Code Documentation

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1. Main.gd

1.1. Button Press:



Description:

Upon pressing on the register button, user will be navigated to Register.gd

General Usage:

Func \_on\_<Button Name>\_pressed() -> void:

get\_tree().change\_scene(“<Path to next tscn file>”)

Parameters:

None

Return:

None

2. Game.gd

2.1. Generate Player Life All:



Description:

Modify the 5 element HP array of player to display correct visuals tier by tier.

Parameters:

T - Integer to represent which tier of HP

Return:

None

2.2. Generate Player Life:



Description:

Modify the five element HP array of the player based on the player’s Life Index.

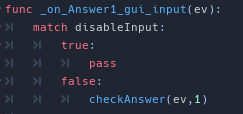
Parameters:

Life - Integer representing player’s total HP (lifes\_idx)

Return:

None

2.3. Answer Input:



Description:

Waits for player input, upon detecting player input, either by mouse press or screen tap, calls checkAnswer().

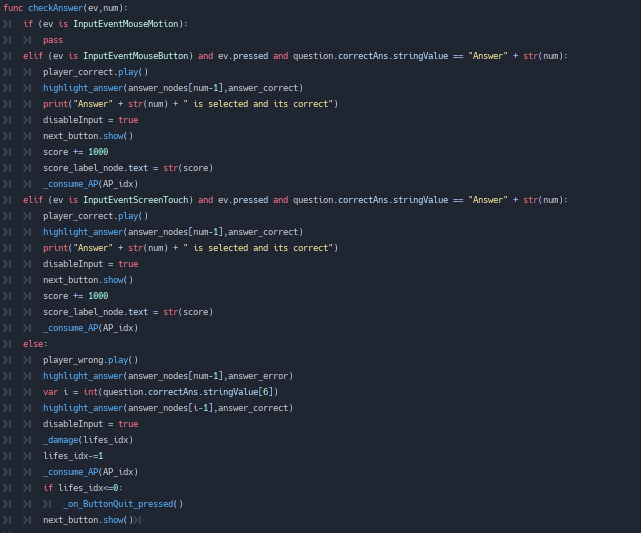
Parameters:

Ev - player input event

Return:

None

2.4. Check Answer:



Description:

Checks input answer with database. If selected answer matches the correct answer score is incremented by 1000, else damage() is called. Consume\_AP() will be called upon answering. If player HP is 0 player will exit back to main menu.

Parameters:

Ev - input event by player

Num - integer representing choice of answer

Return:

None

2.5. Answer Highlight:



Description:

Highlights the correct answer after player input has been processed.

Parameters:

None

Return:

None

2.6. Damage:



Description:

Modifies the HP array of player based on current health of player.

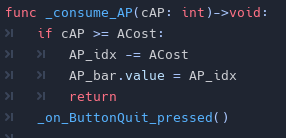
Parameter:

Life - current HP of player

Return:

None

2.7. Consume AP:



Description:

Modifies the player’s AP bar upon answering a question. If player’s AP is lower than the cost of the question player will be brought back to the main menu.

Parameters:

cAP - integer representing player’s current AP

Return:

None