Samsara - The Game

2.0.0

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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Class Index

3.1 Class List

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Checks the result. . . . 18
CSVReader . . . 18
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destroyedState . . . 19
FadePanelBehaviour
Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly. . . . 19
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Finger event. . . . 20
gameBehaviour
Defines the game behaviour. Here is where all the action is controlled and executed. . . . 22
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This class controls the ground behaviour. Gets the click/tap event and calls to the gameBehaviour. . . . 26
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pre-game state. It could be used to show ready, steady go message for example. . . . 33
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Initializes the game flow. . . . 45
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Tells the player he/she is a loser and resets the score vars. . . . 52
gameBehaviour.youWinState
Tells the player he/she is the winner and increases the difficulty level. . . . 53

Chapter 4

Namespace Documentation

4.1 game_core Namespace Reference

Classes

- interface ITouchable

  I touchable.
- class TouchBehaviour

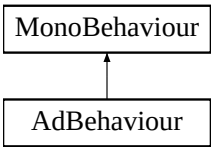
  Touch behaviour

Chapter 5

Class Documentation

5.1 AdBehaviour Class Reference

Inheritance diagram for AdBehaviour:



Public Attributes

- AdSystems **adSystem**

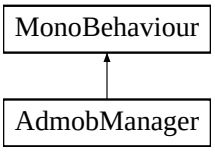
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/adsystem/Ad↩ Behaviour.cs

5.2 AdmobManager Class Reference

Admob manager.

Inheritance diagram for AdmobManager:



Static Public Member Functions

- static string GetDeviceID ()

  http://answers.unity3d.com/questions/834119/admob-device-id-on-ios-for-test-ads.html http://wiki.unity3d.com/index.php?title=MD5 *HOW TO GET THE DEVICE ID. UnityEngine.AndroidJavaClass up = new UnityEngine.AndroidJavaClass("com.unity3d.player.UnityPlayer"); UnityEngine.AndroidJavaObject currentActivity = up.GetStatic<UnityEngine.AndroidJavaObject>("currentActivity"); UnityEngine.AndroidJavaObject contentResolver = currentActivity.Call<UnityEngine.AndroidJavaObject>("getContentResolver"); UnityEngine.AndroidJavaObject secure = new UnityEngine.AndroidJavaObject("android.provider.Settings$Secure"); string deviceID = secure.CallStatic<string>("getString", contentResolver, "android_id"); Debug.Log(Md5Sum(deviceID).ToUpper());*
- static string Md5Sum (string strToEncrypt)

  Md5Sum.
- static void RequestBanner ()

  Requests the banner. http://stackoverflow.com/questions/24268888/how-to-test-admob-in-real-device https://github.com/googleads/googleads-mobile-android-examples/blob/master/admob/InterstitialExample/app/src/main/res/values/strings.xml https://developers.google.com/admob/android/quick-start
- static void RequestInterstitial ()

  Requests the interstitial. http://stackoverflow.com/questions/24268888/how-to-test-admob-in-real-devi https://github.com/googleads/googleads-mobile-android-examples/blob/master/admob/InterstitialExample/app/src/main/res/values/strings.xml https://developers.google.com/admob/android/quick-start
- static AdRequest createAdRequest ()

  Returns an ad request with custom ad targeting.
- static void ShowInterstitial ()

  Shows the interstitial.
- static void DestroyInterstitial ()

  Hides the interstitial.
- static void ShowBanner ()

  Shows the banner.
- static void HideBanner ()

  Hides the banner.
- static void DestroyBanner ()

  Destroies the banner.
- static void HandleAdLoaded (object sender, EventArgs args)

  Handles the ad loaded.
- static void HandleAdFailedToLoad (object sender, AdFailedToLoadEventArgs args)

  Handles the ad failed to load.
- static void HandleAdOpened (object sender, EventArgs args)

  Handles the ad opened.
- static void HandleAdClosing (object sender, EventArgs args)

  Handles the ad closing.
- static void HandleAdClosed (object sender, EventArgs args)

  Handles the ad closed.
- static void HandleAdLeftApplication (object sender, EventArgs args)

  Handles the ad left application.
- static void HandleInterstitialLoaded (object sender, EventArgs args)

  Handles the interstitial loaded.
- static void HandleInterstitialFailedToLoad (object sender, AdFailedToLoadEventArgs args)

  Handles the interstitial failed to load.
- static void HandleInterstitialOpened (object sender, EventArgs args)

  Handles the interstitial opened.
- static void HandleInterstitialClosing (object sender, EventArgs args)

Handles the interstitial closing.

- static void HandleInterstitialClosed (object sender, EventArgs args)

  Handles the interstitial closed.
- static void HandleInterstitialLeftApplication (object sender, EventArgs args)

  Handles the interstitial left application.

Static Protected Attributes

- static AdmobManager **instance**

Properties

- static AdmobManager Instance `[get]`

  Gets the instance.
- static bool isBannerRequested `[get]`

  Gets a value indicating whether this AdmobManager is banner requested.

5.2.1 Detailed Description

Admob manager.

5.2.2 Member Function Documentation

5.2.2.1 createAdRequest()

```
static AdRequest AdmobManager.createAdRequest ( )  [static]
```

Returns an ad request with custom ad targeting.

Returns

The ad request.

5.2.2.2 DestroyBanner()

```
static void AdmobManager.DestroyBanner ( )  [static]
```

Destroies the banner.

