## Controller Methods

Returns true while a controller trigger is pressed down

bool isControllerTriggerDown() any trigger

bool isControllerLeftTriggerDown() left trigger

bool isControllerRightTriggerDown() right trigger

Returns true only when a trigger is initially pressed down

bool isControllerTriggerClicked() any trigger

bool isControllerLeftTriggerClicked() left trigger

bool isControllerRightTriggerClicked() right trigger

Returns true if a controller grip is pressed down

bool isControllerGripDown() any grip

bool isControllerLeftGripDown() left grip

bool isControllerRightGripDown() right grip

Returns true if the right controller is tilted in a particular direction

bool isControllerRightTiltedUp()

bool isControllerRightTiltedDown()

bool isControllerRightTiltedRight()

bool isControllerRightTiltedLeft()

Return true if the left controller is tilted in a particular direction

bool isControllerLeftTiltedUp()

bool isControllerLeftTiltedDown()

bool isControllerLeftTiltedRight()

bool isControllerLeftTiltedLeft()

## Informational Methods

Get the X, Y, or Z position of the player

float getPlayerPositionX()

float getPlayerPositionY()

float getPlayerPositionZ()

Get the X, Y, or Z position of the object

float getObjectPositionX()

float getObjectPositionY()

float getObjectPositionZ()

## Object Interaction Methods

Return true if a controller is touching the object

bool isControllerTouching() any controller

bool isRightControllerTouching() right controller

bool isLeftControllerTouching() left controller

Set whether an object may be picked up and thrown

void setObjectThrowable(bool isThrowable)

Returns true if an object is currently grabbed

bool isObjectGrabbed()

Tether an object to a controller. The object will then move in the direction the controller is tilted

void setTetherObjectToRightController(bool isTethered)

void setTetherObjectToLeftController(bool isTethered)

Check if the object is currently tethered to a controller

bool isObjectTetheredToController()

Set whether an object may be teleported to

void setObjectTeleportable(bool isTeleportable)

## Object State Methods

Change object color. Only works on primitive shapes (cube, sphere, etc)

void setObjectColor() Set to random color

Color options are: red, yellow, green, blue, gray, black, orange, purple, pink, white

void setObjectColor(string color)

Set red/green/blue values of color

void setObjectColor(float red, float green, float blue)

Add text that floats above the object. If the text does not display, increase the text height.

void setObjectText(string newText)

void setObjectTextHeight(float newHeight) default height is 0.5

void setObjectTextFontSize(float newSize) default font size is 5

Sets the X, Y, and Z velocity of the object

void setObjectVelocity(float x, float y, float z)

Set X, Y, and Z object position

void setObjectPositionAbsolute(float x, float y, float z) Set new position

void setObjectPositionRelative(float x, float y, float z) Change current position

Change X, Y, and Z object size

void setObjectSizeAbsolute(float x, float y, float z) Set new Size

void setObjectSizeRelative(float x, float y, float z) Change current size

Set the name of an object

void setObjectName(string newName)

Set whether the object has gravity

void setObjectGravity(bool hasGravity)

Continually rotate the object around the Y-axis

void setObjectSpin(bool hasSpin)

Set whether the object is visible

void setObjectVisible(bool isVisible)

Start a timer on the object for a given number of seconds

void startTimer(float seconds)

Check if the timer has finished.

bool isTimerFinished()

Check if this object has collided with another object

bool hasCollisionWithOtherObject(string otherObjectName)

Check if two objects have collided (not related to this object)

bool hasCollisionBetweenObjects(string object1, string object2)

## Object Creation & Destruction Methods

Create a new prefab object at the specified x,y,z position. Optionally give the new object a name

void createNewObject(float x, float y, float z, string prefabName, string objectName=null)

Destroy this object

void destroyThisObject()

Destroy the first object found with the specified object name

void destroySingleObject(string objectName)

Destroy all objects with the specified object name

void destroyAllObjects(string objectName)

## Miscellaneous Methods

Give points to the player

void givePoints(int points)

Take points from the player

void takePoints(int points)

Check the player’s points

int checkPoints()

Set the player x, y, and z position

void setPlayerPositionRelative() Change position

void setPlayerPositionAbsolute() Set new position

Check if the player has collided with this object

bool hasPlayerCollisionWithObject()

Get a random number between 0 and the max number provided

int getRandomNumber(int maxNumber)

Set win/lose game condition. Splashes text on screen and resets the game

void winGame()

void loseGame()

Set text to display on lower right hand of screen

void setHUD(string text)

void setHUD(float text)