
TeamTris

STARTSCREEN CLASS DOCUMENTATION
WEST LAFAYETTE, IN
FEB 28TH 2020

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1 StartScreen

Author: Steven Dellamore

Description: Startscreen will build the startscreen and create all the buttons needed for the user to get into a game with their friends. The mouseClicks and the keyboard imports all all forwarded to this class when gamestate == 0

1.1 constructor

Author: Steven Dellamore

`constructor()`

Description: The constructor gets called when making a startscreen object. It will init all the values and set up the socket listener for the server to send things too

Parameters:

x : x cord

y : y cord

Returns:

StartScreen : An object of said class

1.2 draw

Author: Steven Dellamore

`draw()`

Description: This funcion will be ran at 60 frames a second and will call all the functions needed to draw the launch screen.

Parameters:

void : draw takes no arguments

Returns:

void : something should go here

1.3 animateTitle

Author: Steven Dellamore

`animateTitle()`

Description: Will check and add/subtract the locations of the T's falling when you go to the launch screen. Once the animation is done, this function will return instantly.

Parameters:

void : animateTitle takes no arguments

Returns:

void

1.4 drawUsernameBox

Author: Steven Dellamore

`drawUsernameBox()`

Description: This function will draw the username box onto the screen. It also checks to see if the user has already tried to go into a game without a username and will display the usernamebox stroke as red to indicate they need to fill it in.

Parameters:

void : drawUsernameBox takes no arguments

Returns:

void

1.5 drawTitle

Author: Steven Dellamore

`drawTitle()`

Description: This function will draw the title (Teamtris) onto the launch screen. This function will also display the two T's falling in the word TeamTris.

Parameters:

void : drawTitle takes no arguments

Returns:

void

1.6 drawTokenBox

Author: Steven Dellamore

`drawTokenBox()`

Description: This function will draw the token box once the user clicks "join game". It will display the token box and the accept button. Unlike other buttons, all mouse clicks are handled.

Parameters:

void : drawTokenBox takes no arguments

Returns:

void

1.7 mouseClickedStart

Author: Steven Dellamore

`mouseClickedStart()`

Description: This function is being called whenever `gamestate = 0` and the user clicks their mouse. It will check the current `gamestate` of the `startScreen` and check if they are clicking on different parts of the screen such as the create game or join game buttons.

Parameters:

void : `mouseClickedStart` takes no arguments

Returns:

void

1.8 drawHighScoreButtonCheckMouse

Author: Steven Dellamore

`drawHighScoreButtonCheckMouse()`

Description: This function is being called whenever the user clicks with `gamestate` of the `startScreen == 0`. This function checks if the mouse is over the highscore button and returns `true` if it is, `false` if its not.

Parameters:

void : `drawHighScoreButtonCheckMouse` takes no arguments

Returns:

bool : `true ==>` If mouse is over score button `false ==>` If mouse is not over score button

1.9 drawHighScoreButton

Author: Steven Dellamore

`drawHighScoreButton()`

Description: This function will draw the three bars in the bottom left of the screen. It will also check if the mouse is over the button and highlight according.

Parameters:

void : drawHighScoreButton takes no arguments

Returns:

void

1.10 keyPressedStart

Author: Steven Dellamore

`keyPressedStart()`

Description: This function will be called whenever the user clicked on a button on the start screen. @linkgeneral/keyPressed.js is where this function will be called.

Parameters:

void : keyPressedStart takes no arguments

Returns:

void

2 Team

Author: Steven Dellamore, Richard Hansen

Description: The team class will contain all the other players that are in your game, the team name and the token for your lobby. Once new players come addPlayer will be called to push a newplayer onto the playersInTeam array.

2.1 constructor

Author: Steven Dellamore

`constructor()`

Description: The constructor gets called anytime someone joins or create a game.

Parameters:

void: no parameters

Returns:

Team : A object of the class

2.2 addPlayer

Author: Steven Dellamore

`addPlayer(player)`

Description: The add player function gets called whenever a bot or a real player joins your lobby. This function will also be called to populate the lobby when you join.

Parameters:

Player player: This parameter is the new player/bot that is joining your team.

Returns:

void : no return