5.2.2.3 DestroyInterstitial()

```
static void AdmobManager.DestroyInterstitial ( )  [static]
```

Hides the interstitial.

5.2.2.4 GetDeviceID()

```
static string AdmobManager.GetDeviceID ( )  [static]
```

http://answers.unity3d.com/questions/834119/admob-device-id-on-ios-for-test-ads.html http://wiki.unity3d.com/index.php?title=MD5 HOW TO GET THE DEVICE ID. UnityEngine.AndroidJavaClass up = new UnityEngine.AndroidJavaClass("com.unity3d.player.UnityPlayer"); UnityEngine.AndroidJavaObject currentActivity = up.GetStatic<UnityEngine.AndroidJavaObject>("currentActivity"); UnityEngine.AndroidJavaObject contentResolver = currentActivity.Call<UnityEngine.AndroidJavaObject>("getContentResolver"); UnityEngine.AndroidJavaObject secure = new UnityEngine.AndroidJavaObject("android.provider.Settings$Secure"); string deviceID = secure.CallStatic<string>("getString", contentResolver, "android_id"); Debug.Log(Md5Sum(deviceID).ToUpper());

5.2.2.5 HandleAdClosed()

```
static void AdmobManager.HandleAdClosed (
            object sender,
            EventArgs args )  [static]
```

Handles the ad closed.

Parameters

sender	Sender.
args	Arguments.

5.2.2.6 HandleAdClosing()

```
static void AdmobManager.HandleAdClosing (
            object sender,
            EventArgs args )  [static]
```

Handles the ad closing.

Parameters

sender	Sender.
args	Arguments.

5.2.2.7 HandleAdFailedToLoad()

```
static void AdmobManager.HandleAdFailedToLoad (
            object sender,
            AdFailedToLoadEventArgs args )  [static]
```

Handles the ad failed to load.

Parameters

sender	Sender.
args	Arguments.

5.2.2.8 HandleAdLeftApplication()

```
static void AdmobManager.HandleAdLeftApplication (
            object sender,
            EventArgs args )  [static]
```

Handles the ad left application.

Parameters

sender	Sender.
args	Arguments.

5.2.2.9 HandleAdLoaded()

```
static void AdmobManager.HandleAdLoaded (
            object sender,
            EventArgs args )  [static]
```

Handles the ad loaded.

Parameters

sender	Sender.
args	Arguments.

5.2.2.10 HandleAdOpened()

```
static void AdmobManager.HandleAdOpened (
            object sender,
            EventArgs args )  [static]
```

Handles the ad opened.

Parameters

sender	Sender.
args	Arguments.

5.2.2.11 HandleInterstitialClosed()

```
static void AdmobManager.HandleInterstitialClosed (
            object sender,
            EventArgs args )  [static]
```

Handles the interstitial closed.

Parameters

sender	Sender.
args	Arguments.

5.2.2.12 HandleInterstitialClosing()

```
static void AdmobManager.HandleInterstitialClosing (
            object sender,
            EventArgs args )  [static]
```

Handles the interstitial closing.

Parameters

sender	Sender.
args	Arguments.

5.2.2.13 HandleInterstitialFailedToLoad()

```
static void AdmobManager.HandleInterstitialFailedToLoad (
```

```
            object sender,
            AdFailedToLoadEventArgs args )  [static]
```

Handles the interstitial failed to load.

Parameters

sender	Sender.
args	Arguments.

5.2.2.14 HandleInterstitialLeftApplication()

```
static void AdmobManager.HandleInterstitialLeftApplication (
            object sender,
            EventArgs args )  [static]
```

Handles the interstitial left application.

Parameters

sender	Sender.
args	Arguments.

5.2.2.15 HandleInterstitialLoaded()

```
static void AdmobManager.HandleInterstitialLoaded (
            object sender,
            EventArgs args )  [static]
```

Handles the interstitial loaded.

Parameters

sender	Sender.
args	Arguments.

5.2.2.16 HandleInterstitialOpened()

```
static void AdmobManager.HandleInterstitialOpened (
            object sender,
            EventArgs args )  [static]
```

Handles the interstitial opened.

Parameters

sender	Sender.
args	Arguments.

5.2.2.17 HideBanner()

```
static void AdmobManager.HideBanner ( )  [static]
```

Hides the banner.

5.2.2.18 Md5Sum()

```
static string AdmobManager.Md5Sum (
            string strToEncrypt )  [static]
```

Md5Sum.

Returns

MD5

Parameters

strToEncrypt	String to encrypt.

5.2.2.19 RequestBanner()

```
static void AdmobManager.RequestBanner ( )  [static]
```

Requests the banner. http://stackoverflow.com/questions/24268888/how-to-test-admob-in-real-dev
https://github.com/googleads/googleads-mobile-android-examples/blob/master/admob/↩
InterstitialExample/app/src/main/res/values/strings.xml https://developers.↩
google.com/admob/android/quick-start

320x50 Standard Banner Phones and Tablets BANNER 320x100 Large Banner Phones and Tablets LARGE_BA↩
NNER 300x250 IAB Medium Rectangle Phones and Tablets MEDIUM_RECTANGLE 468x60 IAB Full-Size Banner
Tablets FULL_BANNER 728x90 IAB Leaderboard Tablets LEADERBOARD Screen width x 32|50|90 Smart Banner
Phones and Tablets SMART_BANNER

5.2.2.20 RequestInterstitial()

```
static void AdmobManager.RequestInterstitial ( )  [static]
```

Requests the interstitial. http://stackoverflow.com/questions/24268888/how-to-test-admob-in-real-de
https://github.com/googleads/googleads-mobile-android-examples/blob/master/admob/↩
InterstitialExample/app/src/main/res/values/strings.xml https://developers.↩
google.com/admob/android/quick-start

5.2.2.21 ShowBanner()

```
static void AdmobManager.ShowBanner ( )  [static]
```

Shows the banner.

