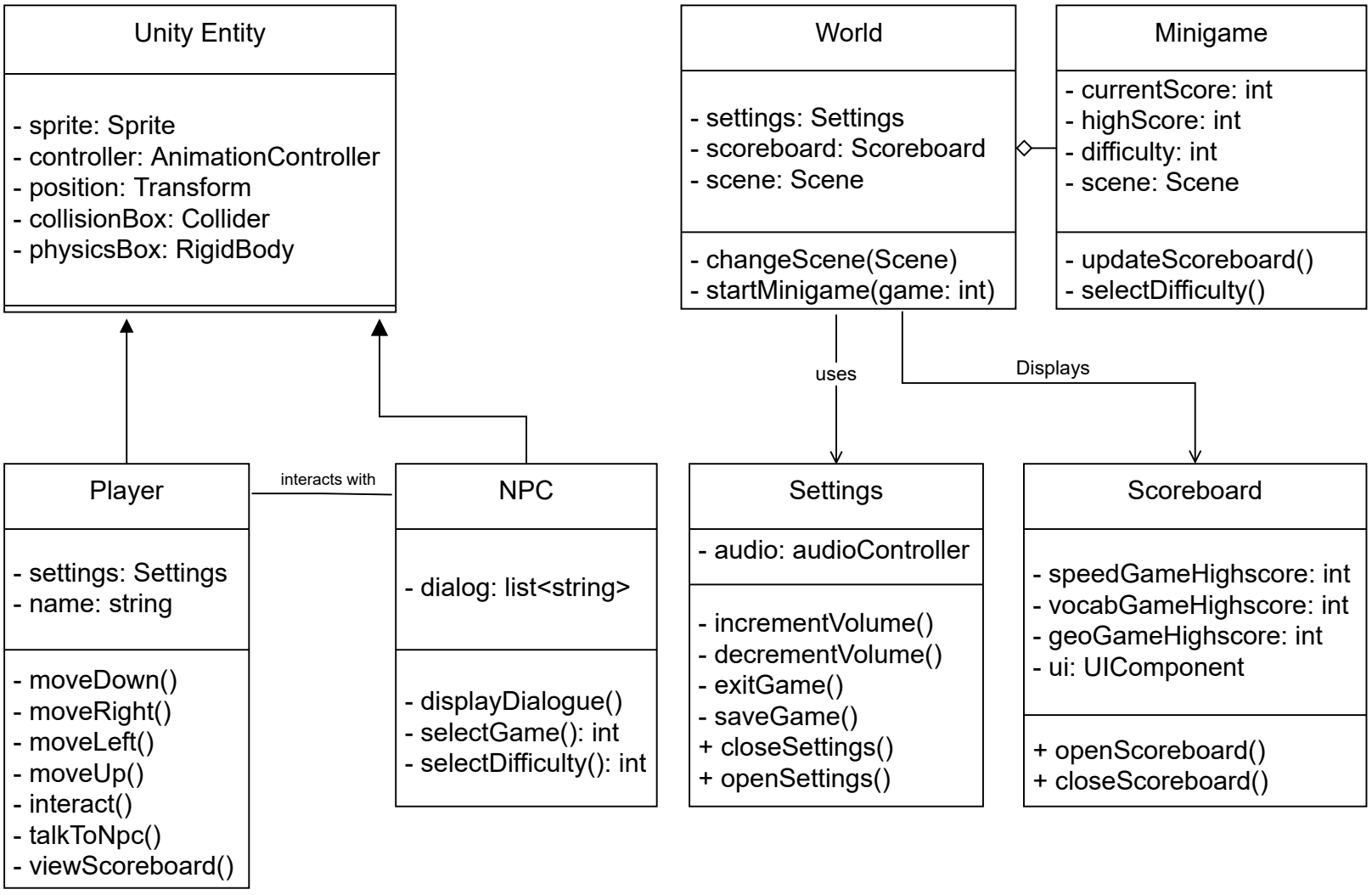
Unity Entity
- sprite: Sprite
- controller: AnimationController
- position: Transform
- collisionBox: Collider
- physicsBox: RigidBody
World
- settings: Settings
- scoreboard: Scoreboard
- scene: Scene
- changeScene(Scene)
- startMinigame(game: int)
Minigame
- currentScore: int
- highScore: int
- difficulty: int
- scene: Scene
- updateScoreboard()
- selectDifficulty()
uses
Displays
Player
- settings: Settings
- name: string
- moveDown()
- moveRight()
- moveLeft()
- moveUp()
- interact()
- talkToNpc()
- viewScoreboard()
interacts with
NPC
- dialog: list<string>
- displayDialogue()
- selectGame(): int
- selectDifficulty(): int
Settings
- audio: audioController
- incrementVolume()
- decrementVolume()
- exitGame()
- saveGame()
+ closeSettings()
+ openSettings()
Scoreboard
- speedGameHighscore: int
- vocabGameHighscore: int
- geoGameHighscore: int
- ui: UIComponent
+ openScoreboard()
+ closeScoreboard()