

GENERAL ENGINE DESCRIPTION

[GAMEENGINE \(Class\)](#)

[TILE \(Class\)](#)

[MAP](#)

[HERO \(Class\)](#)

[ENEMY \(Class\)](#)

[ENEMY_ARRAY \(Class\)](#)

[CONSUMABLE \(Class\)](#)

[CONSUMABLE_ARRAY \(Class\)](#)

[CONSUMABLE_INVENTORY \(Class\)](#)

[OBJECT \(Class\)](#)

[OBJECT_ARRAY \(Class\)](#)

[OBJECT_INVENTORY \(Class\)](#)

[MAIN GAME CLASS](#)

[BASIC SET-UP](#)

GENERAL ENGINE DESCRIPTION

GAMEENGINE (Class)

The Engine class is the main class from the engine (not the main class from the game itself). The Engine class is a wrapper for all other classes with their own methods. On the Engine class you can find all the constants and setup configuration of the game itself (size of the map, the map layout, lists of the enemies, objects, consumables, sprites loaders, etc...).

GameEngine is a class that must be instanced from the main game class.

TILE (Class)

The Tile class define each tile. (their state and the associated image)

MAP

The engine map is composed by NxM static matrix of tiles. The map is simply a bidimensional array of tiles and not an specific class. The Map is handled by the GameEngine class itself. At

this stage, the map is pseudo-randomly generated with a minor user parametrization.

HERO (Class)

The Hero class defines the player character.

ENEMY (Class)

The Enemy class defines each enemy on the actual game (not all possible enemies, but only the instances active on the game, all enemy profiles are defined on the Engine class).

ENEMY_ARRAY (Class)

All active enemies on the game are grouped into an arrayList of enemies.

CONSUMABLE (Class)

The Enemy class defines each consumable item on the actual game (not all possible consumables, but only the instances active on the game, all consumable profiles are defined on the Engine class).

CONSUMABLE_ARRAY (Class)

All active consumables on the game are grouped into an arrayList of consumables.

CONSUMABLE_INVENTORY (Class)

ArrayList of consumables available on the player inventory.

OBJECT (Class)

The Object class defines each object item on the actual game (not all possible objects, but only the instances active on the game, all object profiles are defined on the Engine class).

OBJECT_ARRAY (Class)

All active objects on the game are grouped into an arrayList of objects.

OBJECT_INVENTORY (Class)

ArrayList of objects available on the player inventory.

MAIN GAME CLASS

In order to use the engine, you must create a game class with the main loop. You must instance and initialize the GameEngine there.

BASIC SET-UP

This a basic overview of the configuration:

1. Configure GameEngine:
 - 1.1. Define constants. (like number of tiles in each coord, fps, ...)
 - 1.2. Define enemy / consumables / object templates.
 - 1.3. Create empty arrays. (enemy / consumables / object)
 - 1.4. Create player instance.
 - 1.5. Define tiles and map layout.
2. Create game main class:
 - 2.1. Initialize GameEngine.
 - 2.2. Get instances of all engine elements that you need
 - 2.3. Use the engine API to call available methods.

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