5.2.2.22 ShowInterstitial()

```
static void AdmobManager.ShowInterstitial ( )  [static]
```

Shows the interstitial.

5.2.3 Property Documentation

5.2.3.1 Instance

```
AdmobManager AdmobManager.Instance  [static], [get]
```

Gets the instance.

The instance.

5.2.3.2 isBannerRequested

```
bool AdmobManager.isBannerRequested  [static], [get]
```

Gets a value indicating whether this AdmobManager is banner requested.

`true` if is banner requested; otherwise, `false`.

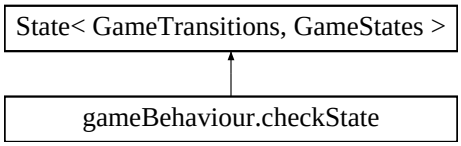
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/adsystem/Admob↩
Manager.cs

5.3 gameBehaviour.checkState Class Reference

Checks the result.

Inheritance diagram for gameBehaviour.checkState:



Public Member Functions

- **checkState** (gameBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.3.1 Detailed Description

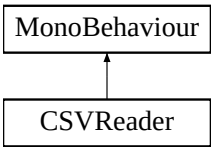
Checks the result.

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

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/gameBehaviour.cs

5.4 CSVReader Class Reference

Inheritance diagram for CSVReader:



Public Member Functions

- void **Start** ()

Static Public Member Functions

- static void **DebugOutputGrid** (string[,] grid)
- static string [,] **SplitCsvGrid** (string csvText)
- static string [ ] **SplitCsvLine** (string line)

Public Attributes

- TextAsset **csvFile**

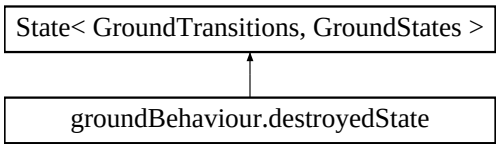
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/shop/CSVReader.cs

5.5 groundBehaviour.destroyedState Class Reference

destroyedState

Inheritance diagram for groundBehaviour.destroyedState:



Public Member Functions

- **destroyedState** (groundBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.5.1 Detailed Description

destroyedState

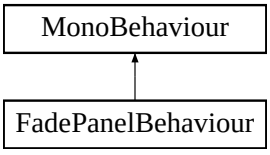
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/ground↩ Behaviour.cs

5.6 FadePanelBehaviour Class Reference

Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.

Inheritance diagram for FadePanelBehaviour:



Public Member Functions

- void fadeIn ()

  Fade IN.

Public Attributes

- float **fadeTime** = 1.0f
- bool **fadeInFlag** = true

5.6.1 Detailed Description

Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.

5.6.2 Member Function Documentation

5.6.2.1 fadeIn()

```
void FadePanelBehaviour.fadeIn ( )
```

Fade IN.

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

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/ui/FadePanel↩ Behaviour.cs

5.7 FingerEvent Class Reference

Finger event.

Public Member Functions

- FingerEvent (ITouchable it=null)

  Initializes a new instance of the FingerEvent class.
- bool Add (ITouchable obj)

  Add the specified obj.
- ITouchable getLast ()

  Gets the last GameObject added.
- void clearList ()

  Clears the list.
- bool containsObject (ITouchable obj)
- ITouchable remove (ITouchable obj)

  Remove the specified obj.

Public Attributes

- List< ITouchable > **touchedObjects** =new List<ITouchable>()

5.7.1 Detailed Description

Finger event.

5.7.2 Constructor & Destructor Documentation

5.7.2.1 FingerEvent()

```
FingerEvent.FingerEvent (
            ITouchable it = null )
```

Initializes a new instance of the FingerEvent class.

Parameters

it	It.

5.7.3 Member Function Documentation

5.7.3.1 Add()

```
bool FingerEvent.Add (
            ITouchable obj )
```

Add the specified obj.

Parameters

obj	Object.

5.7.3.2 clearList()

```
void FingerEvent.clearList ( )
```

Clears the list.

5.7.3.3 containsObject()

```
bool FingerEvent.containsObject (
            ITouchable obj )
```

Checks if touched gameObject(obj) was registered previously touched.

Returns

`true`, if object was containsed, `false` otherwise.

Parameters

obj	Object.

5.7.3.4 getLast()

```
ITouchable FingerEvent.getLast ( )
```

Gets the last GameObject added.

Returns

The last.

5.7.3.5 remove()

```
ITouchable FingerEvent.remove (
            ITouchable obj )
```

Remove the specified obj.

Parameters

obj	Object.

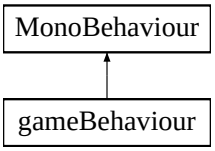
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/controls/MultiTouch↩ Controller.cs

5.8 gameBehaviour Class Reference

Defines the game behaviour. Here is where all the action is controlled and executed.

