

Community Food Experience: Code Overview

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This is a broad overview of the classes and structure of the Community Food Experience simulation in Unity.

1 Models

- Player: keeps track of Community Member information and status.
- ClockDisplay: keeps track of in game time

2 UI

- Popup: controls small displays that can be open over screens.
- Screen: controls displays that take the entire screen
- View: superclass of all popups and screens. Searches for Canvas object in heirarchy.

3 Managers

- CanvasController: Controls how popups and screens are opened and closed.
- GameManager: Controls starting and ending game. Tracks clock to trigger endgame.
- NutritionalManager: Allocates nutritional values to Player based on food purchased.
- CurrencyManager: Handles payments using cash, SNAP or WIC voucher.
- NavigationManager: Handles movement around the map by taking car, walking, and taking bus and subtracts appropriate amount of time from the clock.

- `MessageManager`: Displays status messages.
- `PlayerRandomizer`: Selects a random `Community Member` from the `member.json` file for the player to play as on start.
- `RandomEventGenerator`: Causes random events such as free ride and car broken down.