Taxi Meter Project MK.I Technical Documentation

Variables List

* All variable is private unless are stated.

Variables	Type	Description
TimerText	UI.Text	Placeholder text to show variable on some else time passed by {variable}.toString() function.
unitCostText	UI.Text	
TotalCostText	UI.Text	
IntervalText	UI.Text	
TimeSinceLastUpdateText	UI.Text	
UnitCost	Float	This is counted by hourly, like wage in employment. It is a non-zero, positively float type
ElaspedTime	Float	'Elapsed' is counted in the "hh:mm: ss" format, not in frame by frame.
TotalCost	Float	'TotalCost' is calculated by 'unitCost' multiplied by 'elapsedTime'; like salary float also.
UpdateInterval	Float	'UpdateInterval' is declared on the variable section which lets Text.UI updates periodically.
timeSinceLastUpdate	Float	When this variable counted up to 'UpdateInterval', it meant the next update was needed.
TimerStarted	Boolean	Variable to work as a gate to control the whole procedure to start or not.
AudioSource	UI.AudioSource	Is an element in Unity Engine (play Scene) that manages the audio effect
SoundEffect	AudioClip	Variable to store audio track.
StartButton	UI.Button	A button that kicks the 'timerStarted' boolean to 'TRUE' and starts the whole program.
SoundButton	UI.Button	A button that calls the 'playSoundEffect()' function to play one shot of the audio track.
UnitCostAlterButton (x4)	UI.Button	Buttons to increase and decrease 'unityCost' by serval fixed step/values by +1, +10, -1, -10 either.

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Function List

Function Name	`Public void startTimer()`
Parameter List	None
Return value	`void`
Description	• Start the timer ('the update()') by changing the 'timeStarted' Boolean to 'TRUE'.

Function Name	`Public void PlaySoundEffect()`
Parameter List	None
Return value	`void`
Description	• Only the function to control Audio / SoundEffect, by triggering from update() or directly called.

Function Name	`Public void IncreaseUnitCostByOne/ByTen//DecreaseUnitCostByOne/ByTen ()`
Parameter List	None
Return value	`void`
Description	• Receive signal from buttons listener, and trigger one of the functions to alter 'unitCost' by +1, +10, -1 or -10 either.

Function Name	`Void start()`
Parameter List	N/A, primitive
Return value	`void`
Description	• The initialisation of all listeners of SoundEffectControl, button-clicking listeners.

Function Name	`Void Update()`
Parameter List	N/A, primitive
Return value	`N/A`
Description	• When the 'timeStarted' Boolean is 'TRUE', the time calculation process will start. The time will be formatted and the cost will be calculated depending on elapsed time. • The function will also update the UI.Text.