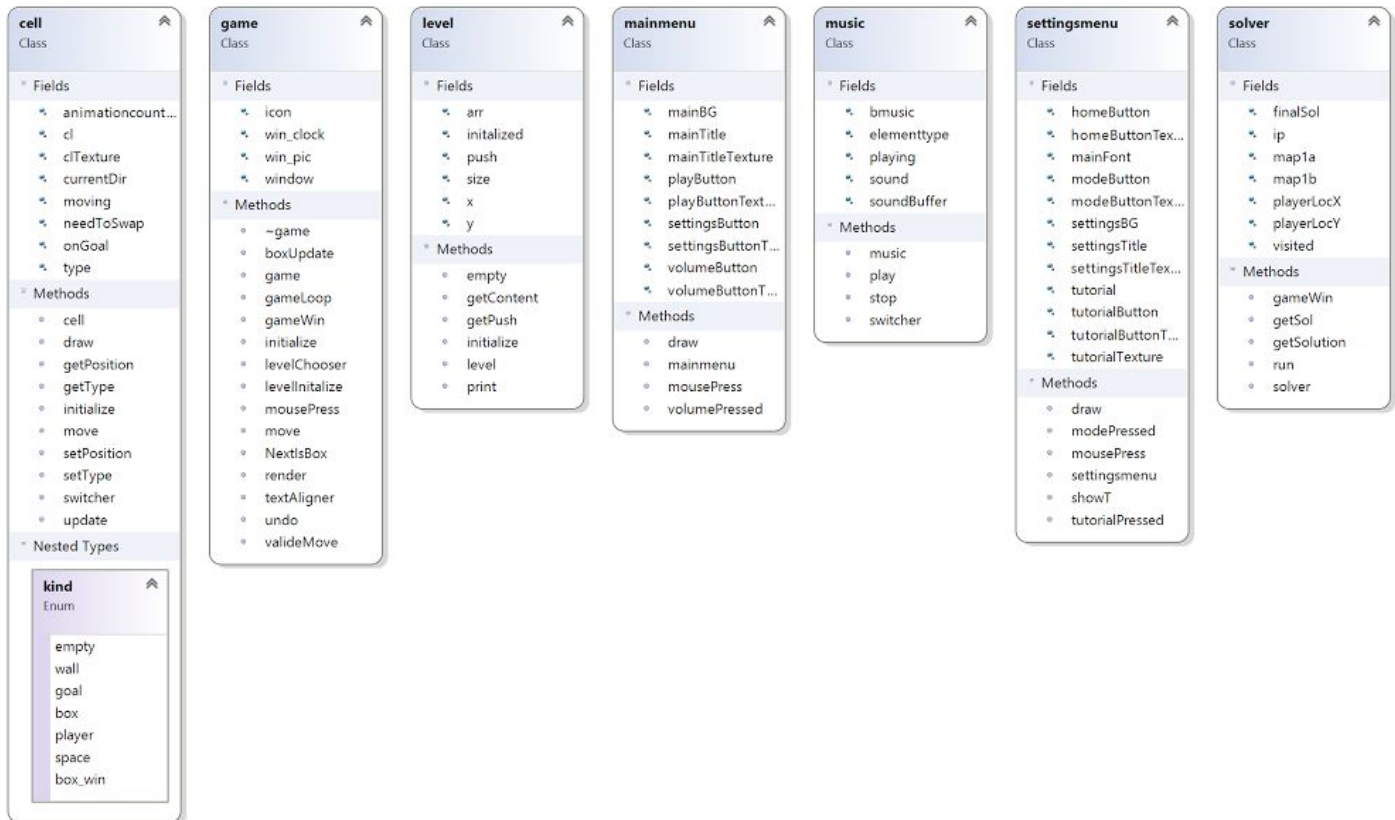


SOKOBAN

HACKARZ TEAM - SPRING 2016

JOHN | MONICA | YOUSSEF

Dr. Howaida Ismail



Cell class

This class is what defines a cell in the game. Each cell has its own Texture, Sprite and type. Some variables are defined also but specifically made for certain types. Two variables are created for an animated cell (player) and another variable was created for the box to state whether it was on a target destination or not.

Main Menu class

This class is used to initialize, draw and monitor mouse presses for the main menu. The main menu has a background, a title and three buttons. These are all defined whether using sprites & textures or using RectangleShapes in the private members section in the class. The class

also has a function to deal specifically with the volume button if it was pressed to update global variables.

Settings Menu class

This class is used to initialize, draw and monitor mouse presses for the settings menu. The settings menu has a subsection which is the tutorial. The settings class defines the sprites and textures used to show the titles, the buttons and the tutorial.

