

Mountain Watch

v1.0

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

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Chapter 4

Class Documentation

4.1 AudioManager Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [PlayNewWave](#) ()
Play audioclip for a new wave, once.
- void [PlayWaveCleared](#) ()
Play audioclip for when a wave is cleared, once.
- void [PlayTowerConstructed](#) ()
Play audioclip for the construction of a tower, once.
- void [PlayTowerSold](#) ()
Play audioclip for selling a tower, once.
- void [PlayTowerUpgrade](#) ()
Play audioclip for upgrading a tower, once.
- void [PlayBaseDMG](#) ()
Play audioclip for taking damage as player, once.
- void [PlayGameOver](#) ()
Play audioclip for losing the game.

Public Attributes

- AudioClip [newWaveSound](#)
- AudioClip [waveClearedSound](#)
- AudioClip [gameWonSound](#)
- AudioClip [gameLostSound](#)
- AudioClip [towerConstructingSound](#)
- AudioClip [towerConstructedSound](#)
- AudioClip [towerUpgradedSound](#)
- AudioClip [towerSoldSound](#)
- AudioClip [baseDMG](#)

4.1.1 Member Function Documentation

4.1.1.1 void AudioManager.PlayBaseDMG ()

Play audioclip for taking damage as player, once.

4.1.1.2 void AudioManager.PlayGameOver ()

Play audioclip for losing the game.

4.1.1.3 void AudioManager.PlayNewWave ()

Play audioclip for a new wave, once.

4.1.1.4 void AudioManager.PlayTowerConstructed ()

Play audioclip for the construction of a tower, once.

4.1.1.5 void AudioManager.PlayTowerSold ()

Play audioclip for selling a tower, once.

4.1.1.6 void AudioManager.PlayTowerUpgrade ()

Play audioclip for upgrading a tower, once.

4.1.1.7 void AudioManager.PlayWaveCleared ()

Play audioclip for when a wave is cleared, once.

4.1.2 Member Data Documentation

4.1.2.1 AudioClip AudioManager.baseDMG

4.1.2.2 AudioClip AudioManager.gameLostSound

4.1.2.3 AudioClip AudioManager.gameWonSound

4.1.2.4 AudioClip AudioManager.newWaveSound

4.1.2.5 AudioClip AudioManager.towerConstructedSound

4.1.2.6 AudioClip AudioManager.towerConstructingSound

4.1.2.7 AudioClip AudioManager.towerSoldSound

4.1.2.8 AudioClip AudioManager.towerUpgradedSound

4.1.2.9 AudioClip AudioManager.waveClearedSound

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/[AudioManager.cs](#)

4.2 AutoFade Class Reference

Inherits [MonoBehaviour](#).

Public Member Functions

- void [reset](#) ()

Public Attributes

- float [fadeAmmount](#)

4.2.1 Member Function Documentation

4.2.1.1 void AutoFade.reset ()

4.2.2 Member Data Documentation

4.2.2.1 float AutoFade.fadeAmmount

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Camera/[Auto↔ Fade.cs](#)

4.3 BossScript Class Reference

Inherits [EnemyBase](#).

Public Member Functions

- override void [Start](#) ()

Public Attributes

- AudioClip [deathsound](#)
- int [baseDMG](#)

Additional Inherited Members

4.3.1 Member Function Documentation

4.3.1.1 override void BossScript.Start () [virtual]

Reimplemented from [EnemyMovement](#).

4.3.2 Member Data Documentation

4.3.2.1 int BossScript.baseDMG

4.3.2.2 AudioClip BossScript.deathsound

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/[BossScript.cs](#)

4.4 BuildUI Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [setNextBuy](#) (int price)
- void [giveTower](#) (string name)
make a new tower of the given type, and give it to the towerplacer script.

4.4.1 Member Function Documentation

4.4.1.1 void BuildUI.giveTower (string name)

make a new tower of the given type, and give it to the towerplacer script.

(setNextBuy should always be called before this one)

Parameters

<i>name</i>	
-------------	--

4.4.1.2 void BuildUI.setNextBuy (int price)

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/[BuildUI.cs](#)

4.5 CamControll Class Reference

Inherits MonoBehaviour.

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

- [C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Camera/CamControll.cs](#)

4.6 CameraFacingBillboard Class Reference

Inherits MonoBehaviour.

