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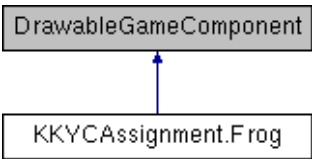
This is a game component that implements IUpdateable. More...

Inheritance diagram for KKYCAssignment.Frog:

Public Member Functions

	Frog (Game game, SpriteBatch spriteBatch, Texture2D frogTex, Texture2D frogGoal, Texture2D frogDeath, Texture2D frogSkeleton, **ActionScene** actionScene, SoundEffect jumpSound, SoundEffect deadSound) 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...
bool	**IsLevelComplete** () check the slot states and judge this level is completed More...
override void	**Draw** (GameTime gameTime) Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code More...
Rectangle	**GetBounds** () get the boundary of this image More...
void	**SetDead** () set this frog is dead More...
void	**SetLoaded** (int speedChg) when this frog is loaded on the floatings More...
void	**SetUnloaded** (int speedChg) when this frog is unloaded from the floatings More...
int	**GetCurrentLine** () get the current y position of this frog More...
bool	**DoesMoveFinish** () check this fros is moving or not More...

Detailed Description

This is a game component that implements IUpdateable.

Constructor & Destructor Documentation

§ Frog()

KKYCAssignment.Frog.Frog (	Game	game,
	SpriteBatch	spriteBatch,
	Texture2D	frogTex,
	Texture2D	frogGoal,
	Texture2D	frogDeath,
	Texture2D	frogSkeleton,
	ActionScene	actionScene,
	SoundEffect	jumpSound,
	SoundEffect	deadSound
	)	

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
frogTex	texture of normal frog image
frogGoal	texture of frog image which is goaled in
frogDeath	texture of frog image which is dying
frogSkeleton	texture of frog image which is dead
actionScene	the scene which is include in
jumpSound	jump sound
deadSound	dead sound

Member Function Documentation

§ DoesMoveFinish()

bool KKYCAssignment.Frog.DoesMoveFinish ( )

check this fros is moving or not

Returns

   is moving now

§ Draw()

override void KKYCAssignment.Frog.Draw (GameTime   gameTime)

Called when the DrawableGameComponent needs to be drawn. Override this method with component-specific drawing code

Parameters

   gameTime Time passed since the last call to Draw.

§ GetBounds()

Rectangle KKYCAssignment.Frog.GetBounds ( )

get the boundary of this image

Returns

   the boundary of this image

§ GetCurrentLine()

int KKYCAssignment.Frog.GetCurrentLine ( )

get the current y position of this frog

Returns

   the line this frog is located

§ Initialize()

override void KKYCAssignment.Frog.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.

§ IsLevelComplete()

bool KKYCAssignment.Frog.IsLevelComplete ( )

check the slot states and judge this level is completed

Returns

is completed this level

§ SetDead()

void KKYCAssignment.Frog.SetDead ( )

set this frog is dead

§ SetLoaded()

void KKYCAssignment.Frog.SetLoaded (int speedChg)

when this frog is loaded on the floatings

Parameters

speedChg the speed of floatings

§ SetUnloaded()

void KKYCAssignment.Frog.SetUnloaded (int speedChg)

when this frog is unloaded from the floatings

Parameters

speedChg the speed of floatings

§ Update()

override void KKYCAssignment.Frog.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:

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