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GUI Documentation

The GUI is comprised of two scripts GUIManager.cs and GUIObjButtons.cs. Each script operate separately from each other. The GUIManager.cs consists of the main GUI elements. These elements are buttons to call functions from the level loader to transition to another scene in the game. It will also show any text objects that needs to be displayed to the screen at all times, examples of this are Player names and there score. The GUIObjButtons.cs is gonna be attached to independent game objects that will need buttons to act on them. These buttons are only visible when the mouse is hovering over the object, examples of these objects are the deck and cards in the hand or field.

To use your functions with the GUIManager if you are creating the Level Loader is to pass your function that handles level transitions that takes in a string as the name of the scene you wish to load in the sceneChange(string n) function. String n will be passed in as the parameter in your function for the scene name. The function closeGAme() is to close the application. Who ever is in charge of the Level Loader can call their function that closes the application in this function since it is already linked to buttons. The turnChange() function is where the functions that handle when the one player's turn ends and another begins. This will be used to highlight the player’s name when it is their turn to play.

Any thing that is inside of the the function defintions is temporary and can will need to be filled in with your a call to your functions. If you have any questions on how to use the GUI scripts just ask me.