KKYCAssignment.CollisionManager Class Reference
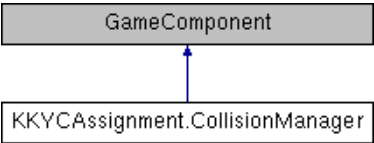
This is a game component that implements IUpdateable. More...

Inheritance diagram for KKYCAssignment.CollisionManager:

Public Member Functions

	CollisionManager (Game game, **Frog** myFrog, **Cars** myCar, SoundEffect soundEffect) 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 to run logic such as updating the world, checking for collisions, gathering input, and playing audio. More...

Detailed Description

This is a game component that implements IUpdateable.

Constructor & Destructor Documentation

§ CollisionManager()

KKYCAssignment.CollisionManager.CollisionManager (Game	game,
	Frog	myFrog,
	Cars	myCar,
	SoundEffect	soundEffect
	)	

main constructor of this class

Parameters

game	Provides basic graphics device initialization, game logic, and rendering code.
myFrog	the frog checking the collision
myCar	the car checking the collision
soundEffect	the collision sound

Member Function Documentation

§ Initialize()

override void KKYCAssignment.CollisionManager.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.CollisionManager.Update (GameTime gameTime)

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_lv3/PROG2370_ProgOOG/last_assignment/KKYCAssignment/KKYCAssignment/KKYCAssignment/CollisionManager.cs

Generated by **doxygen** 1.8.12