Inheritance diagram for gameBehaviour:



Classes

- class checkState

  Checks the result.
- class idleState

  idle state
- class initState

  pre-game state. It could be used to show ready, steady go message for example.
- class startGame

  Initializes the game flow.
- class youLoseState

  Tells the player he/she is a loser and resets the score vars.
- class youWinState

  Tells the player he/she is the winner and increases the difficulty level.

Public Member Functions

- void initTiles ()

  Initializes the sample map tiles.
- void initPlayerTiles ()

  Initializes the player map tiles.
- void initPanels ()

  Initializes the panels .i.e. youWinPanel & youLosePanel
- void resetScore ()

  Initializes the score var(S).
- bool checkResult ()

  Checks if the answer is right or not.
- bool setTimeCycle ()

  Sets the time of a life cycle.
- void onCheckPressed ()

  When the check button is pressed this function is triggered.
- void updateLevel ()

  Updates the player level.
- void resetGame ()

  Resets the game.
- void nextLevel ()

  Takes the player to the next level.
- void SetTransition (GameTransitions t)

  Sets a new transition.

Public Attributes

- GameObject **youWinPanel**
- GameObject **youLosePanel**
- int **scoreFactor** = 10
- int **maxLevel** = 99
- int **level** = 0
- int **score** = 0
- float **timeCycle** = 1.0f

5.8.1 Detailed Description

Defines the game behaviour. Here is where all the action is controlled and executed.

5.8.2 Member Function Documentation

5.8.2.1 checkResult()

```
bool gameBehaviour.checkResult ( )
```

Checks if the answer is right or not.

Returns

5.8.2.2 initPanels()

```
void gameBehaviour.initPanels ( )
```

Initializes the panels .i.e. youWinPanel & youLosePanel

5.8.2.3 initPlayerTiles()

```
void gameBehaviour.initPlayerTiles ( )
```

Initializes the player map tiles.

5.8.2.4 initTiles()

```
void gameBehaviour.initTiles ( )
```

Initializes the sample map tiles.

5.8.2.5 nextLevel()

```
void gameBehaviour.nextLevel ( )
```

Takes the player to the next level.

5.8.2.6 onCheckPressed()

```
void gameBehaviour.onCheckPressed ( )
```

When the check button is pressed this function is triggered.

5.8.2.7 resetGame()

```
void gameBehaviour.resetGame ( )
```

Resets the game.

5.8.2.8 resetScore()

```
void gameBehaviour.resetScore ( )
```

Initializes the score var(S).

5.8.2.9 setTimeCycle()

```
bool gameBehaviour.setTimeCycle ( )
```

Sets the time of a life cycle.

Returns

5.8.2.10 SetTransition()

```
void gameBehaviour.SetTransition (
            GameTransitions t )
```

Sets a new transition.

Parameters

t	

5.8.2.11 updateLevel()

```
void gameBehaviour.updateLevel ( )
```

Updates the player level.

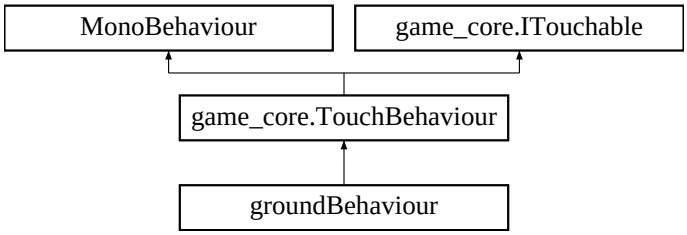
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/gameBehaviour.cs

5.9 groundBehaviour Class Reference

This class controls the ground behaviour. Gets the click/tap event and calls to the gameBehaviour.

Inheritance diagram for groundBehaviour:



Classes

- class destroyedState
  destroyedState
- class idleState
  idleState
- class initState
  initState
- class updatedState
  updatedState
- class updateStartedState
  updateStartedState
- class updatingState
  updatingState

Public Member Functions

- override void OnEnable ()

  Use this for initialization
- override void Update ()

  Update is called once per frame
- void playSoundEffect (string aSource)

  Plays sound effect
- void initializeValues ()

  Used for initialization.
- void updateLevel (int level)
- void updateSortingOrder ()
- override void OnTouchBegan (Vector3 value)

  Raises the touch down event.
- override void OnTouchEnded (Vector3 v)
- void SetTransition (GroundTransitions t)

  SetTransition

Public Attributes

- float lowPitchRange = .95f

  AUDIO VARIABLES
- float **highPitchRange** = 1.05f
- int playerLevel = 0

  CONTROL VARIABLES
- GroundTypes **type** = GroundTypes.empty
- int **sortingOrderOffset** = 0

Properties

- int currentLevel `[get, set]`
- int maxLevel `[get]`
- float timeCycle `[get, set]`

Additional Inherited Members

5.9.1 Detailed Description

This class controls the ground behaviour. Gets the click/tap event and calls to the gameBehaviour.

5.9.2 Member Function Documentation

5.9.2.1 initializeValues()

```
void groundBehaviour.initializeValues ( )
```

Used for initialization.

5.9.2.2 OnEnable()

```
override void groundBehaviour.OnEnable ( )  [virtual]
```

Use this for initialization

Parameters

level	

Reimplemented from game_core.TouchBehaviour.

5.9.2.3 OnTouchBegan()

```
override void groundBehaviour.OnTouchBegan (
            Vector3 value )  [virtual]
```

Raises the touch down event.

