Class diagram surrounding map spawning

Square

+ leftTop, rightTop, rightBottom, leftBottom : ControlNode

+ centreTop, rightCentre, bottomCentre, leftCentre : Node

+ configuration: int

+ Square (ControlNode \_topLeft, ControlNode \_topRight, ControlNode \_bottomRight, ControlNode \_bottomLeft)

Nodes

+ position: Vector3

+ vertexIndex : int

+ Node(Vector2 : Node)

ControlNodes

+ active: bool

+ above, right : Node

+ ControlNode (Vector3 \_pos, bool \_active, float squareSize) : base(\_pos)

Mesh Generator

+walls: MeshFilter

+cave: MeshFilter

+ GenerateWallMesh(int[,] : map, float : squareSize

- CreateMeshes( )

- CalculateOutlines()

Map Generator

+ seed: string

+ randomSeed : bool

+ randomFill : int

- map : int[,]

- GenerateMap( )

- Process( )

- RandomFillMapEasy( )

- List<List<Coord>> GetRegions(int tileType)

- SmoothingMap( )

- Coord : struct

Room : IComparable<Room>

+ peices : List<Coord>

+ edgePiece : List<Coord>

+ connectedRooms : List<Room>

+ roomSize : int

+ isReachableFromMain: bool

+ isMainRoom : bool

+ Room(List<Coord> roomPiece, int[,] map)

+SetAccessibleFromMain( )

+ConnectedRooms (Room roomA, Room roomB)

Class Diagram surrounding canvas’

Mission Drop

+ numToSpawn : int

+ spawnPoints : Transform[ ]

- answered = false : bool

+ weapons : GameObject

+ Answered( )

- Start( )

- SpawnBoss( )

Question Drop

+ weapons : GameObject

- Update( )

- OnTriggerEnter(Collider other)

Drop Down

+ myDropdown : Dropdown

+ continue : GameObject

- answer1, 2, 3, 4 : bool

- Destroy( )

- Start( )

+ myDropdownValueChangedHandler( )

+ SetDropdownIndex(int index)

Slots

+ item : GameObject

+ OnBeginDrag(PointerEventData eventData)

+OnDrag(PointerEventData eventData)

+ OnDragEnd(PointerEventData eventData)

Drag Handler

+ itemBeingDragged

- startPos : Vector3

- startParent : Transform

+ OnBeginDrag(PointerEventData eventData)

+OnDrag(PointerEventData eventData)

+ OnDragEnd(PointerEventData eventData)