

# Namespace CustomAttributes

## Classes

[ReadOnlyAttribute](#)

# Class ReadOnlyAttribute

Namespace: [CustomAttributes](#)

Assembly: FlowerProject.dll

```
public class ReadOnlyAttribute : PropertyAttribute
```

## Inheritance

[object](#) ← [Attribute](#) ← [PropertyAttribute](#) ← [ReadOnlyAttribute](#)

## Inherited Members

[PropertyAttribute.order](#) , [Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) , [Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttribute\(Module, Type\)](#) , [Attribute.GetCustomAttribute\(Module, Type, bool\)](#) , [Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) , [Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo\)](#) , [Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) , [Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) , [Attribute.GetCustomAttributes\(Module, Type\)](#) , [Attribute.GetCustomAttributes\(Module, Type, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) , [Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) , [Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) , [Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) , [Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) , [Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Namespace FlowerProject

## Classes

### [AudioManager](#)

### [Board](#)

Class in charge of handling the match3 board

### [EaseTypeWrapper](#)

### [Flower](#)

Handles lives, lose state, and flower animations in the future

### [GameManager](#)

### [MainMenuCarousel](#)

### [MatchManager](#)

Handles UI and navigation interactions

### [MatchResult](#)

Class that stores a list of connected tiles, the direction(type) of match, the item type and the value of the match

### [PlayFabManager](#)

### [ProgressCounter](#)

In charge of controlling the progress sliders and triggering the corresponding actions when they reach their max value

### [Row](#)

Simple class containing an array of Tiles pertaining to a single row

### [Settings](#)

Events and Delegates for settings related actions

### [StatsPanelController](#)

Initially sets the win/lose stats and updates them when OnWin or OnLose are called

### [Tile](#)

Class for the tiles that make up the board with a reference to an Item Scriptable Object that makes up the content of the tile

### [UIManager](#)

[WordManager](#)

[WordRevealer](#)

Class in charge of displaying the underscores for the word at the start of the game and revealing letters

## Enums

[CurrentScene](#)

Used to define the UIDocument the user is currently on, mainly for navigation

[Difficulty](#)

[MatchDirection](#)

## Delegates

[AudioManager.musicChangeAction](#)

[AudioManager.sfxPressedAction](#)

[Board.increaseScore](#)

[GameManager.loseAction](#)

[GameManager.winAction](#)

[MatchManager.restartMatch3](#)

[PlayFabManager.updateDisplayName](#)

[Settings.difficultyChangeAction](#)

[Settings.returnPressedAction](#)

[Settings.volumeChangeAction](#)

# Class AudioManager

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public class AudioManager : MonoBehaviour
```

## Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← AudioManager

## Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\).☐](#) , [Component.SendMessage\(string\).☐](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\).☐](#) ,  
[Component.SendMessage\(string, SendMessageOptions\).☐](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\).☐](#) ,  
[Component.BroadcastMessage\(string, object\).☐](#) , [Component.BroadcastMessage\(string\).☐](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\).☐](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\).☐](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\).☐](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\).☐](#) , [Object.Destroy\(Object, float\).☐](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\).☐](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\).☐](#) , [Object.FindObjectsOfType\(Type, bool\).☐](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\).☐](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\).☐](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\).☐](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\).☐](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\).☐](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\).☐](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\).☐](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\).☐](#) ,  
[Object.FindObjectOfType\(Type\).☐](#) , [Object.FindFirstObjectByType\(Type\).☐](#) ,  
[Object.FindAnyObjectByType\(Type\).☐](#) , [Object.FindObjectOfType\(Type, bool\).☐](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\).☐](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\).☐](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\).☐](#) , [object.GetType\(\).☐](#) , [object.MemberwiseClone\(\).☐](#) ,  
[object.ReferenceEquals\(object, object\).☐](#)

## Fields

### BGMPrefab

`public` `GameObject` `BGMPrefab`

Field Value

GameObject

## SFXPrefab