Reimplemented from game_core.TouchBehaviour.

5.9.2.4 OnTouchEnded()

```
override void groundBehaviour.OnTouchEnded (
            Vector3 v )  [virtual]
```

Parameters

v	

Reimplemented from game_core.TouchBehaviour.

5.9.2.5 playSoundEffect()

```
void groundBehaviour.playSoundEffect (
            string aSource )
```

Plays sound effect

5.9.2.6 SetTransition()

```
void groundBehaviour.SetTransition (
            GroundTransitions t )
```

SetTransition

Parameters

t	

5.9.2.7 Update()

```
override void groundBehaviour.Update ( )  [virtual]
```

Update is called once per frame

Reimplemented from game_core.TouchBehaviour.

5.9.2.8 updateLevel()

```
void groundBehaviour.updateLevel (
            int level )
```

Parameters

level	

5.9.2.9 updateSortingOrder()

```
void groundBehaviour.updateSortingOrder ( )
```

Parameters

prevValue	
currentValue	

5.9.3 Member Data Documentation

5.9.3.1 lowPitchRange

```
float groundBehaviour.lowPitchRange = .95f
```

AUDIO VARIABLES

5.9.3.2 playerLevel

```
int groundBehaviour.playerLevel = 0
```

CONTROL VARIABLES

5.9.4 Property Documentation

5.9.4.1 currentLevel

```
int groundBehaviour.currentLevel  [get], [set]
```

5.9.4.2 maxLevel

```
int groundBehaviour.maxLevel  [get]
```

5.9.4.3 timeCycle

```
float groundBehaviour.timeCycle  [get], [set]
```

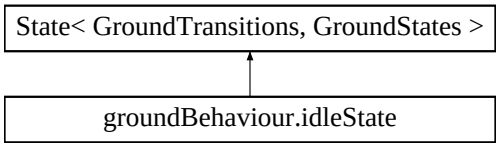
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/ground↩ Behaviour.cs

5.10 groundBehaviour.idleState Class Reference

idleState

Inheritance diagram for groundBehaviour.idleState:



Public Member Functions

- **idleState** (groundBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.10.1 Detailed Description

idleState

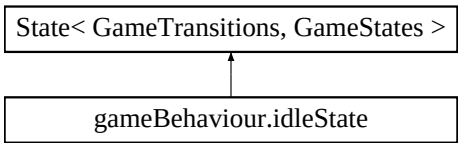
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/ground↩ Behaviour.cs

5.11 gameBehaviour.idleState Class Reference

idle state

Inheritance diagram for gameBehaviour.idleState:



Public Member Functions

- idleState (gameBehaviour parent)
- override void Reason ()
- override void Act ()
- override void DoBeforeEntering ()
- override void DoBeforeLeaving ()

5.11.1 Detailed Description

idle state

5.11.2 Constructor & Destructor Documentation

5.11.2.1 idleState()

```
gameBehaviour.idleState.idleState (
            gameBehaviour parent )
```

Parameters

parent	

5.11.3 Member Function Documentation

5.11.3.1 Act()

```
override void gameBehaviour.idleState.Act ( )
```

5.11.3.2 DoBeforeEntering()

```
override void gameBehaviour.idleState.DoBeforeEntering ( )
```

5.11.3.3 DoBeforeLeaving()

```
override void gameBehaviour.idleState.DoBeforeLeaving ( )
```

5.11.3.4 Reason()

```
override void gameBehaviour.idleState.Reason ( )
```

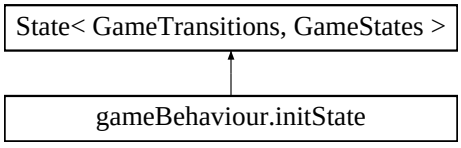
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/gameBehaviour.↩ cs

5.12 gameBehaviour.initState Class Reference

pre-game state. It could be used to show ready, steady go message for example.

Inheritance diagram for gameBehaviour.initState:



Public Member Functions

- **initState** (gameBehaviour parent)
- override void Reason ()
- override void Act ()
- override void DoBeforeEntering ()
- override void DoBeforeLeaving ()

5.12.1 Detailed Description

pre-game state. It could be used to show ready, steady go message for example.

5.12.2 Member Function Documentation

5.12.2.1 Act()

```
override void gameBehaviour.initState.Act ( )
```

5.12.2.2 DoBeforeEntering()

```
override void gameBehaviour.initState.DoBeforeEntering ( )
```

5.12.2.3 DoBeforeLeaving()

```
override void gameBehaviour.initState.DoBeforeLeaving ( )
```

5.12.2.4 Reason()

```
override void gameBehaviour.initState.Reason ( )
```

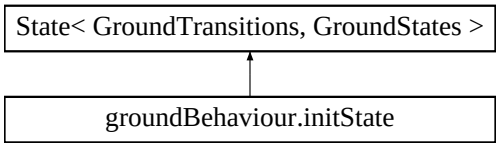
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/gameBehaviour.cs

5.13 groundBehaviour.initState Class Reference

initState

Inheritance diagram for groundBehaviour.initState:



Public Member Functions

- **initState** (groundBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.13.1 Detailed Description

initState

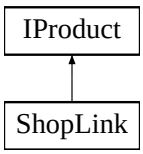
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/ground↩ Behaviour.cs

5.14 IProduct Interface Reference

I product.

