**Dreamscape***Documentation for Player Display.*

**Player Display**

*The script (PlayerDisplay.cs) is placed on an empty game object within the canvas game object. For the purposes of simplicity, the user player is known as Player 1 and the opponent player is Player 2.*

**References and Variables**The script requires a number of references. References to sprites that the script will be using to change what will be seen on the screen and references to UI game objects that the script will be directly changing.

public UIDebug gameManager;

This is a reference to the game manager. For now, UI Debug is a placeholder script that acts as a game manager for the UI test scene.

public bool player1;

This is a variable that determines whether what is being displayed is for the user player or the opponent player. When it is true, it displays the user player’s data. When it is false, it displays the opponent player’s data.

public Font uiFont;

This is a reference to the font that will be used for the UI.

public Sprite s7remain;

public Sprite s6remain;

public Sprite s5remain;

public Sprite s4remain;

public Sprite s3remain;

public Sprite s2remain;

public Sprite s1remain;

public Sprite s0remain;

These are references to the sprites that show how many cycles a given player has left to complete, from seven remaining cycles to zero remaining cycles.

public Sprite stheta;

public Sprite swave;

public Sprite srem;

public Sprite slucid;

These are references to the sprites that show which stage a given player is currently in. In order, these stages are theta, wave, rem, and lucid.

public Text name;

public Image stagesLeft;

public Text cyclesLeft;

public Image currStage1;

public Text currStage2;

public Text will;

public Text ima;

These are references to UI game objects that will actually be shown for a given player. In order, these are the player’s name, the stages left to be completed to complete a cycle, the cycles left to be completed to win the game, an image representative of the current stage the player is in, text displayed for the current stage the player is in, the amount of willpower the player has left, and the amount of imagination the player has left.

**Changing What’s On Screen**All of the functions in this script are private. In order to change what is seen on the screen, this script requires access to the game manager’s variables for the user player and opponent player’s data.

The data pulled for each player are…

* A name
* Stages left
* Cycles left
* Current stage
* Willpower
* Imagination