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| Competency | Example of Usage |
| Tutorial 1 – Text Rendering | See PlayerUI.cpp/.h and ItemShopMode.cpp/.h. Use of MenuText across these 2 files, defined in NodeTypes.cpp at line 52, to render UI text on screen. |
| Tutorial 2 – Classes, Objects and Sprite Rendering. | For Classes/Objects, see All. Various uses across entire project. For Sprite Rendering, see TextureCache.cpp/.h and Sprite.cpp/.h. |
| Tutorial 3 – Dynamic Files and Version Control. | See entire project. Each header file uses either #ifndef or #pragma once and uses #include wherever necessary (in both .h and .cpp files), in combination with forward declarations of classes where absolutely necessary (See Weapon.h, Projectile.h and CharacterBase.h lines 1>6 as an example of circular dependency where forward declarations are necessary). A UML (see Unnamed Space Game.png) has been used to determine the where classes should be included to be most effective (i.e avoid duplicate #includes). |

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| Competency | Example of Usage | |
| Tutorial 1 – Text Rendering | See PlayerUI.h, lines 16, 32, and 37.  See NodeTypes.h, lines 52>74.  See ItemShopMode.h, lines 36, 73 and 74. | See PlayerUI.cpp, MenuText objects are defined at various points.  See NodeTypes.cpp, lines 100>137. |
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