Inheritance diagram for IProduct:



Properties

- string **ImageSource** `[get, set]`
- string **ProductName** `[get, set]`
- string **ProductLink** `[get, set]`
- string **ProductPrice** `[get, set]`
- string **ProductDescription** `[get, set]`

5.14.1 Detailed Description

I product.

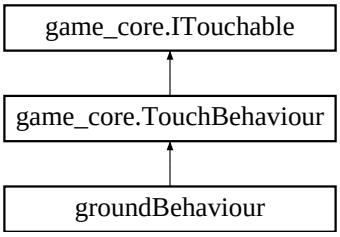
The documentation for this interface was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/shop/ShopLink.cs

5.15 game_core.ITouchable Interface Reference

I touchable.

Inheritance diagram for game_core.ITouchable:



Public Member Functions

- void **OnTouchBegan** (Vector3 v)
- void **OnTouchCanceled** (Vector3 v)
- void **OnTouchEnded** (Vector3 v)
- void **OnTouchMoved** (Vector3 v)

5.15.1 Detailed Description

I touchable.

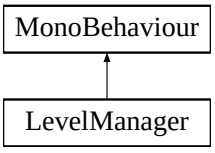
The documentation for this interface was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/controls/Touch↩ Behaviour.cs

5.16 LevelManager Class Reference

Level manager class; Deals with level load transaction.

Inheritance diagram for LevelManager:



Static Public Member Functions

- static void Load (string name)

  Load the specified name.

Static Protected Attributes

- static LevelManager **instance**
- static string **levelName** =""

Properties

- static LevelManager Instance `[get]`

  Gets the instance.
- static string loadingLevel `[get, set]`

  Gets or sets the loading level.

5.16.1 Detailed Description

Level manager class; Deals with level load transaction.

5.16.2 Member Function Documentation

5.16.2.1 Load()

```
static void LevelManager.Load (
            string name )  [static]
```

Load the specified name.

Parameters

name	Name.

5.16.3 Property Documentation

5.16.3.1 Instance

```
LevelManager LevelManager.Instance  [static], [get]
```

Gets the instance.

The instance.

5.16.3.2 loadingLevel

```
string LevelManager.loadingLevel  [static], [get], [set]
```

Gets or sets the loading level.

The loading level.

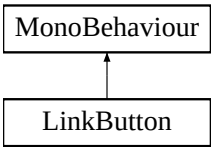
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/LevelManager.cs

5.17 LinkButton Class Reference

Link canvas button class; manage external links.

Inheritance diagram for LinkButton:



Public Member Functions

- void action ()

  Action this instance.

Public Attributes

- string **link** = ""

5.17.1 Detailed Description

Link canvas button class; manage external links.

5.17.2 Member Function Documentation

5.17.2.1 action()

```
void LinkButton.action ( )
```

Action this instance.

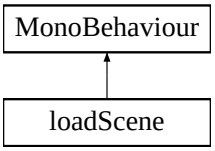
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/shop/LinkButton.cs

5.18 loadScene Class Reference

Load Async or Sync the scene indicated in the sceneName variable.

Inheritance diagram for loadScene:



Public Member Functions

- void **OnClick** ()

Public Attributes

- string **sceneName** =""
- bool **loadSceneAsync** = true
- bool **showAd** = false

5.18.1 Detailed Description

Load Async or Sync the scene indicated in the sceneName variable.

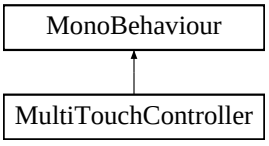
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/ui/loadScene.cs

5.19 MultiTouchController Class Reference

Multi touch controller.

Inheritance diagram for MultiTouchController:



Public Attributes

- LayerMask **touchInputMask**

5.19.1 Detailed Description

Multi touch controller.

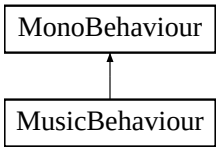
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/controls/MultiTouch↩ Controller.cs

5.20 MusicBehaviour Class Reference

Music mute configuration.

Inheritance diagram for MusicBehaviour:



Public Member Functions

- void setActive (bool value)
  Enable/Disable audio.

5.20.1 Detailed Description

Music mute configuration.

5.20.2 Member Function Documentation

5.20.2.1 setActive()

```
void MusicBehaviour.setActive (
            bool value )
```

Enable/Disable audio.

Parameters

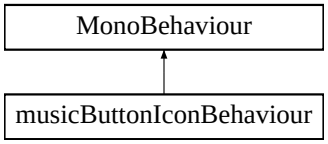
value	If set to `true` value.

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

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/settings/MusicBehaviour.cs

5.21 musicButtonIconBehaviour Class Reference

Inheritance diagram for musicButtonIconBehaviour:



Public Member Functions

- void action ()

  Action this instance.
- void setIcon ()

  Sets the icon according to the volumen level.

Public Attributes

- Sprite **iconOn**
- Sprite **iconOff**

5.21.1 Member Function Documentation

5.21.1.1 action()

```
void musicButtonIconBehaviour.action ( )
```

Action this instance.

5.21.1.2 setIcon()

```
void musicButtonIconBehaviour.setIcon ( )
```

Sets the icon according to the volumen level.

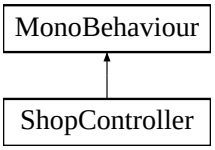
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/settings/musicButtonIconBehaviour.cs

5.22 ShopController Class Reference

Shop controller.