```
public GameObject SFXPrefab
```

Field Value

GameObject

## audioMixer

```
public AudioManager audioMixer
```

Field Value

AudioMixer

## backgroundMusics

```
public BGMusic_SO[] backgroundMusics
```

Field Value

[BGMusic\\_SO\[\]](#)

## soundEffects

```
public SFX_SO[] soundEffects
```

Field Value

## Properties

### Instance

```
public static AudioManager Instance { get; }
```

### Property Value

[AudioManager](#)

### MusicVolume

The Volume properties use  $\log(i)*20$  to get a value from -80 to 0 in order to set the attenuation in the mixer and saves the pre log value to PlayerPrefs

```
public float MusicVolume { get; set; }
```

### Property Value

[float](#)

### SfxVolume

```
public float SfxVolume { get; set; }
```

### Property Value

[float](#)

## Methods

### MusicChange(string)



Method to call when changing background music, checks if a prefab for that music exists then plays it or creates a new one.

```
public static void MusicChange(string name)
```

Parameters

name [string](#) 

## SFXPressed(string)

Works similarly to ChangeMusic except SFX are not set to loop

```
public static void SFXPressed(string name)
```

Parameters

name [string](#) 

## Events

### OnMusicChange

```
public static event AudioManager.musicChangeAction OnMusicChange
```

Event Type

[AudioManager.musicChangeAction](#)

### OnSFXPressed

```
public static event AudioManager.sfxPressedAction OnSFXPressed
```

Event Type



# Delegate AudioManager.musicChangeAction

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void AudioManager.musicChangeAction(string name)
```

## Parameters

name [string](#) 

# Delegate AudioManager.sfxPressedAction

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void AudioManager.sfxPressedAction(string name)
```

## Parameters

name [string](#) 

# Class Board

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

Class in charge of handling the match3 board

```
public sealed class Board : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← Board

## Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),

[Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#),  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#),  
[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,  
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),  
[Object.Equals\(object\)](#), Object.Instantiate(Object, Vector3, Quaternion),  
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),  
Object.Instantiate(Object, Transform), [Object.Instantiate\(Object, Transform, bool\)](#),  
Object.Instantiate<T>(T), Object.Instantiate<T>(T, Vector3, Quaternion),  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),  
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),  
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),  
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),  
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),  
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),  
Object.FindFirstObjectByType<T>(FindObjectsInactive),  
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,  
Object.hideFlags, [object.Equals\(object, object\)](#), [object.GetType\(\)](#),  
[object.ReferenceEquals\(object, object\)](#)

## Fields

## isStarting

```
public bool isStarting
```

Field Value

[bool](#)

## nullItem

```
public Item nullItem
```

Field Value

[Item](#)

## resetButton

```
public Button resetButton
```

Field Value

Button

## rows

```
public Row[] rows
```

Field Value

[Row\[\]](#)

## selectedTile

```
public Tile selectedTile
```

Field Value

[Tile](#)

## Properties

Height

```
public int Height { get; }
```

Property Value

[int](#)

Instance

```
public static Board Instance { get; }
```

Property Value

[Board](#)

Tiles

```
public Tile[,] Tiles { get; }
```

Property Value

[Tile\[,\]](#)

Width



```
public int Width { get; }
```

Property Value

[int](#)

## Methods

### CheckBoard()

Checks for matches

```
public bool CheckBoard()
```

Returns

[bool](#)

### DeleteMinus()

Removes Minus items (negative health) without affecting the progress bar and sets the power progress back to 0

```
public void DeleteMinus()
```

### DoSwap(Tile, Tile)

DOTween animation to swap icons and tuple to swap their content

```
public Task DoSwap(Tile tile1, Tile tile2)
```

Parameters

**tile1** [Tile](#)

tile2 [Tile](#)

Returns

[Task](#) 

## ReinitializeBoard()

Currently refills all tiles with a new random item and does so until there are no matches but if !isStarting reduces lives and processes any match found (this case is triggered by the shuffle power)

```
public void ReinitializeBoard()
```