Public Attributes

- Camera [mainCam](#)

4.6.1 Member Data Documentation

4.6.1.1 Camera CameraFacingBillboard.mainCam

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

- [C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/CameraFacingBillboard.cs](#)

4.7 Camfade Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [fadeOut](#) ()
Fade screen to black
- void [fadeOutNewScene](#) (int sceneNum)
Fade screen to black, then change to given scene when fade is done

Public Attributes

- bool [fadeInAtStart](#) = true
- GameObject [fadeObj](#)

4.7.1 Member Function Documentation

4.7.1.1 void Camfade.fadeOut ()

Fade screen to black

4.7.1.2 void Camfade.fadeOutNewScene (int *sceneNum*)

Fade screen to black, then change to given scene when fade is done

4.7.2 Member Data Documentation

4.7.2.1 bool Camfade.fadeInAtStart = true

4.7.2.2 GameObject Camfade.fadeObj

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Camera/Camfade.[↩](#)
cs

4.8 Debuff_Slow Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [setStatsAndStart](#) (float *spdChnge*, float *duration*)
Set slow ammount and effect duration and start effect
- void [setStatsAndReset](#) (float *duration*)
Reset effect duration

4.8.1 Member Function Documentation

4.8.1.1 void Debuff_Slow.setStatsAndReset (float *duration*)

Reset effect duration

Parameters

<i>duration</i>	
-----------------	--

4.8.1.2 void Debuff_Slow.setStatsAndStart (float *spdChnge*, float *duration*)

Set slow ammount and effect duration and start effect

Parameters

<i>spdChnge</i>	
<i>duration</i>	

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[Debuff↔_Slow.cs](#)

4.9 EnemyBase Class Reference

Inherits [EnemyMovement](#).

Inherited by [BossScript](#), [EnemyMushroom](#), and [HerboScript](#).

Public Member Functions

- override void [Start](#) ()
- void [FadeOut](#) ()
Fades out the enemy corpse
- void [DamageEnemy](#) (float dmg)
Inflicts damage to enemy

Public Attributes

- float [maxHealth](#)
- float [health](#)
- bool [isDead](#) = false

Protected Attributes

- int [goldReward](#)
- Image [healthBar](#)
- Animator [anim](#)
- AudioSource [audioSource](#)
- AudioClip [deathAudio](#)

Additional Inherited Members

4.9.1 Member Function Documentation

4.9.1.1 void EnemyBase.DamageEnemy (float *dmg*)

Inflicts damage to enemy

4.9.1.2 void EnemyBase.FadeOut ()

Fades out the enemy corpse

4.9.1.3 override void `EnemyBase.Start` () `[virtual]`

Reimplemented from [EnemyMovement](#).

Reimplemented in [EnemyMushroom](#), and [HerboScript](#).

4.9.2 Member Data Documentation

4.9.2.1 Animator `EnemyBase.anim` `[protected]`

4.9.2.2 AudioSource `EnemyBase.audioSource` `[protected]`

4.9.2.3 AudioClip `EnemyBase.deathAudio` `[protected]`

4.9.2.4 int `EnemyBase.goldReward` `[protected]`

4.9.2.5 float `EnemyBase.health`

4.9.2.6 Image `EnemyBase.healthBar` `[protected]`

4.9.2.7 bool `EnemyBase.isDead` = false

4.9.2.8 float `EnemyBase.maxHealth`

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/[EnemyBase.cs](#)

4.10 WaveDB.EnemyData Class Reference

Public Types

- enum [EnemyTypes](#) { [EnemyTypes.ShroomNormal](#), [EnemyTypes.ShroomTank](#), [EnemyTypes.Herbo](#), [EnemyTypes.Boss](#), [EnemyTypes.Boss2](#) }
- enum [EnemyPath](#) { [EnemyPath.Green](#), [EnemyPath.Red](#), [EnemyPath.Blue](#) }
- enum [EnemySize](#) { [EnemySize.Small](#), [EnemySize.Meduum](#), [EnemySize.Large](#) }

Public Attributes

- [EnemyTypes](#) name
- [EnemyPath](#) path
- [EnemySize](#) size
- float [speed](#)
- float [health](#)

4.10.1 Member Enumeration Documentation

4.10.1.1 enum WaveDB.EnemyData.EnemyPath [strong]

Enumerator

Green

Red

Blue

4.10.1.2 enum WaveDB.EnemyData.EnemySize [strong]

