KKYCAssignment.HighScoreScene Class Reference
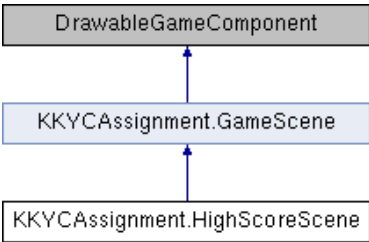
This is a game component that inherited **GameScene**. More...

Inheritance diagram for KKYCAssignment.HighScoreScene:

Public Member Functions

	HighScoreScene (Game game, SpriteBatch spriteBatch, GraphicsDeviceManager graphics) main constructor of this class More...
override void	**Initialize** () Allows the game component to perform any initialization it needs to before starting to run. This is where it can query for any required services and load content. More...
bool	**SetNewRecord** (int score) try to set new record if it is higher than last score the last score is replaced wuth new record, and sort the list More...
override void	**Update** (GameTime gameTime) Allows the game component to update itself. More...
override void	**Draw** (GameTime gameTime) Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code More...

▶ **Public Member Functions inherited from KKYCAssignment.GameScene**

Additional Inherited Members

▶ **Properties inherited from KKYCAssignment.GameScene**

Detailed Description

This is a game component that inherited **GameScene**.

Constructor & Destructor Documentation

§ HighScoreScene()

KKYCAssignment.HighScoreScene.HighScoreScene (Game   game,

                                              SpriteBatch   spriteBatch,

                                              GraphicsDeviceManager graphics

)

main constructor of this class

Parameters

    game   Provides basic graphics device initialization, game logic, and rendering code.

    spriteBatch Enables a group of sprites to be drawn using the same settings

    graphics   to set basic graphic

Member Function Documentation

§ Draw()

override void KKYCAssignment.HighScoreScene.Draw (GameTime gameTime)

Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code

Parameters

    gameTime Time passed since the last call to Draw.

§ Initialize()

override void KKYCAssignment.HighScoreScene.Initialize ( )

Allows the game component to perform any initialization it needs to before starting to run. This is where it can query for any required services and load content.

§ SetNewRecord()

bool KKYCAssignment.HighScoreScene.SetNewRecord (int score)

try to set new record if it is higher than last score the last score is replaced wuth new record, and sort the list

Parameters

    score last score

Returns

    whether it is higher than last recorded score

§ Update()

override void KKYCAssignment.HighScoreScene.Update (GameTime gameTime)

Allows the game component to update itself.

Parameters

> **gameTime** Provides a snapshot of timing values.

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

- G:/CP_lv3/PROG2370_ProgOOG/last_assignment/KKYCAssignment/KKYCAssignment/KKYCAssignment/HighScoreScene.cs

Generated by **doxygen** 1.8.12