## Select(Tile)

If canMove is true then select a tile, deselect it or swap it depending on the case

```
public void Select(Tile tile)
```

Parameters

tile [Tile](#)

## WrongSwap(Tile, Tile)

Shakes the icons when an invalid swap was attempted

```
public Task WrongSwap(Tile tile1, Tile tile2)
```

Parameters

tile1 [Tile](#)

tile2 [Tile](#)

Returns

## Events

### OnIncreaseScore

```
public static event Board.increaseScore OnIncreaseScore
```

Event Type

[Board.increaseScore](#)

# Delegate Board.increaseScore

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void Board.increaseScore(float scoreIncrease, ItemType type)
```

## Parameters

scoreIncrease [float](#) 

type [ItemType](#)

# Enum CurrentScene

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

Used to define the UIDocument the user is currently on, mainly for navigation

```
public enum CurrentScene
```

## Fields

```
End = 2
```

```
Game = 1
```

```
Main = 0
```

# Enum Difficulty

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public enum Difficulty
```

## Fields

```
Common = 0
```

```
Scientific = 1
```


# Class EaseTypeWrapper

Namespace: [FlowerProject](#)








Assembly: FlowerProject.dll

```
[Serializable]  
public class EaseTypeWrapper
```

## Inheritance

[object](#)  ← EaseTypeWrapper

## Inherited Members

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

## Fields

### easeType

```
public Ease easeType
```

## Field Value

Ease

# Class Flower

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll


Handles lives, lose state, and flower animations in the future

```
public class Flower : MonoBehaviour
```

## Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← Flower

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,



[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### gameUIDocument

```
public UIDocument gameUIDocument
```

Field Value

UIDocument

## Properties

### Lives

```
public int Lives { get; set; }
```

Property Value

[int](#)

## Methods

### SunshineAnimation(bool)

DOTween sequence using custom DOTween extension, shown when guessing a correct letter (bool is there for a plan to play a modified version on win)

```
public void SunshineAnimation(bool isWin)
```

Parameters

isWin [bool](#)

# Class GameManager

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public class GameManager : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [GameManager](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

[Component.SendMessage\(string, object\).☐](#) , [Component.SendMessage\(string\).☐](#) ,  
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Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
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[Object.DestroyImmediate\(Object, bool\).☐](#) , Object.DestroyImmediate(Object) ,  
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[Object.FindFirstObjectByType\(Type, FindObjectsInactive\).☐](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\).☐](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\).☐](#) , [object.GetType\(\).☐](#) , [object.MemberwiseClone\(\).☐](#) ,  
[object.ReferenceEquals\(object, object\).☐](#)

## Fields

### wordList

Reference to the WordList Scriptable object that WordManager uses in order to populate it when Deserializing WordData

```
public WordList_SO wordList
```

Field Value

[WordList\\_SO](#)

## Properties

### CommonWins

```
public int CommonWins { get; set; }
```

Property Value

[int](#)

### Instance

```
public static GameManager Instance { get; }
```

Property Value

[GameManager](#)

### ScientificWins

```
public int ScientificWins { get; set; }
```

Property Value

[int](#)

### TotalLosses

```
public int TotalLosses { get; set; }
```

Property Value

[int](#)

## Methods

### DeserializeJson()

Deserialize WordData.json into Word\_SO scriptable objects and feeds them into wordList

```
public void DeserializeJson()
```

### GetTotalWin()

Gets total wins from commonWins and ScientificWins

```
public int GetTotalWin()
```

Returns

[int](#)

### GetWinRate()

Gets win ratio from totalWins and totalLosses

```
public int GetWinRate()
```

Returns

[int](#)

## Lose()

Updates the losses and saves them to PlayFab

```
public static void Lose()
```

## Win()

Updates the total and category specific wins and saves them to PlayFab

```
public static void Win()
```

## Events

### OnLose

```
public static event GameManager.loseAction OnLose
```

Event Type

[GameManager.loseAction](#)

### OnWin

```
public static event GameManager.winAction OnWin
```

Event Type

[GameManager.winAction](#)

