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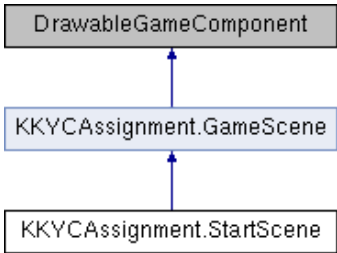
This is a game component that inherited **GameScene** class. More...

Inheritance diagram for KKYCAssignment.StartScene:

Public Member Functions

	StartScene (Game game, SpriteBatch spriteBatch) 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...
override void	**Update** (GameTime gameTime) Allows the game component to update itself. More...
override void	**Draw** (GameTime gameTime)

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

Properties

MenuComponent	**Menu** [get, set]

▶ **Properties inherited from KKYCAssignment.GameScene**

Detailed Description

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

Constructor & Destructor Documentation

§ StartScene()

KKYCAssignment.StartScene.StartScene (Game   game,

SpriteBatch spriteBatch

)

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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

Member Function Documentation

§ Initialize()

override void KKYCAssignment.StartScene.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.

§ Update()

override void KKYCAssignment.StartScene.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/StartScene.cs

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