System Manual for Dyschordia (v.0.3.2)

Dyschordia is a 2D platforming game built using the Unity Engine.

Due to the nature of the editor, there are various scripts that have been assigned to prefabs and game objects in the scene. This manual will list all of the user created scripts and briefly explain the function of each one. More information can be found in each individual script.

**AIBehavior**: Controls the rigidbody of an enemy to move it towards the player.

**Apollo**: Controls all actions of Apollo, Fire Dungeon boss.

**CactusaurCharge**: Moves an enemy from side to side, increasing speed when the player is near.

**CityTunnel** (unused): Teleports the player from first part of the city to the second part of the city.

**DamageControl**: Controls how the player receives damage and the value of the health bar.

**Dillo**: Controls the animation for the sandillos.

**EnemyDamageControl**: Controls how enemies receive damage.

**EnemyProjectile**: Causes an enemy projectile to explode on contact with the world or player and damages the player on collision.

**EnterPyramid**: Teleports the player underground into the pyramid.

**Exit**: Teleports the player above ground out of the pyramid.

**FireBossDoor**: Teleports the player into the boss room.

**FireWaypoint**: Controls the two waypoints in the Fire Dungeon.

**Hathor**: Controls all actions of Hathor, Desert Dungeon boss.

**lava**: Causes player to receive damage on a regular interval while in lava.

**LoadLevel**: Sends a message to the UIManager to switch the scene.

**MainMenuUI**: Controls how the main menu UI functions.

**MasterManager**: Controls all persistent data, which includes the waypoints.

**MonsterMelee**: Causes the player to receive damage.

**NPCInteract**: Causes the NPC to play a sound effect and emit particles.

**platform**: Moves a platform between two x-values with speed inputted.

**PlayerProjectile**: Causes the player projectile to deal damage to enemies and fade after a short duration.

**ProjectileLauncher**: Launches a projectile at regular intervals.

**Quicksand**: Slows player and lowers gravity while in quicksand.

**sandWaypoint**: Controls the waypoint in the Desert Dungeon.

**SlimeKing**: Controls all functions of the Slime King, Forest Dungeon boss.

**TeleportToWaypoint**: Teleports the player to a waypoint.

**UIManager**: Controls the scene switching, audio, and pause menu.