

Sprite factory redesign

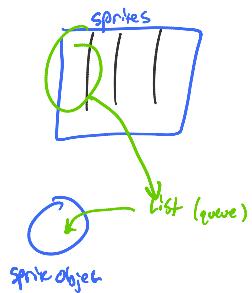
Monday, September 27, 2021 7:34 PM

① redesign frame retrieval

- + Use lists to store all frames
- + More straightforward
- Uses more memory

- Load a list w/ all Sprites
iterate through on update()
- Stored in a queue - queue length 1 don't enqueue/dequeue?
Maybe.

Data Problem

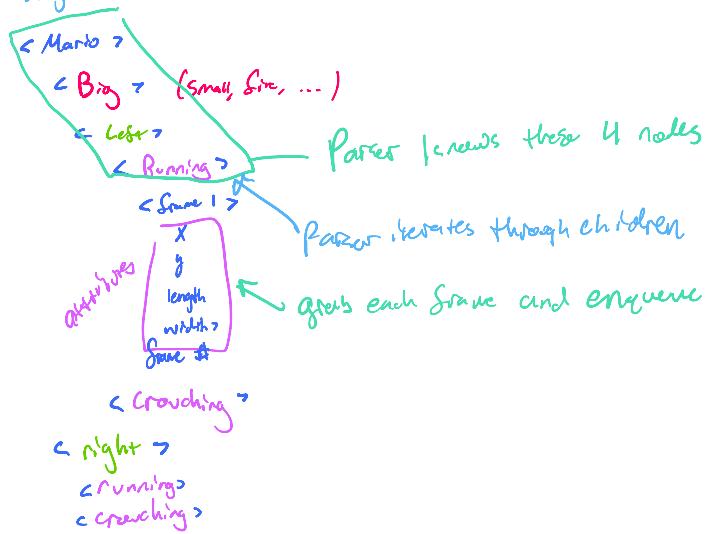


Retrieving Data

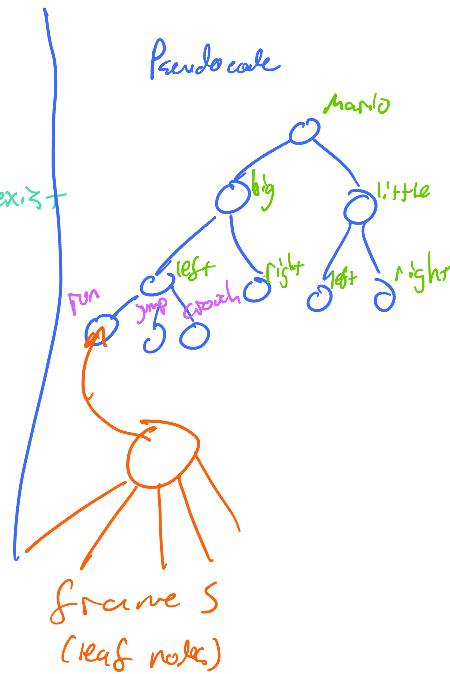
- ~~SpriteInfo objects now contain a list~~
- ~~SpriteInfo~~ may not be needed

② File Parser / Data Organization

- Designed as XML



Key Semantics: Name — State — Direction — Action



Dictionary Loader

Dictionary Loader

dictionary
Spritesheet
datafile
Constructor(Spritesheet, Datafile, Dictionary)

void LoadDictionary()

calls func
returns filled dictionary

Boolean func(XMLTree node, String key)

bool = false

String += tagName + "-"

for i < node.children

bool = func(node[i], String)

end for

if bool is true

make dictionary entity w/
String and queue

for i < num frames

pull frame data for queue

add 2D texture

end for

add entity to dictionary

bool = false

endif

return bool

Want! add to last node's children

funcition(XML tree)

if (has child)

function(child)

else

return tree

if (true)

for i < node.number of children
pull-frame-data()

add rectangles to
a data structure

endif for

endif if

return false