# Delegate GameManager.loseAction

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void GameManager.loseAction()
```



# Delegate GameManager.winAction

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void GameManager.winAction()
```

# Class MainMenuCarousel

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public class MainMenuCarousel : MonoBehaviour
```

## Inheritance

[object](#) ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← MainMenuCarousel

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#), [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#), [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#), [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#), [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), [Component.GetComponents<T>\(\)](#), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#), [Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#), [Component.SendMessageUpwards\(string, SendMessageOptions\)](#),

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[Object.FindFirstObjectByType\(Type, FindObjectsInactive\).☐](#) ,  
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Object.hideFlags , [object.Equals\(object, object\).☐](#) , [object.GetType\(\).☐](#) , [object.MemberwiseClone\(\).☐](#) ,  
[object.ReferenceEquals\(object, object\).☐](#)

## Fields

### carouselEase

**public** EaseTypeWrapper carouselEase

Field Value

[EaseTypeWrapper](#)

## mainMenuUIDocument

```
public UIDocument mainMenuUIDocument
```

Field Value

UIDocument

# Enum MatchDirection

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public enum MatchDirection
```

## Fields

```
Horizontal = 1
```

```
LongHorizontal = 3
```

```
LongVertical = 2
```

```
None = 5
```

```
Super = 4
```

```
Vertical = 0
```

# Class MatchManager

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll









Handles UI and navigation interactions

```
public class MatchManager : MonoBehaviour
```

## Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← MatchManager

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) 

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[Component.SendMessageUpwards\(string, SendMessageOptions\)](#),  
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[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,  
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),  
[Object.Equals\(object\)](#), Object.Instantiate(Object, Vector3, Quaternion),  
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),  
Object.Instantiate(Object, Transform), [Object.Instantiate\(Object, Transform, bool\)](#),  
Object.Instantiate<T>(T), Object.Instantiate<T>(T, Vector3, Quaternion),  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),  
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[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
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Object.hideFlags, [object.Equals\(object, object\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),  
[object.ReferenceEquals\(object, object\)](#)

## Fields

uiDocGame

```
public UIDocument uiDocGame
```

Field Value

UIDocument

## Events

### OnRestartMatch3

```
public static event MatchManager.restartMatch3 OnRestartMatch3
```

Event Type

[MatchManager.restartMatch3](#)



# Delegate MatchManager.restartMatch3

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void MatchManager.restartMatch3()
```

# Class MatchResult

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll








Class that stores a list of connected tiles, the direction(type) of match, the item type and the value of the match

```
public class MatchResult
```

## Inheritance

[object](#)  ← MatchResult

## Inherited Members

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

## Fields

### connectedTiles

```
public List<Tile> connectedTiles
```

Field Value

[List](#)  <[Tile](#)>

### direction

```
public MatchDirection direction
```

Field Value

[MatchDirection](#)

# matchType

```
public ItemType matchType
```

Field Value

[ItemType](#)

# matchValue

```
public float matchValue
```

Field Value

[float](#)

# Class PlayFabManager

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public class PlayFabManager : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [PlayFabManager](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 

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[Object.Equals\(object\).☐](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
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[Object.FindAnyObjectByType\(Type\).☐](#) , [Object.FindObjectOfType\(Type, bool\).☐](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\).☐](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\).☐](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\).☐](#) , [object.GetType\(\).☐](#) , [object.MemberwiseClone\(\).☐](#) ,  
[object.ReferenceEquals\(object, object\).☐](#)

## Fields

currentUser

```
public static string currentUser
```

Field Value

[string](#) 

hasName

```
public static bool hasName
```

Field Value

[bool](#) 

## Properties

Instance

```
public static PlayFabManager Instance { get; }
```

Property Value

[PlayFabManager](#)

## Methods

GetLeaderBoard()

```
public static void GetLeaderBoard()
```

GetUserData(string)

```
public void GetUserData(string playFabID)
```

Parameters

playFabID [string](#)

## SetUserData(Dictionary<string, string>)

