

ANST\_Project

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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<a href="#">DifficultyScript</a>	8
<a href="#">GOManagerScript</a>	9
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

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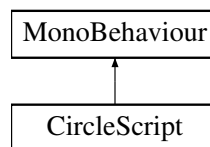


## Chapter 4

# Class Documentation

### 4.1 CircleScript Class Reference

Inheritance diagram for CircleScript:



#### Public Member Functions

- void [OnTriggerEnter2D](#) (Collider2D obj)
- void [OnBecameInvisible](#) ()

#### Public Attributes

- Vector2 [speed](#) = new Vector2(-20,0)
- [ManagerScript](#) [managerScript](#)  
*Set the speed.*

#### Private Member Functions

- void [Start](#) ()

#### 4.1.1 Member Function Documentation

4.1.1.1 void CircleScript.OnBecameInvisible ( ) [inline]

Triangles will destroy our gameObjects

4.1.1.2 void CircleScript.OnTriggerEnter2D ( Collider2D obj ) [inline]

If there are triangles present...

Triangles must be capable of destroying our squares.

#### 4.1.1.3 void CircleScript.Start ( ) [inline],[private]

Initializing velocity in terms of speed.

If object exists.

### 4.1.2 Member Data Documentation

#### 4.1.2.1 ManagerScript CircleScript.managerScript

Set the speed.

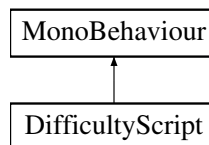
#### 4.1.2.2 Vector2 CircleScript.speed = new Vector2(-20,0)

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

- AOT2/Assets/Scripts/[CircleScript.cs](#)

## 4.2 DifficultyScript Class Reference

Inheritance diagram for DifficultyScript:



### Public Member Functions

- void [Easy](#) ()  
*This method changes difficulty to Easy.*
- void [Medium](#) ()  
*Changes difficulty to Medium.*
- void [Hard](#) ()  
*Changes difficulty to Hard.*

### Public Attributes

- Text [thisText](#)  
*Difficulty will be adjusted based on a few integers.*
- Text [otherText1](#)
- Text [otherText2](#)

### Static Public Attributes

- static int [difficulty](#)

## Private Member Functions

- void [Start](#) ()
- void [colorChanges](#) ()

*This method handles any color changes the user wishes to impose.*

## 4.2.1 Member Function Documentation

### 4.2.1.1 void DifficultyScript.colorChanges ( ) [inline],[private]

This method handles any color changes the user wishes to impose.

### 4.2.1.2 void DifficultyScript.Easy ( ) [inline]

This method changes difficulty to Easy.

### 4.2.1.3 void DifficultyScript.Hard ( ) [inline]

Changes difficulty to Hard.

### 4.2.1.4 void DifficultyScript.Medium ( ) [inline]

Changes difficulty to Medium.

### 4.2.1.5 void DifficultyScript.Start ( ) [inline],[private]

## 4.2.2 Member Data Documentation

### 4.2.2.1 int DifficultyScript.difficulty [static]

This script allows the user to select varying levels of difficulty. Veteran players will be able to test their abilities against enemies that spawn more quickly.

### 4.2.2.2 Text DifficultyScript.otherText1

### 4.2.2.3 Text DifficultyScript.otherText2

### 4.2.2.4 Text DifficultyScript.thisText

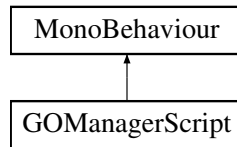
Difficulty will be adjusted based on a few integers.

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

- AOT2/Assets/Scripts/[DifficultyScript.cs](#)

## 4.3 GOManagerScript Class Reference

Inheritance diagram for GOManagerScript:



### Public Attributes

- Text [scoreText](#)

### Private Member Functions

- void [Start](#) ()

#### 4.3.1 Detailed Description

This script is used to manage the score in the game over screen.

#### 4.3.2 Member Function Documentation

##### 4.3.2.1 void GOManagerScript.Start ( ) [inline],[private]

This function is called when the script is first enabled and prints the score.

#### 4.3.3 Member Data Documentation

##### 4.3.3.1 Text GOManagerScript.scoreText

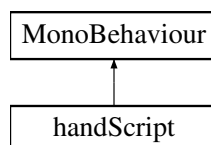
The text field in which the score will be printed.

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

- AOT2/Assets/Scripts/[GOManagerScript.cs](#)

## 4.4 handScript Class Reference

Inheritance diagram for handScript:



### Public Member Functions

- void [LH](#) ()
- void [RH](#) ()



## Public Attributes

- Text [thisText](#)
- Text [otherText](#)

## Static Public Attributes

- static int [hand](#)

## Private Member Functions

- void [Start](#) ()
- void [colorChanges](#) ()

### 4.4.1 Detailed Description

This script handles the handedness of the game. The player can choose left handedness or right handedness.