Enumerator

Small

Meduim

Large

4.10.1.3 enum WaveDB.EnemyData.EnemyTypes [strong]

Enumerator

ShroomNormal

ShroomTank

Herbo

Boss

Boss2

4.10.2 Member Data Documentation

4.10.2.1 float WaveDB.EnemyData.health

4.10.2.2 EnemyTypes WaveDB.EnemyData.name

4.10.2.3 EnemyPath WaveDB.EnemyData.path

4.10.2.4 EnemySize WaveDB.EnemyData.size

4.10.2.5 float WaveDB.EnemyData.speed

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Data/[WaveDB.cs](#)

4.11 EnemyMovement Class Reference

Inherits MonoBehaviour.

Inherited by [EnemyBase](#).

Public Member Functions

- virtual void [Start](#) ()

Public Attributes

- float [speed](#)
- float [turnSpeed](#)
- [ResourceManager](#) rManager
- [AudioManager](#) aManager
- [SpawnManager](#) sManager
- GameObject [path](#)

Protected Member Functions

- void [Move](#) (int endDMG)
Moves the enemy along the path it has been given.

Protected Attributes

- bool [ableToMove](#) = true

4.11.1 Member Function Documentation

4.11.1.1 void EnemyMovement.Move (int *endDMG*) [protected]

Moves the enemy along the path it has been given.

4.11.1.2 virtual void EnemyMovement.Start () [virtual]

Reimplemented in [EnemyBase](#), [BossScript](#), [EnemyMushroom](#), and [HerboScript](#).

4.11.2 Member Data Documentation

4.11.2.1 `bool EnemyMovement.ableToMove = true` `[protected]`

4.11.2.2 `AudioManager EnemyMovement.aManager`

4.11.2.3 `GameObject EnemyMovement.path`

4.11.2.4 `ResourceManager EnemyMovement.rManager`

4.11.2.5 `SpawnManager EnemyMovement.sManager`

4.11.2.6 `float EnemyMovement.speed`

4.11.2.7 `float EnemyMovement.turnSpeed`

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

- `C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/EnemyMovement.cs`

4.12 EnemyMushroom Class Reference

Inherits [EnemyBase](#).

Public Member Functions

- override void [Start](#) ()

Public Attributes

- AudioClip [deathsound](#)
- int [baseDMG](#)

Additional Inherited Members

4.12.1 Member Function Documentation

4.12.1.1 `override void EnemyMushroom.Start ()` `[virtual]`

Reimplemented from [EnemyBase](#).

4.12.2 Member Data Documentation

4.12.2.1 `int EnemyMushroom.baseDMG`

4.12.2.2 `AudioClip EnemyMushroom.deathsound`

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

- `C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/EnemyMushroom.cs`

4.13 GameControl Class Reference

Inherits `MonoBehaviour`.

Public Member Functions

- `void GameOver ()`
Stops all waves and spawns game over screen.
- `void GameWon ()`

Public Attributes

- `GameObject gameoverscreen`
- `AudioManager aManager`
- `WaveManager wManager`

4.13.1 Member Function Documentation

4.13.1.1 `void GameControl.GameOver ()`

Stops all waves and spawns game over screen.

4.13.1.2 `void GameControl.GameWon ()`

4.13.2 Member Data Documentation

4.13.2.1 `AudioManager GameControl.aManager`

4.13.2.2 `GameObject GameControl.gameoverscreen`

4.13.2.3 `WaveManager GameControl.wManager`

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

- `C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/GameControl.cs`

4.14 HerboScript Class Reference

Inherits [EnemyBase](#).

Public Member Functions

- override void [Start](#) ()

Public Attributes

- AudioClip [deathsound](#)
- int [baseDMG](#)

Additional Inherited Members

4.14.1 Member Function Documentation

4.14.1.1 override void HerboScript.Start () [virtual]

Reimplemented from [EnemyBase](#).

