

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

[detail level 1 2]

▼ N KKYCAssignment	Kevin Kim & Yoonsuk Cho PROG2370 Final Project Dec 2016
C AboutScene	This is a game component that inherited GameScene .
C AccidentManager	
C ActionScene	This is a game component that implements IUpdateable.
C Cars	This is a game component that implements IUpdateable.
C CollisionManager	This is a game component that implements IUpdateable.
C Floating	This is a game component that implements IUpdateable.
C Frog	This is a game component that implements IUpdateable.
C Game1	This is the main type of this game
C GameScene	This is a game component that inherited DrawableGameComponent.
C HelpScene	This is a game component that inherited GameScene .
C HighScoreScene	This is a game component that inherited GameScene .
C HowToScene	This is a game component that inherited GameScene .
C LoadManager	This is a game component that implements IUpdateable.
C MenuComponent	This is a game component that implements IUpdateable.
C Obstacles	
C Scoreboard	
C ScoreRecords	this class is the unit of score information implemented sorting function of array
C Shared	
C StartScene	This is a game component that inherited GameScene class.

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