### 4.4.2 Member Function Documentation

#### 4.4.2.1 void handScript.colorChanges ( ) [inline], [private]

This function changes the colors of the text, blue for the selected text and white for the other.

#### 4.4.2.2 void handScript.LH ( ) [inline]

This function is called when LH text is clicked and sets the handedness to LH. The hand variable is set to 1(LH) and the text color is changed.

#### 4.4.2.3 void handScript.RH ( ) [inline]

This function is called when RH text is clicked and sets the handedness to RH. The hand variable is set to 2(RH) and the text color is changed.

#### 4.4.2.4 void handScript.Start ( ) [inline], [private]

This function is called when the script is first enabled. The default handedness(right handed) is set in this function.

### 4.4.3 Member Data Documentation

#### 4.4.3.1 int handScript.hand [static]

The variable that stores the chosen handedness of the player.

#### 4.4.3.2 Text handScript.otherText

The text field that does not use this instance of the script (LH or RH)

#### 4.4.3.3 Text handScript.thisText

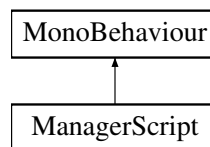
The text field that uses this instance of the script (LH or RH)

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

- AOT2/Assets/Scripts/[handScript.cs](#)

## 4.5 ManagerScript Class Reference

Inheritance diagram for ManagerScript:



### Public Member Functions

- void [AddScore](#) (int x)

### Public Attributes

- GUIText [scoreText](#)

### Static Public Attributes

- static int [totScoreInt](#)

### Private Member Functions

- void [Start](#) ()
- void [Update](#) ()

### Private Attributes

- int [score](#)

### 4.5.1 Detailed Description

This script manages the score count and printing during gameplay.

### 4.5.2 Member Function Documentation

#### 4.5.2.1 void ManagerScript.AddScore ( int x ) [inline]

This function adds to the score value. It is called when a triangle object is destroyed by a circle object.

## Parameters

<code>x</code>	the value to increment the score by.
----------------	--------------------------------------

**4.5.2.2** `void ManagerScript.Start ( ) [inline],[private]`

This function is called when the script is first enabled, initiates the variables, and prints out a placeholder for the score.

**4.5.2.3** `void ManagerScript.Update ( ) [inline],[private]`

This function is called in each frame and updates the score. The time in seconds is added to the score from destroying Triangles to give a total score.

**4.5.3 Member Data Documentation****4.5.3.1** `int ManagerScript.score [private]`

The variable to hold the integer score.

**4.5.3.2** `GUIText ManagerScript.scoreText`

The text field in which the score is printed.

**4.5.3.3** `int ManagerScript.totScoreInt [static]`

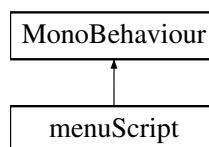
The variable to the total score as an integer.

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

- AOT2/Assets/Scripts/[ManagerScript.cs](#)

**4.6 menuScript Class Reference**

Inheritance diagram for menuScript:

**Public Member Functions**

- void [Loader](#) ( )
- void [Quitter](#) ( )
- void [mainMenu](#) ( )

**4.6.1 Detailed Description**

This script handles menu behaviors.

## 4.6.2 Member Function Documentation

### 4.6.2.1 void menuScript.Loader ( ) [inline]

This function loads the main game.

### 4.6.2.2 void menuScript.mainMenu ( ) [inline]

This function loads the mainMenu

### 4.6.2.3 void menuScript.Quitter ( ) [inline]

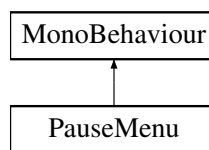
This function quits the game.

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

- AOT2/Assets/Scripts/[menuScript.cs](#)

## 4.7 PauseMenu Class Reference

Inheritance diagram for PauseMenu:



### Public Attributes

- GUISkin [mySkin](#)

### Private Member Functions

- void [Start](#) ()
- void [waiting](#) ()
- void [Update](#) ()
- void [OnGUI](#) ()
- void [windowFunc](#) (int id)

### Private Attributes

- Rect [windowRect](#)
- bool [paused](#) = false
- bool [waited](#) = true

## 4.7.1 Member Function Documentation

### 4.7.1.1 void PauseMenu.OnGUI ( ) [inline],[private]

If paused create the window to provide a pause interface.