```
public void SetUserData(Dictionary<string, string> data)
```

Parameters

data [Dictionary](#) <[string](#), [string](#)>

## UpdateDisplayName(string)

```
public static void UpdateDisplayName(string displayName)
```

Parameters

displayName [string](#)

## UpdateWinRate(int)

```
public static void UpdateWinRate(int winRate)
```

Parameters

winRate [int](#)

## Events

### OnUpdateDisplayName

```
public static event PlayFabManager.updateDisplayName OnUpdateDisplayName
```

Event Type

[PlayFabManager.updateDisplayName](#)



# Delegate PlayFabManager.updateDisplayName

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void PlayFabManager.updateDisplayName(string displayName)
```

## Parameters

displayName [string](#) 

# Class ProgressCounter

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

In charge of controlling the progress sliders and triggering the corresponding actions when they reach their max value

```
public class ProgressCounter : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [ProgressCounter](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),  
[Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#),  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#),  
[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,  
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),  
[Object.Equals\(object\)](#), Object.Instantiate(Object, Vector3, Quaternion),  
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),  
Object.Instantiate(Object, Transform), [Object.Instantiate\(Object, Transform, bool\)](#),  
Object.Instantiate<T>(T), Object.Instantiate<T>(T, Vector3, Quaternion),  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),  
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),  
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),  
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),  
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),  
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),  
Object.FindFirstObjectByType<T>(FindObjectsInactive),  
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,  
Object.hideFlags, [object.Equals\(object, object\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),  
[object.ReferenceEquals\(object, object\)](#)

## Fields

canUsePower

```
public bool canUsePower
```

Field Value

[bool](#)

## currentMinus

```
public float currentMinus
```

Field Value

[float](#)

## currentPower

```
public float currentPower
```

Field Value

[float](#)

## gameUIDocument

```
public UIDocument gameUIDocument
```

Field Value

UIDocument

## maxConsonant

```
public float maxConsonant
```

Field Value

[float](#)

## maxPower

```
public float maxPower
```

Field Value

[float](#)

## maxVowel

```
public float maxVowel
```

Field Value

[float](#)

## powerUpButton

```
public Button powerUpButton
```

Field Value

Button

## Properties

### CurrentConsonant

Property that tweens the value of the consonant slider to progressively fill it when it increases and calls the OnProgressFilled coroutine when it reaches max

```
public float CurrentConsonant { get; set; }
```

Property Value

[float](#)

## CurrentMinus

Property that tweens the value of the health slider to progressively decrease and resets it to the max health when it reaches 0

```
public float CurrentMinus { get; set; }
```

Property Value

[float](#)

## CurrentPower

Property that tweens the value of the power slider to progressively fill it when it increases and sets canUsePower to true when it reaches max

```
public float CurrentPower { get; set; }
```

Property Value

[float](#)

## CurrentVowel

Property that tweens the value of the vowel slider to progressively fill it when it increases and calls the OnProgressFilled coroutine when it reaches max

```
public float CurrentVowel { get; set; }
```

Property Value

[float](#)

## Instance

```
public static ProgressCounter Instance { get; }
```

Property Value

[ProgressCounter](#)

## Lives

Lives property updates the lives display on change and triggers the Lose event when = 0

```
public int Lives { get; set; }
```

Property Value

[int](#)

# Class Row

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

Simple class containing an array of Tiles pertaining to a single row

```
public class Row : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← Row

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),



[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

tiles

```
public Tile[] tiles
```

Field Value

[Tile\[\]](#)

# Class Settings

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

Events and Delegates for settings related actions

```
public class Settings : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← Settings

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),

[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Methods

DifficultyChange()

```
public static void DifficultyChange()
```

## ReturnPressed(UIDocument)

```
public static void ReturnPressed(UIDocument scene)
```

### Parameters

**scene** UIDocument

## VolumeChange(VisualElement, float)

```
public static void VolumeChange(VisualElement target, float volume)
```

### Parameters

**target** VisualElement

**volume** [float](#)

## Events

### OnDifficultyChange

