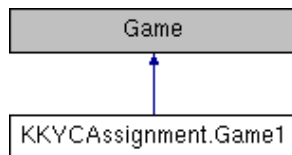


KKYCAssignment.Game1 Class Reference

This is the main type of this game [More...](#)

Inheritance diagram for KKYCAssignment.Game1:



Public Member Functions

bool **SetHighScore** (int score)

Static Public Attributes

static readonly int **TIME_LEFT** = 40000

static Dictionary< char, Rectangle > **FONT_FRAMES**

Protected Member Functions

override void **Initialize** ()

Allows the game to perform any initialization it needs to before starting to run. This is where it can query for any required services and load any non-graphic related content. Calling base.Initialize will enumerate through any components and initialize them as well. [More...](#)

override void **LoadContent** ()

LoadContent will be called once per game and is the place to load all of your content. [More...](#)

override void **UnloadContent** ()

UnloadContent will be called once per game and is the place to unload all content. [More...](#)

override void **Update** (GameTime gameTime)

Allows the game to run logic such as updating the world, checking for collisions, gathering input, and playing audio. [More...](#)

override void **Draw** (GameTime gameTime)

This is called when the game should draw itself. [More...](#)

Detailed Description

This is the main type of this game

Member Function Documentation

§ **Draw()**

```
override void KKYCAssignment.Game1.Draw ( gameTime gameTime )
```

protected

This is called when the game should draw itself.

Parameters

gameTime Provides a snapshot of timing values.

§ Initialize()

```
override void KKYCAssignment.Game1.Initialize ( )
```

protected

Allows the game to perform any initialization it needs to before starting to run. This is where it can query for any required services and load any non-graphic related content. Calling base.Initialize will enumerate through any components and initialize them as well.

§ LoadContent()

```
override void KKYCAssignment.Game1.LoadContent ( )
```

protected

LoadContent will be called once per game and is the place to load all of your content.

§ UnloadContent()

```
override void KKYCAssignment.Game1.UnloadContent ( )
```

protected

UnloadContent will be called once per game and is the place to unload all content.

§ Update()

```
override void KKYCAssignment.Game1.Update ( gameTime gameTime )
```

protected

Allows the game to run logic such as updating the world, checking for collisions, gathering input, and playing audio.

Parameters

gameTime Provides a snapshot of timing values.

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

- G:/CP_iv3/PROG2370_ProgOOG/last_assignment/KKYCAssignment/KKYCAssignment/KKYCAssignment/Game1.cs