Music class

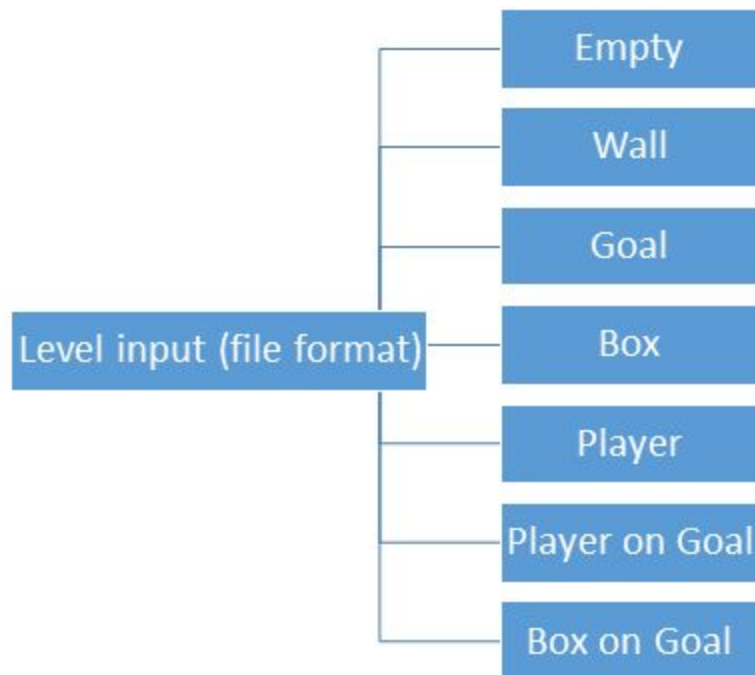
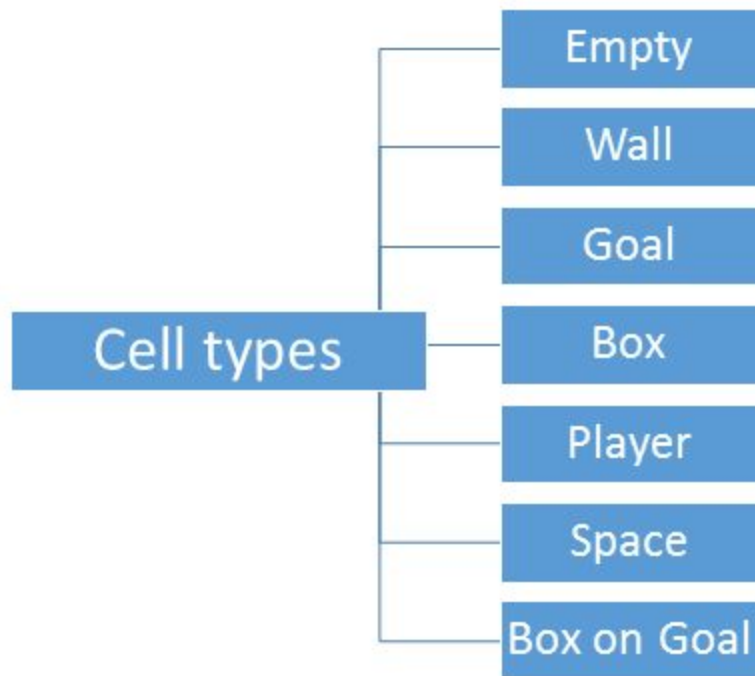
This class is a fairly simple class which defines one of two types music and provides the user with the same interface for dealing with both. One is used for background music which goes on for a long time and the other one is the type of music which runs for a small amount of time. For example like sound effects that take place when a box is moved within the game. The functions provided from the class allow playing and stopping.

Level class

This class deals with the level files found outside of the program. Each level has its own vector which has the content of the files in the format that the program uses later on. The class has functions that allow for debugging (like print) which were used throughout the development process to debug the program.

Game class

This class is where the majority of the processes of the game take place. Functions of this game run the game itself and control the status of which menu to draw or whether the user is playing or not. The game itself and the level chooser menu both take place fully inside this class. This class is the most important class since it relates between all the classes previously defined and also because it is where the game takes place.



Team Members' Roles:

John → Game Class and Solver Class (With the help of Youssef Nassar)

Monica → Level Class and MainMenu Class

Youssef → Music Class And Settings Class

John, Monica, and Youssef (JMY) → Cell Class

We were thinking together and discussing the code yet everyone wrote a part.

John wrote most of the game class, Monica and Youssef only wrote few functions and the cheats.