4.7.1.2 void PauseMenu.Start ( ) [inline],[private]

4.7.1.3 void PauseMenu.Update ( ) [inline],[private]

If user hits escape or P, modify the boolean to show that the game is paused.

If user pauses, stop the time.

4.7.1.4 void PauseMenu.waiting ( ) [inline],[private]

4.7.1.5 void PauseMenu.windowFunc ( int id ) [inline],[private]

Resume button. If pushed, the game will no longer be paused.

End game button allows the user to end the game early.

If Quit button is pushed, allow the user to quit the game.

## 4.7.2 Member Data Documentation

4.7.2.1 GUISkin PauseMenu.mySkin

[PauseMenu](#) script allows the Pause Interface to enable the user to access settings that may need to be changed mid-game. In addition, the player can pause to take a break during a game.

4.7.2.2 bool PauseMenu.paused = false [private]

4.7.2.3 bool PauseMenu.waited = true [private]

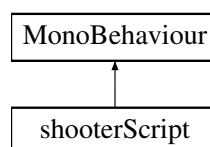
4.7.2.4 Rect PauseMenu.windowRect [private]

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

- AOT2/Assets/Scripts/[PauseMenu.cs](#)

## 4.8 shooterScript Class Reference

Inheritance diagram for shooterScript:



### Public Attributes

- GameObject [Circle](#)
- float [shootLim](#)

## Private Member Functions

- void [Start](#) ()
- void [Update](#) ()

## Private Attributes

- float [lastShot](#)

### 4.8.1 Member Function Documentation

#### 4.8.1.1 void shooterScript.Start ( ) [inline],[private]

Limit the speed that projectiles can be shot.

#### 4.8.1.2 void shooterScript.Update ( ) [inline],[private]

If user clicks mouse in the bounded area, fire projectiles.

x and y coordinates are used to ensure projectiles can only be fired from the bar.

Ensure that the rate of fire is limited.

### 4.8.2 Member Data Documentation

#### 4.8.2.1 GameObject shooterScript.Circle

This script allows projectiles to be fired within the shooter bar on the left or right of the screen. Position coordinates are used to ensure that projectiles are only able to be fired from the shooter bar.

#### 4.8.2.2 float shooterScript.lastShot [private]

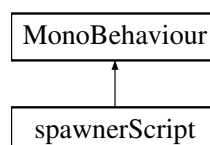
#### 4.8.2.3 float shooterScript.shootLim

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

- AOT2/Assets/Scripts/[shooterScript.cs](#)

## 4.9 spawnerScript Class Reference

Inheritance diagram for spawnerScript:



## Public Attributes

- float [spawnt](#) = 1

- GameObject [Triangle](#)  
*Controls rate at which triangles spawn.*

### Private Member Functions

- void [Start](#) ()
- void [newTriangle](#) ()  
*The following method controls where the triangles spawn.*

### 4.9.1 Member Function Documentation

#### 4.9.1.1 void spawnerScript.newTriangle ( ) [inline],[private]

The following method controls where the triangles spawn.  
Spawn many instances of enemy triangles.

#### 4.9.1.2 void spawnerScript.Start ( ) [inline],[private]

Triangle game objects will spawn repeatedly.

### 4.9.2 Member Data Documentation

#### 4.9.2.1 float spawnerScript.spawnt = 1

This script spawns instances of the enemy triangles so that the user can shoot the triangles to defend the squares below.

#### 4.9.2.2 GameObject spawnerScript.Triangle

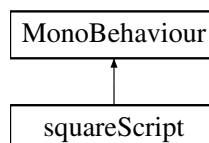
Controls rate at which triangles spawn.

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

- AOT2/Assets/Scripts/[spawnerScript.cs](#)

## 4.10 squareScript Class Reference

Inheritance diagram for squareScript:



### Public Member Functions

- void [OnTriggerEnter2D](#) (Collider2D obj)

### 4.10.1 Detailed Description

This script is used by the Square objects in the game. This script deals with the collision detection of the Square objects.

### 4.10.2 Member Function Documentation

#### 4.10.2.1 `void squareScript.OnTriggerEnter2D ( Collider2D obj )` `[inline]`

This function handles the collision detection of the Square objects. This function is called when a collision with a Square object is detected. Handles removal of both Circle and Triangle objects, only removing the Square object when a collision with a Triangle occurs.

