DungeonStroll

AUTHOR

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## Class Hierarchy

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## Class List

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# Class Documentation

## Ball Class Reference

Inherits MonoBehaviour.

### Properties

GameObject **Parent** [set]

Vector3 **Direction** [set]

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

Ball.cs

## Buy Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **BuySkins** ()

### Public Attributes

GameObject **BuyButton**

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

Buy.cs

## CameraController Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **Awake** ()

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

CameraController.cs

## CloseGame Class Reference

Inherits MonoBehaviour.

### Public Attributes

Button **button**

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

CloseGame.cs

## CoinDelete Class Reference

Inherits MonoBehaviour.

### Public Attributes

Button **button**

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

CoinDelete.cs

## Coins Class Reference

Inherits MonoBehaviour.

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

Coins.cs

## CoinText Class Reference

Inherits MonoBehaviour.

### Static Public Attributes

static int **coin**

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

CoinText.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

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

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**

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**

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

LevelManager.cs

## LiveBar Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **Refresh** ()

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

LiveBar.cs

## LoadLevel Class Reference

Inherits MonoBehaviour.

### Public Attributes

string **sceneName**

Button **button**

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

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

Player.cs

## SaveDelete Class Reference

Inherits MonoBehaviour.

### Public Attributes

Button **button**

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

SaveDelete.cs

## SelectSkin Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **SelectFirstSkin** ()

void **SelectSecondSkin** ()

### Public Attributes

GameObject **Skin1**

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

SelectSkin.cs

## Shop Class Reference

Inherits MonoBehaviour.

### Public Member Functions

void **OpenShopMenu** ()

void **CloseShopMenu** ()

### Public Attributes

GameObject **ShopMenu**

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

Shop.cs

## SpritePlayer Class Reference

Inherits MonoBehaviour.

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

SpritePlayer.cs

## UnderScene Class Reference

Inherits MonoBehaviour.

### Public Attributes

string **sceneName**

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** ()

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

Unit.cs

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