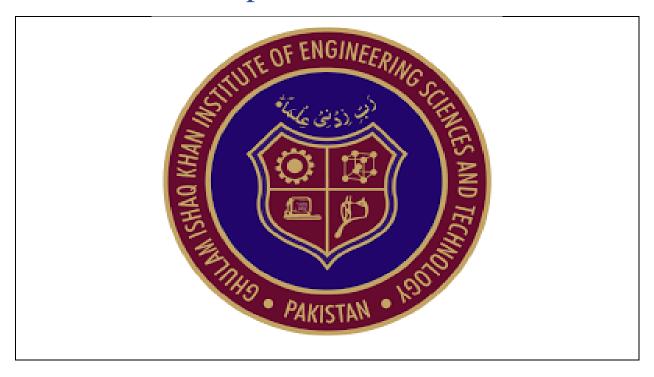# Ghulam Ishaq Institute
Topi Swabi KPK

Object oriented Programming

Project

Project Name: Find the way Game

Project by: Jawad Ali

Student of BS Artificial intelligence

Class Diagram

Class TextureManager
+ SDL_Texture* LoadTexture(const char* filename):void
+ Draw(SDL_Texture* tex,SDL_Rect src, SDL_Rect dest):void

Class Map
+ src, dest: SDL_Rect + dirt: SDL_Texture* + grass SDL_Texture* + water: SDL_Texture* + LL: SDL_Texture* + RL: SDL_Texture* + UL: SDL_Texture* + DL: SDL_Texture* + TRC: SDL_Texture* + BRC: SDL_Texture* + TLC: SDL_Texture* + BLC: SDL_Texture* + HL: SDL_Texture* + HLRF: SDL_Texture* + HLLF: SDL_Texture* + VL: SDL_Texture*

```
+ VLTF: SDL_Texture*
+ VLBF: SDL_Texture*
+ T_Left: SDL_Texture*
+ T_Right: SDL_Texture*
+ T_Buttom: SDL_Texture*
+ T_Top :SDL_Texture*
+ map[37][44]:int
+ lvl1[37][44]:int
```

```
+   Loadup(int arr[37][44]):void
+    DrawMap():void
```

Class Game
- cnt: int - isrunning: bool - window: SDL_Window* + renderer: SDL_Renderer*
+ init(const char* title, int width, int height, bool fullscreen):Void + handleevents():void + update():void + render(): void + clean():void + running():bool