##### Parameters

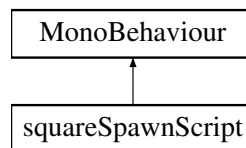
<i>obj</i>	the object that collided with the Square
------------	--

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

- AOT2/Assets/Scripts/[squareScript.cs](#)

## 4.11 squareSpawnScript Class Reference

Inheritance diagram for squareSpawnScript:



### Public Member Functions

- void [OnTriggerEnter2D](#) (Collider2D *obj*)

### Public Attributes

- GameObject [squares](#)
- int [numsquares](#)
- Camera [RH](#)
- Camera [LH](#)

### Private Member Functions

- void [Start](#) ()

#### 4.11.1 Detailed Description

Script that handles Square object spawning and Setting Camera. Changes number of squares spawned based off of chosen difficulty and Camera perspective based off of chosen handedness.



## 4.11.2 Member Function Documentation

### 4.11.2.1 void squareSpawnScript.OnTriggerEnter2D ( Collider2D *obj* ) [inline]

Function run when a collision is detected with collider at bottom of screen. If a triangle collides with the collider at the bottom of the screen, the game is ended and the game over screen is loaded.

**Parameters**

<i>obj</i>	the object that collided with the collider at the bottom of the screen.
------------	---

**4.11.2.2 void squareSpawnScript.Start ( ) [inline],[private]**

Function run upon initiating game. Sets number of squares spawned based on difficulty and camera perspective based on handedness. Squares are uniformly spawned accross bottom of screen.

**4.11.3 Member Data Documentation****4.11.3.1 Camera squareSpawnScript.LH**

The camera to be used for the left hand selection

**4.11.3.2 int squareSpawnScript.numSquares**

The number of squares to be spawned.

**4.11.3.3 Camera squareSpawnScript.RH**

The camera to be used for the right hand selection.

**4.11.3.4 GameObject squareSpawnScript.squares**

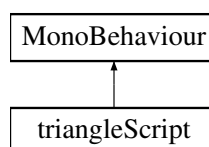
The prefab for the Square object.

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

- AOT2/Assets/Scripts/[squareSpawnScript.cs](#)

**4.12 triangleScript Class Reference**

Inheritance diagram for triangleScript:

**Public Member Functions**

- void [OnBecameInvisible](#) ()

**Public Attributes**

- Vector2 [speed](#)

### Private Member Functions

- void [Start](#) ()

#### 4.12.1 Detailed Description

Script that is used by the Triangle objects in the game. The script handles the Triangle objects, particularly their speeds and their destruction on exiting the screen.

#### 4.12.2 Member Function Documentation

##### 4.12.2.1 void triangleScript.OnBecameInvisible ( ) [inline]

Function that is run when object that uses [triangleScript](#) leaves the screen. If the Triangle object exits the screen, it is destroyed.

##### 4.12.2.2 void triangleScript.Start ( ) [inline],[private]

Initializer for [triangleScript](#). This is run when the script is first enabled. Speed is assigned to the Triangle objects depending on the difficulty chosen.

#### 4.12.3 Member Data Documentation

##### 4.12.3.1 Vector2 triangleScript.speed

The vector that the Triangle object's velocity will be set to.

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

- AOT2/Assets/Scripts/[triangleScript.cs](#)



## Chapter 5

# File Documentation

### 5.1 AOT2/Assets/Scripts/CircleScript.cs File Reference

#### Classes

- class [CircleScript](#)

### 5.2 AOT2/Assets/Scripts/DifficultyScript.cs File Reference

#### Classes

- class [DifficultyScript](#)

### 5.3 AOT2/Assets/Scripts/GOManagerScript.cs File Reference

#### Classes

- class [GOManagerScript](#)

### 5.4 AOT2/Assets/Scripts/handScript.cs File Reference

#### Classes

- class [handScript](#)

### 5.5 AOT2/Assets/Scripts/ManagerScript.cs File Reference

#### Classes

- class [ManagerScript](#)

### 5.6 AOT2/Assets/Scripts/menuScript.cs File Reference

## Classes

- class [menuScript](#)

## 5.7 AOT2/Assets/Scripts/PauseMenu.cs File Reference

## Classes

- class [PauseMenu](#)

## 5.8 AOT2/Assets/Scripts/shooterScript.cs File Reference

## Classes

- class [shooterScript](#)

## 5.9 AOT2/Assets/Scripts/spawnerScript.cs File Reference

## Classes

- class [spawnerScript](#)

## 5.10 AOT2/Assets/Scripts/squareScript.cs File Reference

## Classes

- class [squareScript](#)

## 5.11 AOT2/Assets/Scripts/squareSpawnScript.cs File Reference

## Classes

- class [squareSpawnScript](#)

## 5.12 AOT2/Assets/Scripts/triangleScript.cs File Reference

## Classes

- class [triangleScript](#)

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