

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

**UnderScene.cs**

## Unit Class Reference

Inherits MonoBehaviour.

Inherited by **Enemy**, and **Player**.

### Public Member Functions

virtual void **RecieveDamage** ()

### Protected Member Functions

virtual void **Die** ()

### Detailed Description

Definition at line 5 of file Unit.cs.

### Member Function Documentation

#### virtual void Unit.Die ()[protected], [virtual]

Definition at line 12 of file Unit.cs.

#### virtual void Unit.RecieveDamage ()[virtual]

Reimplemented in **Player** (*p.pagenum*).

Definition at line 7 of file Unit.cs.

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

**Unit.cs**

# File Documentation

## Ball.cs File Reference

### Classes

class **Ball**

## CameraController.cs File Reference

### Classes

class **CameraController**

## CloseGame.cs File Reference

### Classes

class **CloseGame**

## Enemy.cs File Reference

### Classes

class **Enemy**

## Ghost.cs File Reference

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class **Ghost**

## GoToNextLvl.cs File Reference

### Classes

class **GoToNextLvl**

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### Classes

class **LevelManager**

## LiveBar.cs File Reference

### Classes

class **LiveBar**

## LoadLevel.cs File Reference

### Classes

class **LoadLevel**

## Player.cs File Reference

### Classes

class **Player**

### Enumerations

enum class **CharState** { **Idle**, **Run**, **Jump** }

### Enumeration Type Documentation

#### enum CharState[strong]

##### Enumerator:

|  |  |
| --- | --- |
| Idle |  |
| Run |  |
| Jump |  |

Definition at line 125 of file Player.cs.

## SpritePlayer.cs File Reference

### Classes

class **SpritePlayer**

## UnderScene.cs File Reference

### Classes

class **UnderScene**

## Unit.cs File Reference

### Classes

class **Unit**

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