4.14.2 Member Data Documentation

4.14.2.1 int HerboScript.baseDMG

4.14.2.2 AudioClip HerboScript.deathsound

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/[HerboScript.cs](#)

4.15 HUD Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [NextWaveButtonClicked](#) ()
- void [RestartLevel](#) ()
- void [BackToMenu](#) ()

Public Attributes

- Text [resourceCount](#)
- Text [waveCount](#)
- Text [startTimer](#)
- Text [healtCount](#)
- Button [nextWaveButton](#)
- bool [HUDactive](#)

4.15.1 Member Function Documentation

4.15.1.1 void [HUD.BackToMenu](#) ()

4.15.1.2 void [HUD.NextWaveButtonClicked](#) ()

4.15.1.3 void [HUD.RestartLevel](#) ()

4.15.2 Member Data Documentation

4.15.2.1 Text [HUD.healtCount](#)

4.15.2.2 bool [HUD.HUDactive](#)

4.15.2.3 Button [HUD.nextWaveButton](#)

4.15.2.4 Text [HUD.resourceCount](#)

4.15.2.5 Text [HUD.startTimer](#)

4.15.2.6 Text [HUD.waveCount](#)

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/[HUD.cs](#)

4.16 MainMenu Class Reference

Inherits [MonoBehaviour](#).

Public Member Functions

- void [ToLvlSelect](#) ()
move level-select on screen, removing first-screen
- void [ToCredits](#) ()
move credits on screen, removing first-screen
- void [ToFirstScreen](#) ()
move first-screen on screen, removing credits

Public Attributes

- Transform [firstScreen](#)
- Transform [lvlScreen](#)
- Transform [creditsScreen](#)

4.16.1 Member Function Documentation

4.16.1.1 void MainMenu.ToCredits ()

move credits on screen, removing first-screen

4.16.1.2 void MainMenu.ToFirstScreen ()

move first-screen on screen, removing credits

4.16.1.3 void MainMenu.ToLvlSelect ()

move level-select on screen, removing first-screen

4.16.2 Member Data Documentation

4.16.2.1 Transform MainMenu.creditsScreen

4.16.2.2 Transform MainMenu.firstScreen

4.16.2.3 Transform MainMenu.lvlScreen

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/[MainMenu.cs](#)

4.17 OneshotParticle Class Reference

Inherits MonoBehaviour.

Public Attributes

- ParticleSystem [par](#)

4.17.1 Member Data Documentation

4.17.1.1 ParticleSystem OneshotParticle.par

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/[OneshotParticle.cs](#)

4.18 PathScript Class Reference

Inherits MonoBehaviour.

Public Member Functions

- List< Vector3 > [GetWaypointList](#) ()
Get all waypoint from wpList.

Public Attributes

- List< Transform > [wpList](#) = new List<Transform>()
- bool [showGizmo](#) = true
- Color [gizmoColor](#) = Color.blue

4.18.1 Member Function Documentation

4.18.1.1 List<Vector3> PathScript.GetWaypointList ()

Get all waypoint from wpList.

4.18.2 Member Data Documentation

4.18.2.1 Color PathScript.gizmoColor = Color.blue

4.18.2.2 bool PathScript.showGizmo = true

4.18.2.3 List<Transform> PathScript.wpList = new List<Transform>()

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Other/[PathScript.cs](#)

4.19 PlayerDB Class Reference

Inherits MonoBehaviour.

Public Attributes

- int [gold](#)
- float [health](#)
- float [maxHealth](#)

Properties

- static [PlayerDB Instance](#) [get]
Instance of Player data

4.19.1 Member Data Documentation

4.19.1.1 int PlayerDB.gold

4.19.1.2 float PlayerDB.health

4.19.1.3 float PlayerDB.maxHealth

4.19.2 Property Documentation

4.19.2.1 [PlayerDB Instance](#) [static], [get]

Instance of Player data

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Data/[PlayerDB.cs](#)

4.20 Projectile Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [turnOn](#) ()
Reactivate bulled
- void [turnOff](#) ()
Deactivate bulled(does not destroy for later use)
- void [setStats](#) (Transform tar, float spd, float dmg)
Set bullets stats

Public Attributes

- GameObject [bullModel](#)
- ParticleSystem [trail](#)
- ParticleSystem [explosion](#)
- bool [isActive](#)

4.20.1 Member Function Documentation

4.20.1.1 void Projectile.setStats (Transform *tar*, float *spd*, float *dmg*)

Set bullets stats

Parameters

<i>tar</i>	
<i>spd</i>	
<i>dmg</i>	

4.20.1.2 void Projectile.turnOff ()

Deactivate bulled(does not destroy for later use)

4.20.1.3 void Projectile.turnOn ()

Reactivate bulled

4.20.2 Member Data Documentation

4.20.2.1 GameObject Projectile.bullModel

4.20.2.2 ParticleSystem Projectile.explosion

4.20.2.3 bool Projectile.isActive

4.20.2.4 ParticleSystem Projectile.trail

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[Projectile.cs](#)

4.21 ResourceManager Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [BaseTakeDMG](#) (int dmg)
Inflicts damage on player healthpoints
- void [BuildPayment](#) (int cost)
Takes gold from player 'gold' resource'.
- void [AddGold](#) (int reward)
Adds gold to player 'gold' resource.