```
public static event Settings.difficultyChangeAction OnDifficultyChange
```

### Event Type

[Settings.difficultyChangeAction](#)

### OnReturnPressed

```
public static event Settings.returnPressedAction OnReturnPressed
```

Event Type

[Settings.returnPressedAction](#)

## OnVolumeChange

```
public static event Settings.volumeChangeAction OnVolumeChange
```

Event Type

[Settings.volumeChangeAction](#)

# Delegate Settings.difficultyChangeAction

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void Settings.difficultyChangeAction()
```

# Delegate Settings.returnPressedAction

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void Settings.returnPressedAction(UIDocument scene)
```

## Parameters

**scene** UIDocument



# Delegate Settings.volumeChangeAction


Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public delegate void Settings.volumeChangeAction(VisualElement target, float volume)
```

## Parameters

**target** VisualElement

**volume** [float](#)

# Class StatsPanelController

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

Initially sets the win/lose stats and updates them when OnWin or OnLose are called

```
public class StatsPanelController : MonoBehaviour
```

## Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← StatsPanelController

## Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.GetComponent\(Type, out Component\)](#), Component.GetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), [Component.GetComponentInChildren<T>\(bool, List<T>\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), [Component.GetComponentInParent<T>\(bool, List<T>\)](#), Component.GetComponentInParent<T>(), [Component.GetComponent\(Type\)](#), [Component.GetComponent\(Type, List<Component>\)](#), [Component.GetComponent<T>\(List<T>\)](#), Component.GetComponent<T>(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),

[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

# Class Tile


Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

Class for the tiles that make up the board with a reference to an Item Scriptable Object that makes up the content of the tile

```
public class Tile : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [Tile](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),  
[Component.SendMessageUpwards\(string, object\)](#), [Component.SendMessageUpwards\(string\)](#),  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#),  
[Component.SendMessage\(string, object\)](#), [Component.SendMessage\(string\)](#),  
[Component.SendMessage\(string, object, SendMessageOptions\)](#),  
[Component.SendMessage\(string, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#),  
[Component.BroadcastMessage\(string, object\)](#), [Component.BroadcastMessage\(string\)](#),  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#), Component.transform,  
Component.gameObject, Component.tag, Object.GetInstanceID(), Object.GetHashCode(),  
[Object.Equals\(object\)](#), Object.Instantiate(Object, Vector3, Quaternion),  
Object.Instantiate(Object, Vector3, Quaternion, Transform), Object.Instantiate(Object),  
Object.Instantiate(Object, Transform), [Object.Instantiate\(Object, Transform, bool\)](#),  
Object.Instantiate<T>(T), Object.Instantiate<T>(T, Vector3, Quaternion),  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform), Object.Instantiate<T>(T, Transform),  
[Object.Instantiate<T>\(T, Transform, bool\)](#), [Object.Destroy\(Object, float\)](#), Object.Destroy(Object),  
[Object.DestroyImmediate\(Object, bool\)](#), Object.DestroyImmediate(Object),  
[Object.FindObjectsOfType\(Type\)](#), [Object.FindObjectsOfType\(Type, bool\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#),  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#),  
Object.DontDestroyOnLoad(Object), [Object.DestroyObject\(Object, float\)](#),  
Object.DestroyObject(Object), [Object.FindSceneObjectsOfType\(Type\)](#),  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#), Object.FindObjectsOfType<T>(),  
Object.FindObjectsByType<T>(FindObjectsSortMode), [Object.FindObjectsOfType<T>\(bool\)](#),  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode),  
Object.FindObjectOfType<T>(), [Object.FindObjectOfType<T>\(bool\)](#),  
Object.FindFirstObjectByType<T>(), Object.FindAnyObjectByType<T>(),  
Object.FindFirstObjectByType<T>(FindObjectsInactive),  
Object.FindAnyObjectByType<T>(FindObjectsInactive), [Object.FindObjectsOfTypeAll\(Type\)](#),  
[Object.FindObjectOfType\(Type\)](#), [Object.FindFirstObjectByType\(Type\)](#),  
[Object.FindAnyObjectByType\(Type\)](#), [Object.FindObjectOfType\(Type, bool\)](#),  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#),  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#), Object.ToString(), Object.name,  
Object.hideFlags, [object.Equals\(object, object\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### button

