

Présentation Bash Build

Soutenance Projet

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30 novembre 2020

Introduction

Description

Bash-Build est un jeu de construction codé en langage C et s'exécutant dans un terminal. Il dispose d'une interface ergonomique composée de multiples menus interactifs permettant de naviguer dans les fonctionnalités.

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Declaration Structure

```
typedef struct Board Board;
struct Board {
    int width;
    int height;
    int **map;
};

typedef struct Building Building;
struct Building {
    int x;
    int y;
    int width;
    int height;
    int id;
    int cost;
    int current;
    int building_income;
    char name[10];
    Building *next;
};

typedef struct Player Player;
struct Player {
    char name[20];
    int money;
    int earnings;
};

typedef struct LinkedList List;
struct LinkedList {
    Building *head;
    int nbBuilds;
};
```

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Declaration Fonction en tant que prototype

```
void *mallocP(size_t size);

void cleanBuffer();

// ===== Plateau

List *insertList();

Board *createBoard();

// void sizeChoice();

void create2dBoard(Board **b);

void resetboard(Board *b, List *p_liste);

void printBoard(Board *b);

// ===== Plateau

// ===== Bat

void drawBuilding(Board *b, Building *bu, int state);

void insertEnd(List *li, Building *p_building);

Building *newBuilding(Board *b, Player *p_player, int day, List *p_liste);

void printBuilding(Building *p_building);

// ===== Bat

// ===== Joueur

Player *createPlayer();

// ===== Joueur

#endif /* prepas_h */
```

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Menu

```
while (playing == true) {

    p_player->money += p_player->earnings;

    system("clear");
    printf("[Day %d | %d € | +%d € per day ]\n", day, p_player->money, p_player->earnings);
    printf("\n");
    resetboard(p_board, buildingList);
    printBoard(p_board);

    printf("\n");
    printf("\033[1;35;1m%\033[0m What to do? : \n", p_player->name);
    // printf("\033[1;35;1m%\033[0m What to do? : \n", p_player->name);
    printf("=====\n");
    printf("Make choice : \n");
    printf("[1] Build building\n");
    printf("[2] Loan monney\n");
    printf("[3] Next day\n");
    printf("[0] \033[31;1mExit\033[0m\n");
    printf("=====\n");
    printf("Your choince : \n");
    scanf("%d", &choice);

    if (choice == 0) {
        playing = false;
        exit(EXIT_SUCCESS);
    }

    if (choice == 1) {
        newBuilding(p_board, p_player, day, buildingList);
    }

    if (choice == 2) {
        p_player->money = p_player->money * 5;
    }

    if (choice == 3) {
        day++;
    }

}
```