Public Attributes

- Image [healthGUI](#)
- [PlayerDB](#) [playerDB](#)
- [GameControl](#) [gameControl](#)

4.21.1 Member Function Documentation

4.21.1.1 void ResourceManager.AddGold (int reward)

Adds gold to player 'gold' resource.

4.21.1.2 void ResourceManager.BaseTakeDMG (int dmg)

Inflicts damage on player healthpoints

4.21.1.3 void ResourceManager.BuildPayment (int cost)

Takes gold from player 'gold' resource'.

4.21.2 Member Data Documentation

4.21.2.1 GameControl ResourceManager.gameControl

4.21.2.2 Image ResourceManager.healthGUI

4.21.2.3 PlayerDB ResourceManager.playerDB

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/[Resource↵
Manager.cs](#)

4.22 WaveDB.Row Class Reference

Public Attributes

- float [spawnDelay](#)
- [EnemyData\[\]](#) [enemies](#)

4.22.1 Member Data Documentation

4.22.1.1 [EnemyData \[\]](#) [WaveDB.Row.enemies](#)

4.22.1.2 float [WaveDB.Row.spawnDelay](#)

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Data/[WaveDB.cs](#)

4.23 SpawnManager Class Reference

Inherits [MonoBehaviour](#).

Public Member Functions

- void [SpawnEnemy](#) (string name, int path, string size, float speed, float health)
Creates an enemy and assigns it's properties.

4.23.1 Member Function Documentation

4.23.1.1 void [SpawnManager.SpawnEnemy](#) (string name, int path, string size, float speed, float health)

Creates an enemy and assigns it's properties.

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/[SpawnManager.cs](#)

4.24 TooltipAssignn Class Reference

Inherits [MonoBehaviour](#).

Public Attributes

- string [tooltipText](#)

4.24.1 Member Data Documentation

4.24.1.1 string TooltipAssign.tooltipText

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/[TooltipAssign.cs](#)

4.25 TooltipControl Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [addNewText](#) (string txt)
- void [turnOff](#) ()

Public Attributes

- RectTransform [tooltipFrame](#)
- Text [tooltipText](#)

4.25.1 Member Function Documentation

4.25.1.1 void TooltipControl.addNewText (string txt)

4.25.1.2 void TooltipControl.turnOff ()

4.25.2 Member Data Documentation

4.25.2.1 RectTransform TooltipControl.tooltipFrame

4.25.2.2 Text TooltipControl.tooltipText

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/[TooltipControl.cs](#)

4.26 TowerBase Class Reference

Inherits MonoBehaviour.

Inherited by [TurrentLightning](#), [TurrentProjectile](#), and [TurrentSlowArea](#).

Public Member Functions

- void [turnTowerOn](#) ()
Enable tower when placed(mostly redundant)

Public Attributes

- string [towerType](#)
- int [towerLvl](#)
- float [damage](#)
- float [firerate](#)
- float [range](#)
- int [sellValue](#)
- int [upgradeCost](#)
- SphereCollider [rangeColl](#)
- SphereCollider [baseColl](#)
- List< GameObject > [targets](#) = new List<GameObject>()

Protected Member Functions

- virtual void [fireTurrent](#) ()
Fire the turrent(To be defined in child classed)

Protected Attributes

- float [timeToFire](#)
- AudioSource [audioSRS](#)

4.26.1 Member Function Documentation

4.26.1.1 virtual void TowerBase.fireTurrent () [protected],[virtual]

Fire the turrent(To be defined in child classed)

Reimplemented in [TurrentLightning](#), [TurrentProjectile](#), and [TurrentSlowArea](#).

