## **KKYCAssignment Namespace Reference**

Kevin Kim & Yoonsuk Cho PROG2370 Final Project Dec 2016 More...

## Classes

| Cido   |  |
|--|--|
| class  | AboutScene This is a game component that inherited GameScene. More                             |
| class  | ActionScene This is a game component that implements IUpdateable. More                         |
| class  | Cars This is a game component that implements IUpdateable. More                                |
| class  | CollisionManager This is a game component that implements IUpdateable. More                    |
| class  | Floatings This is a game component that implements IUpdateable. More                           |
| class  | Frog This is a game component that implements IUpdateable. More                                |
| class  | Game1 This is the main type of this game More  |
| class  | GameScene This is a game component that inherited DrawableGameComponent. More                  |
| class  | HelpScene This is a game component that inherited GameScene. More                              |
| class  | HighScoreScene This is a game component that inherited GameScene. More                         |
| class  | HowToScene This is a game component that inherited GameScene. More                             |
| class  | LoadManager This is a game component that implements IUpdateable. More                         |
| class  | MenuComponent This is a game component that implements IUpdateable. More                       |
| class  | MyResources A strongly-typed resource class, for looking up localized strings, etc.            |
| class  | Scoreboard   |
| class  | ScoreRecords   |
| class  | this class is the unit of score information implemented sorting function of array More  Shared |
| WICH bear to the FFF4/D and then (do a year and (bear) (so an angle of the control of the contro |  |

class StartScene

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

## **Detailed Description**

Kevin Kim & Yoonsuk Cho PROG2370 Final Project Dec 2016

This program is the scene of about page of the Frogger Game.

This program is the main scene of the Frogger Game.

This program is the car class of the Frogger Game.

This program is the class which is checking the collision with cars and frog in the Frogger Game.

This program is the floating class of the Frogger Game.

This program is the frog class of the Frogger Game.

This program is the main program of the Frogger Game.

This program is the supper class of all scenes in this Frogger Game.

This program is the scene of help page of the Frogger Game.

This program is the scene of high score page of the Frogger Game.

This program is the scene of How to play page of the Frogger Game.

This program is the class which is checking the flog is loading on the floatings in the Frogger Game.

This program is the menu component class of the Frogger Game.

This program is the start scene of the Frogger Game.

Generated by (10) 1.8.12