```
public Button button
```

Field Value

Button

## icon

```
public Image icon
```

Field Value

Image

## isMatched

```
public bool isMatched
```

Field Value

[bool](#)

## X

```
public int x
```

Field Value

[int](#)

## y

```
public int y
```

Field Value

[int](#)

## Properties

### IsSelected

```
public bool IsSelected { get; set; }
```

Property Value

[bool](#)

### Item

```
public Item Item { get; set; }
```

Property Value

[Item](#)


# Class UIManager

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public class UIManager : MonoBehaviour
```

## Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← UIManager

## Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) 



[Component.SendMessage\(string, object\).☐](#) , [Component.SendMessage\(string\).☐](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\).☐](#) ,  
[Component.SendMessage\(string, SendMessageOptions\).☐](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\).☐](#) ,  
[Component.BroadcastMessage\(string, object\).☐](#) , [Component.BroadcastMessage\(string\).☐](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\).☐](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\).☐](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\).☐](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\).☐](#) , [Object.Destroy\(Object, float\).☐](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\).☐](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\).☐](#) , [Object.FindObjectsOfType\(Type, bool\).☐](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\).☐](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\).☐](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\).☐](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\).☐](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\).☐](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\).☐](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\).☐](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\).☐](#) ,  
[Object.FindObjectOfType\(Type\).☐](#) , [Object.FindFirstObjectByType\(Type\).☐](#) ,  
[Object.FindAnyObjectByType\(Type\).☐](#) , [Object.FindObjectOfType\(Type, bool\).☐](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\).☐](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\).☐](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\).☐](#) , [object.GetType\(\).☐](#) , [object.MemberwiseClone\(\).☐](#) ,  
[object.ReferenceEquals\(object, object\).☐](#)

## Fields

### carouselHandler

```
public GameObject carouselHandler
```

Field Value

GameObject

## gameUIDocument

```
public UIDocument gameUIDocument
```

Field Value

UIDocument

## leaderboardEntryTemplate

```
public VisualTreeAsset leaderboardEntryTemplate
```

Field Value

VisualTreeAsset

## mainMenuUIDocument

```
public UIDocument mainMenuUIDocument
```

Field Value

UIDocument

## settingsUIDocument

```
public UIDocument settingsUIDocument
```

Field Value

## Properties

### Instance

```
public static UIManager Instance { get; }
```

### Property Value

[UIManager](#)

## Methods

### DisplayLeaderboard(List<PlayerLeaderboardEntry>)

Displays the leaderboard using a template and the data from playfab's leaderboard

```
public void DisplayLeaderboard(List<PlayerLeaderboardEntry> leaderboard)
```

### Parameters

**leaderboard** [List](#)<PlayerLeaderboardEntry>

### GameLoaded()

Hides loading panel and disables the first login panel if user has already registered a name

```
public void GameLoaded()
```

### GetScene()

Returns the current scene UIDocument based on the currentScene enum

```
public UIDocument GetScene()
```

Returns

UIDocument

## OnSceneChange(Button, UIDocument)

Sets the target scene sortOrder to the front and the current one to 0 and handles scene specific actions on change

```
public void OnSceneChange(Button target, UIDocument current)
```

Parameters

**target** Button

**current** UIDocument


# Class WordManager

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

```
public class WordManager : MonoBehaviour
```