4.26.1.2 void TowerBase.turnTowerOn ()

Enable tower when placed(mostly redundant)

4.26.2 Member Data Documentation

- 4.26.2.1 AudioSource TowerBase.audioSRS [protected]
- 4.26.2.2 SphereCollider TowerBase.baseColl
- 4.26.2.3 float TowerBase.damage
- 4.26.2.4 float TowerBase.firerate
- 4.26.2.5 float TowerBase.range
- 4.26.2.6 SphereCollider TowerBase.rangeColl
- 4.26.2.7 int TowerBase.sellValue
- 4.26.2.8 List<GameObject> TowerBase.targets = new List<GameObject>()
- 4.26.2.9 float TowerBase.timeToFire [protected]
- 4.26.2.10 int TowerBase.towerLvl
- 4.26.2.11 string TowerBase.towerType
- 4.26.2.12 int TowerBase.upgradeCost

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/Tower↔
Base.cs

4.27 TowerPlacer Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [holdNewObj](#) (GameObject obj, int price)
Give new tower to place, also set price of given tower

Public Attributes

- Transform [areaIndicator](#)
- Material [unplaceableMat](#)
- Material [placeableMat](#)

4.27.1 Member Function Documentation

- 4.27.1.1 void TowerPlacer.holdNewObj (GameObject *obj*, int *price*)

Give new tower to place, also set price of given tower

Parameters

<i>obj</i>	
<i>price</i>	

4.27.2 Member Data Documentation

4.27.2.1 Transform TowerPlacer.areaIndicator

4.27.2.2 Material TowerPlacer.placebleMat

4.27.2.3 Material TowerPlacer.unplacebleMat

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[TowerPlacer.cs](#)↵

4.28 TowerUpgrader Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [shutDown](#) ()
Fully disable this menu, so it cant be activated either (to be uses when other functionality is turned on that could cause the player to click on towers)
- void [upgradeTower](#) ()
Upgrade the selected tower
- void [sellTower](#) ()
Sell and remove selected tower

Public Attributes

- Image [UpgradeMenu](#)
- Text [nameTxt](#)
- Text [lvlTxt](#)
- GameObject [buildParticle](#)
- Transform [areaIndicator](#)
- [TooltipAssignn Upgradetrigger](#)
- [TooltipAssignn selltrigger](#)

4.28.1 Member Function Documentation

4.28.1.1 void TowerUpgrader.sellTower ()

Sell and remove selected tower

4.28.1.2 void TowerUpgrader.shutDown ()

Fully disable this menu, so it cant be activated either (to be uses when other functionality is turned on that could cause the player to click on towers)

4.28.1.3 void TowerUpgrader.upgradeTower ()

Upgrade the selected tower

4.28.2 Member Data Documentation

4.28.2.1 Transform TowerUpgrader.areaIndicator

4.28.2.2 GameObject TowerUpgrader.buildParticle

4.28.2.3 Text TowerUpgrader.lvITxt

4.28.2.4 Text TowerUpgrader.nameTxt

4.28.2.5 TooltipAssignn TowerUpgrader.selltrigger

4.28.2.6 Image TowerUpgrader.UpgradeMenu

4.28.2.7 TooltipAssignn TowerUpgrader.Upgradetrigger

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/[Tower↵ Upgrader.cs](#)

4.29 TurnAlignn Class Reference

Inherits MonoBehaviour.

Public Attributes

- Transform [alighObj](#)
- bool [invert](#)

4.29.1 Member Data Documentation

4.29.1.1 Transform `TurnAlignn.alighObj`

4.29.1.2 bool `TurnAlignn.invert`

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[Turn↔Alignn.cs](#)

4.30 TurrentLightning Class Reference

Inherits [TowerBase](#).

Public Attributes

- GameObject [beamPrefab](#)
- Transform [firePoint](#)

Protected Member Functions

- override void [fireTurrent](#) ()
Fire the turrent(To be defined in child classed)

Additional Inherited Members

4.30.1 Member Function Documentation

4.30.1.1 override void `TurrentLightning.fireTurrent ()` [protected],[virtual]

Fire the turrent(To be defined in child classed)

Reimplemented from [TowerBase](#).

4.30.2 Member Data Documentation

4.30.2.1 GameObject `TurrentLightning.beamPrefab`

4.30.2.2 Transform `TurrentLightning.firePoint`

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[Turrent↔Lightning.cs](#)

4.31 TurrentProjectile Class Reference

Inherits [TowerBase](#).

Public Attributes

- float [bulletSpeed](#)
- Transform [firepoint](#)
- GameObject [bulletPrefab](#)

Protected Member Functions

- override void [fireTurrent](#) ()
Fire the turrent(To be defined in child classed)

Additional Inherited Members

4.31.1 Member Function Documentation

4.31.1.1 override void TurrentProjectile.fireTurrent () [protected],[virtual]

Fire the turrent(To be defined in child classed)

Reimplemented from [TowerBase](#).

