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// DO NOT CHANGE OR REMOVE THE FOLLOWING LINES

#ifndef \_\_DEFINE\_SCREEN\_FUNCTIONS\_CPP\_\_

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#include <iostream>

using namespace std;

#include "playerFunctions.cpp"

#include "mapFunctions.cpp"

#include "interactionFunctions.cpp"

// DO NOT CHANGE OR REMOVE THE PRECEDING LINES

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\* SCREEN CONSTANTS AND SETTINGS

\*/

const int SCREEN\_MAP\_RADIUS = 2; //Hiroya Gojo

const int SCREEN\_MAP\_WIDTH\_HEIGHT = SCREEN\_MAP\_RADIUS \* 2 + 1;

const int SCREEN\_INVENTORY\_WIDTH = 15;

/\*

\* FUNCTION PROTOTYPES

\*/

void clearScreen();

void printScreen();

void printChar(const char, const int);

void clearScreen()

{

for (int i = 0; i < 10; i++)

{

cout << endl;

}

}

void printScreen()

{

const int FRAME\_WIDTH = 13;

const int FRAME\_ARRAY\_LENGTH = FRAME\_WIDTH + 1;

const char FRAME\_TOP\_CORNER = ',';

const char FRAME\_BOTTOM\_CORNER = '\'';

const char FRAME\_SIDE\_HORIZONTAL = '-';

const char FRAME\_SIDE\_VERTICAL = '|';

// draw top of frame

cout << FRAME\_TOP\_CORNER;

printChar(FRAME\_SIDE\_HORIZONTAL, SCREEN\_MAP\_WIDTH\_HEIGHT);

cout << FRAME\_TOP\_CORNER;

printChar(FRAME\_SIDE\_HORIZONTAL, SCREEN\_INVENTORY\_WIDTH);

cout << FRAME\_TOP\_CORNER << endl;

// draw frame, map, and inventory

for (int row = 0; row < SCREEN\_MAP\_WIDTH\_HEIGHT; row++)

{

cout << FRAME\_SIDE\_VERTICAL;

printMapRow(playerX, playerY, row, SCREEN\_MAP\_WIDTH\_HEIGHT, SCREEN\_MAP\_RADIUS, playerSymbol);

cout << FRAME\_SIDE\_VERTICAL;

if (!printInventoryRow(row, SCREEN\_INVENTORY\_WIDTH))

{

printChar(' ', SCREEN\_INVENTORY\_WIDTH);

}

cout << FRAME\_SIDE\_VERTICAL << endl;

}

// draw bottom of frame

cout << FRAME\_BOTTOM\_CORNER;

printChar(FRAME\_SIDE\_HORIZONTAL, SCREEN\_MAP\_WIDTH\_HEIGHT);

cout << FRAME\_BOTTOM\_CORNER;

printChar(FRAME\_SIDE\_HORIZONTAL, SCREEN\_INVENTORY\_WIDTH);

cout << FRAME\_BOTTOM\_CORNER << endl;

// messaging below frame

cout << endl << lastMessage.c\_str() << endl << endl << "You are at (" << playerX << "," << playerY << "). Enter a command: ";

}

void printScreenMapSeparately()

{

for (int row = playerY - SCREEN\_MAP\_RADIUS; row <= playerY + SCREEN\_MAP\_RADIUS; row++)

{

printMapRow(playerX, playerY, row, SCREEN\_MAP\_WIDTH\_HEIGHT, SCREEN\_MAP\_RADIUS, playerSymbol);

cout << endl;

}

}

void printChar(const char c, const int times)

{

for (int i = 0; i < times; i++)

{

cout << c;

}

}

// DO NOT CHANGE OR REMOVE THE FOLLOWING LINE

#endif

// DO NOT CHANGE OR REMOVE THE PRECEDING LINE