## Inheritance

[object](#)  ← Object ← Component ← Behaviour ← MonoBehaviour ← WordManager

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>(), [Component.CompareTag\(string\)](#) , [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) , [Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\).☐](#) , [Component.SendMessage\(string\).☐](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\).☐](#) ,  
[Component.SendMessage\(string, SendMessageOptions\).☐](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\).☐](#) ,  
[Component.BroadcastMessage\(string, object\).☐](#) , [Component.BroadcastMessage\(string\).☐](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\).☐](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\).☐](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\).☐](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\).☐](#) , [Object.Destroy\(Object, float\).☐](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\).☐](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\).☐](#) , [Object.FindObjectsOfType\(Type, bool\).☐](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\).☐](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\).☐](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\).☐](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\).☐](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\).☐](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\).☐](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\).☐](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\).☐](#) ,  
[Object.FindObjectOfType\(Type\).☐](#) , [Object.FindFirstObjectByType\(Type\).☐](#) ,  
[Object.FindAnyObjectByType\(Type\).☐](#) , [Object.FindObjectOfType\(Type, bool\).☐](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\).☐](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\).☐](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\).☐](#) , [object.GetType\(\).☐](#) , [object.MemberwiseClone\(\).☐](#) ,  
[object.ReferenceEquals\(object, object\).☐](#)

## Fields

### difficulty

`public` Difficulty difficulty

Field Value

[Difficulty](#)

## flower

```
public Flower flower
```

Field Value

[Flower](#)

## gameUIDocument

```
public UIDocument gameUIDocument
```

Field Value

UIDocument

## wordDisplay

```
public string wordDisplay
```

Field Value

[string](#)

## wordListSO

```
public WordList_SO wordListSO
```

Field Value

[WordList\\_SO](#)

## wordSO

```
public Word_SO wordSO
```

Field Value

[Word\\_SO](#)

## wordToGuess

```
public char[] wordToGuess
```

Field Value

[char](#) []

# Properties

## Instance

```
public static WordManager Instance { get; }
```

Property Value

[WordManager](#)

# Methods

## DisableKeyboard()

Disables buttons while waiting to show Win/Lose screen



```
public void DisableKeyboard()
```

## OnLetterClicked(char)

Check if letter is part of the word and return the locations of each occurrence in order to update the displayed word

```
public IEnumerable OnLetterClicked(char c)
```

### Parameters

c [char](#)

### Returns

[IEnumerable](#)

## SetNewWord()

Resets lives, keyboard and gets a new random word depending on difficulty

```
public void SetNewWord()
```

## SetNewWord(Category)

same as SetNewWord but gets a word from a specific category

```
public void SetNewWord(Category category)
```

### Parameters

category [Category](#)

# Class WordRevealer

Namespace: [FlowerProject](#)

Assembly: FlowerProject.dll

Class in charge of displaying the underscores for the word at the start of the game and revealing letters

```
public class WordRevealer : MonoBehaviour
```

## Inheritance

[object](#) <= Object <= Component <= Behaviour <= MonoBehaviour <= WordRevealer

## Inherited Members

MonoBehaviour.Invoke(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#), [MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#), [MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#), [MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#), [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#), MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#), MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#), MonoBehaviour.destroyCancellationTokens, MonoBehaviour.useGUILayout, MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled, [Component.GetComponent\(Type\)](#), Component.GetComponent<T>(), [Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T), [Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#), [Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#), Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#), [Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#), [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#), Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#), [Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#), [Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(), [Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#), [Component.GetComponentsInParent<T>\(bool\)](#), [Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(), [Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#), [Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(), [Component.CompareTag\(string\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#),

[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,  
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,  
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,  
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,  
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,  
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,  
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

charsToFind

```
public char[] charsToFind
```

Field Value

[char](#)[]

## displayedWord

```
public TMP_Text displayedWord
```

Field Value

TMP\_Text

## wordToFind

```
public string wordToFind
```

Field Value

[string](#)

## Properties

### Instance

```
public static WordRevealer Instance { get; }
```

Property Value

[WordRevealer](#)

## Methods

## RevealConsonant()

Reveals the next consonant in the word array that hasn't been revealed yet

```
public void RevealConsonant()
```

## RevealVowel()

Reveals next vowel in the word array that hasn't been revealed yet

```
public void RevealVowel()
```