4.31.2 Member Data Documentation

4.31.2.1 GameObject TurrentProjectile.bulletPrefab

4.31.2.2 float TurrentProjectile.bulletSpeed

4.31.2.3 Transform TurrentProjectile.firepoint

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[TurrentProjectile.cs](#)

4.32 TurrentSlowArea Class Reference

Inherits [TowerBase](#).

Public Attributes

- float [speedChange](#)
- float [effectDuration](#)

Protected Member Functions

- override void [fireTurrent](#) ()
Fire the turrent(To be defined in child classed)

Additional Inherited Members

4.32.1 Member Function Documentation

4.32.1.1 override void TurrentSlowArea.fireTurrent () [protected],[virtual]

Fire the turrent(To be defined in child classed)

Reimplemented from [TowerBase](#).

4.32.2 Member Data Documentation

4.32.2.1 float TurrentSlowArea.effectDuration

4.32.2.2 float TurrentSlowArea.speedChange

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[TurrentSlowArea.cs](#)

4.33 Tutorial Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [Next](#) ()
Set tutorial UI to next frame
- void [Skip](#) ()
Skip entire tutorial - Deactivate all tutorial UI and Activate all game UI
- void [SetFrame](#) ()
Set UI for current tutorial frame

Public Attributes

- `GameObject[]` [tuts](#)
- `Transform[]` [nextPos](#)
- `Button` [next](#)
- `Button` [skip](#)
- `Button` [startgame](#)
- `GameObject` [resource](#)
- `GameObject` [waveInfo](#)
- `GameObject` [waveButt](#)
- `GameObject` [buttons](#)
- `Image` [fadeBack](#)
- `HUD` [hud](#)
- `int` [currentFrame](#)

4.33.1 Member Function Documentation

4.33.1.1 `void Tutorial.Next ()`

Set tutorial UI to next frame

4.33.1.2 `void Tutorial.SetFrame ()`

Set UI for current tutorial frame

4.33.1.3 `void Tutorial.Skip ()`

Skip entire tutorial - Deactivate all tutorial UI and Activate all game UI

4.33.2 Member Data Documentation

4.33.2.1 `GameObject Tutorial.buttons`

4.33.2.2 `int Tutorial.currentFrame`

4.33.2.3 `Image Tutorial.fadeBack`

4.33.2.4 `HUD Tutorial.hud`

4.33.2.5 `Button Tutorial.next`

4.33.2.6 `Transform [] Tutorial.nextPos`

4.33.2.7 `GameObject Tutorial.resource`

4.33.2.8 `Button Tutorial.skip`

4.33.2.9 `Button Tutorial.startgame`

4.33.2.10 `GameObject [] Tutorial.tuts`

4.33.2.11 `GameObject Tutorial.waveButt`

4.33.2.12 `GameObject Tutorial.waveInfo`

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

- `C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Tutorial.cs`

4.34 TwoAxisTurrent Class Reference

Inherits MonoBehaviour.

Public Attributes

- Transform [platform](#)
- Transform [cannon](#)

4.34.1 Member Data Documentation

4.34.1.1 Transform TwoAxisTurrent.cannon

4.34.1.2 Transform TwoAxisTurrent.platform

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/[TwoAxisTurrent.cs](#)

4.35 WaveDB Class Reference

Inherits MonoBehaviour.

Classes

- class [EnemyData](#)
- class [Row](#)

Public Attributes

- int [currentWave](#) = 0
- int [waveTimer](#) = 0
- bool [isSpawning](#) = false
- [Row](#)[] [waves](#) = new [Row](#)[5]

4.35.1 Member Data Documentation

4.35.1.1 int WaveDB.currentWave = 0

4.35.1.2 bool WaveDB.isSpawning = false

4.35.1.3 [Row](#) [] WaveDB.waves = new [Row](#)[5]

4.35.1.4 int WaveDB.waveTimer = 0

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Data/[WaveDB.cs](#)

4.36 WaveManager Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void [NextWave](#) ()
Sets the wavetimer to 0 in order to make the next wave spawn immediately
- void [StartGameButtonClicked](#) ()
Starts the game by starting the spawning coroutine
- void [StopWaves](#) ()
Stops the game by stopping the spawning coroutine