Inheritance diagram for ShopController:



Public Attributes

- string **url** = "https://looneybits.github.io/projects/shop_test.txt"
- string **msgOnFail** ="Visit www.looneybits.com"

5.22.1 Detailed Description

Shop controller.

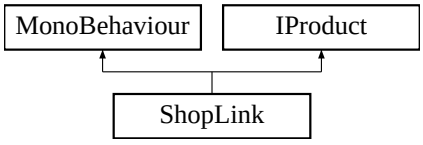
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/shop/ShopController.cs

5.23 ShopLink Class Reference

Shop link.

Inheritance diagram for ShopLink:



Public Attributes

- string **link** = "http://looneybits.com"

Properties

- string ImageSource `[get, set]`
  Gets or sets the image source.
- string ProductLink `[get, set]`
  Gets or sets the product link.
- string ProductName `[get, set]`
  Gets or sets the name of the product.
- string ProductDescription `[get, set]`
  Gets or sets the product description.
- string ProductPrice `[get, set]`
  Gets or sets the product price.

5.23.1 Detailed Description

Shop link.

5.23.2 Property Documentation

5.23.2.1 ImageSource

```
string ShopLink.ImageSource [get], [set]
```

Gets or sets the image source.

The image source.

5.23.2.2 ProductDescription

```
string ShopLink.ProductDescription [get], [set]
```

Gets or sets the product description.

The product description.

5.23.2.3 ProductLink

```
string ShopLink.ProductLink [get], [set]
```

Gets or sets the product link.

The product link.

5.23.2.4 ProductName

```
string ShopLink.ProductName  [get], [set]
```

Gets or sets the name of the product.

The name of the product.

5.23.2.5 ProductPrice

```
string ShopLink.ProductPrice  [get], [set]
```

Gets or sets the product price.

The product price.

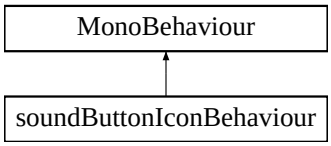
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/shop/ShopLink.cs

5.24 soundButtonIconBehaviour Class Reference

Switches between ON/OFF states the sound of game. Changes the button icon depending on the sound state.

Inheritance diagram for soundButtonIconBehaviour:



Public Member Functions

- void action ()

  Action this instance.
- void setIcon ()

  Sets the icon according to the volumen level.

Public Attributes

- Sprite **iconOn**
- Sprite **iconOff**

5.24.1 Detailed Description

Switches between ON/OFF states the sound of game. Changes the button icon depending on the sound state.

5.24.2 Member Function Documentation

5.24.2.1 action()

```
void soundButtonIconBehaviour.action ( )
```

Action this instance.

5.24.2.2 setIcon()

```
void soundButtonIconBehaviour.setIcon ( )
```

Sets the icon according to the volumen level.

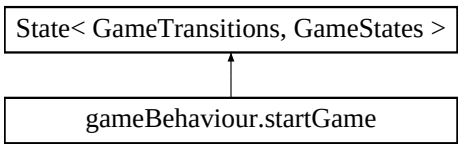
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/settings/soundButtonIconBehaviour.cs

5.25 gameBehaviour.startGame Class Reference

Initializes the game flow.

Inheritance diagram for gameBehaviour.startGame:



Public Member Functions

- **startGame** (gameBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.25.1 Detailed Description

Initializes the game flow.

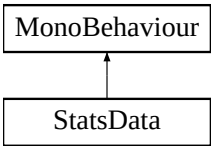
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/gameBehaviour.cs

5.26 StatsData Class Reference

Stats data class; manages the stats saved in PlayerPrefs.

Inheritance diagram for StatsData:



Public Attributes

- string **variableName** =""

5.26.1 Detailed Description

Stats data class; manages the stats saved in PlayerPrefs.

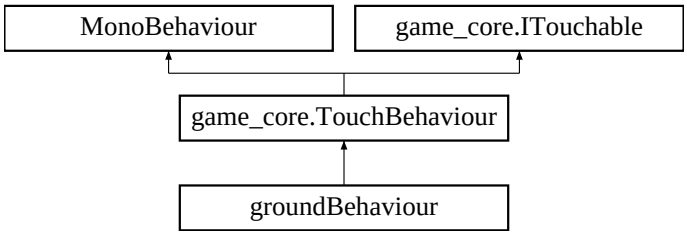
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/settings/StatsData.cs

5.27 game_core.TouchBehaviour Class Reference

Touch behaviour

Inheritance diagram for game_core.TouchBehaviour:



Public Member Functions

- virtual void Awake ()

  Use this for initialization
- virtual void OnEnable ()

  Use this for initialization
- virtual void Start ()

  Use this for initialization
- virtual void Update ()

  Update is called once per frame
- virtual void OnTouchBegan (Vector3 v)

  Raises the touch began event.
- virtual void OnTouchCanceled (Vector3 v)

  Raises the touch canceled event.
- virtual void OnTouchEnded (Vector3 v)

  Raises the touch ended event.
- virtual void OnTouchMoved (Vector3 v)

  Raises the touch moved event.
- virtual void OnTouchStay (Vector3 v)

  Raises the touch stay event.
- virtual void **action** ()

Protected Attributes

- bool touchSemaphore = true

  The touch sem.