Public Attributes

- int [startDelay](#)
- int [waveDelay](#)

4.36.1 Member Function Documentation

4.36.1.1 void WaveManager.NextWave ()

Sets the wavetimer to 0 in order to make the next wave spawn immediately

4.36.1.2 void WaveManager.StartGameButtonClicked ()

Starts the game by starting the spawning coroutine

4.36.1.3 void WaveManager.StopWaves ()

Stops the game by stopping the spawning coroutine

4.36.2 Member Data Documentation

4.36.2.1 int WaveManager.startDelay

4.36.2.2 int WaveManager.waveDelay

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

- C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/[WaveManager.cs](#)

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File Documentation

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Classes

- class [AutoFade](#)

5.2 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/↵ Scripts/Camera/CamControll.cs File Reference

Classes

- class [CamControll](#)

5.3 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/↵ Scripts/Camera/Camfade.cs File Reference

Classes

- class [Camfade](#)

5.4 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/↵ Scripts/Data/PlayerDB.cs File Reference

Classes

- class [PlayerDB](#)

5.5 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Data/WaveDB.cs File Reference

Classes

- class [WaveDB](#)
- class [WaveDB.Row](#)
- class [WaveDB.EnemyData](#)

5.6 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/BossScript.cs File Reference

Classes

- class [BossScript](#)

5.7 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/EnemyBase.cs File Reference

Classes

- class [EnemyBase](#)

5.8 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/EnemyMovement.cs File Reference

Classes

- class [EnemyMovement](#)

5.9 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/EnemyMushroom.cs File Reference

Classes

- class [EnemyMushroom](#)

5.10 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Enemy/HerboScript.cs File Reference

Classes

- class [HerboScript](#)

5.11

C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/BuildUI.cs

File Reference

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5.11 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/BuildUI.cs File Reference

Classes

- class [BuildUI](#)

5.12 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/CameraFacingBillboard.cs File Reference

Classes

- class [CameraFacingBillboard](#)

5.13 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/HUD.cs File Reference

Classes

- class [HUD](#)

5.14 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/TooltipAssignn.cs File Reference

Classes

- class [TooltipAssignn](#)

5.15 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/TooltipControl.cs File Reference

Classes

- class [TooltipControl](#)

5.16 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/GUI/TowerUpgrader.cs File Reference

Classes

- class [TowerUpgrader](#)

5.17 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/MainMenu.cs File Reference ↩

Classes

- class [MainMenu](#)

5.18 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/AudioManager.cs File Reference ↩

Classes

- class [AudioManager](#)

5.19 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/GameControl.cs File Reference ↩

Classes

- class [GameControl](#)

5.20 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/ResourceManager.cs File Reference ↩

Classes

- class [ResourceManager](#)

5.21 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/SpawnManager.cs File Reference ↩

Classes

- class [SpawnManager](#)

5.22 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Managers/WaveManager.cs File Reference ↩

Classes

- class [WaveManager](#)

5.23 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/OneshotParticle.cs File Reference ↩

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Classes

- class [OneshotParticle](#)

5.24 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Other/PathScript.cs File Reference ↩

Classes

- class [PathScript](#)

5.25 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/Debuff_Slow.cs File Reference ↩

Classes

- class [Debuff_Slow](#)

5.26 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/Projectile.cs File Reference ↩

Classes

- class [Projectile](#)

5.27 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/TowerBase.cs File Reference ↩

Classes

- class [TowerBase](#)

5.28 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/TowerPlacer.cs File Reference ↩

Classes

- class [TowerPlacer](#)

5.29 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/TurnAlignn.cs File Reference ↩

Classes

- class [TurnAlignn](#)

5.30 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/TurrentLightning.cs File Reference ↩

Classes

- class [TurrentLightning](#)

5.31 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/TurrentProjectile.cs File Reference ↩

Classes

- class [TurrentProjectile](#)

5.32 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/TurrentSlowArea.cs File Reference ↩

Classes

- class [TurrentSlowArea](#)

5.33 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/TowerScr's/TwoAxisTurrent.cs File Reference ↩

Classes

- class [TwoAxisTurrent](#)

5.34 C:/Users/Coen/Documents/GitHub/Proeven_RealDeal/TowerTowerdefence/Assets/Scripts/Tutorial.cs File Reference ↩

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- class [Tutorial](#)

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