5.27.1 Detailed Description

Touch behaviour

5.27.2 Member Function Documentation

5.27.2.1 Awake()

```
virtual void game_core.TouchBehaviour.Awake ( )  [virtual]
```

Use this for initialization

5.27.2.2 OnEnable()

```
virtual void game_core.TouchBehaviour.OnEnable ( )  [virtual]
```

Use this for initialization

Reimplemented in groundBehaviour.

5.27.2.3 OnTouchBegan()

```
virtual void game_core.TouchBehaviour.OnTouchBegan (
            Vector3 v )  [virtual]
```

Raises the touch began event.

Parameters

v	V.

Implements game_core.ITouchable.

Reimplemented in groundBehaviour.

5.27.2.4 OnTouchCanceled()

```
virtual void game_core.TouchBehaviour.OnTouchCanceled (
            Vector3 v )  [virtual]
```

Raises the touch canceled event.

Parameters

v	V.

Implements game_core.ITouchable.

5.27.2.5 OnTouchEnded()

```
virtual void game_core.TouchBehaviour.OnTouchEnded (
            Vector3 v )  [virtual]
```

Raises the touch ended event.

Parameters

v	V.

Implements game_core.ITouchable.

Reimplemented in groundBehaviour.

5.27.2.6 OnTouchMoved()

```
virtual void game_core.TouchBehaviour.OnTouchMoved (
            Vector3 v )  [virtual]
```

Raises the touch moved event.

Parameters

v	V.

Implements game_core.ITouchable.

5.27.2.7 OnTouchStay()

```
virtual void game_core.TouchBehaviour.OnTouchStay (
            Vector3 v )  [virtual]
```

Raises the touch stay event.

Parameters

v	V.

5.27.2.8 Start()

```
virtual void game_core.TouchBehaviour.Start ( )  [virtual]
```

Use this for initialization

5.27.2.9 Update()

```
virtual void game_core.TouchBehaviour.Update ( )  [virtual]
```

Update is called once per frame

Reimplemented in groundBehaviour.

5.27.3 Member Data Documentation

5.27.3.1 touchSemaphore

```
bool game_core.TouchBehaviour.touchSemaphore = true  [protected]
```

The touch sem.

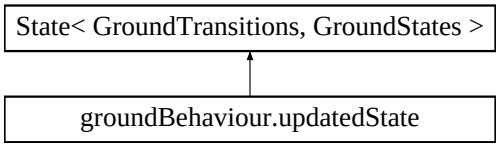
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/controls/Touch↩ Behaviour.cs

5.28 groundBehaviour.updatedState Class Reference

updatedState

Inheritance diagram for groundBehaviour.updatedState:



Public Member Functions

- **updatedState** (groundBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.28.1 Detailed Description

updatedState

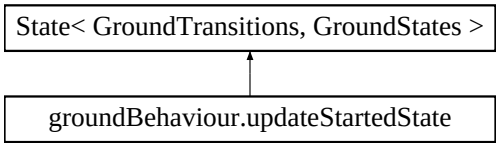
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/ground↩ Behaviour.cs

5.29 groundBehaviour.updateStartedState Class Reference

updateStartedState

Inheritance diagram for groundBehaviour.updateStartedState:



Public Member Functions

- **updateStartedState** (groundBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.29.1 Detailed Description

updateStartedState

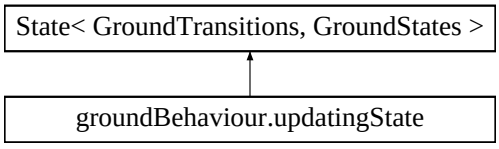
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/ground↩ Behaviour.cs

5.30 groundBehaviour.updatingState Class Reference

updatingState

Inheritance diagram for groundBehaviour.updatingState:



Public Member Functions

- **updatingState** (groundBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.30.1 Detailed Description

updatingState

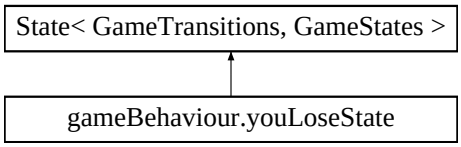
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/groundBehaviour.cs

5.31 gameBehaviour.youLoseState Class Reference

Tells the player he/she is a loser and resets the score vars.

Inheritance diagram for gameBehaviour.youLoseState:



Public Member Functions

- **youLoseState** (gameBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.31.1 Detailed Description

Tells the player he/she is a loser and resets the score vars.

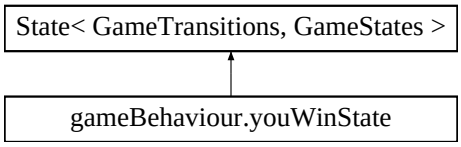
The documentation for this class was generated from the following file:

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/gameBehaviour.cs

5.32 gameBehaviour.youWinState Class Reference

Tells the player he/she is the winner and increases the difficulty level.

Inheritance diagram for gameBehaviour.youWinState:



Public Member Functions

- **youWinState** (gameBehaviour parent)
- override void **Reason** ()
- override void **Act** ()
- override void **DoBeforeEntering** ()
- override void **DoBeforeLeaving** ()

5.32.1 Detailed Description

Tells the player he/she is the winner and increases the difficulty level.

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

- C:/Users/mrferrys/Documents/looneybits/works/unity/samsara/Assets/samsara/scripts/game/gameBehaviour.↩cs

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