

Chapter 1

Arcade

1.1 Introduction

Create your own clone of famous games. Your project should comply with a structure that separates the heart of your game launcher and its graphic dependencies.

1.2 Games

Two Games done :

- [Nibbler](#) (No wall)
- [Centipede](#) (No obstacle)

1.3 Graphics Libs

Three Graphics Libs done :

- SFML ([MySfml](#))
- SDL2 ([MySDL2](#))
- NCurses ([MyNcurses](#))

1.4 Commands and keys

1.4.1 Game -> Play

Keys :

- z -> move up
- q -> move left
- s -> move down
- d -> move right
- space -> shoot bullet ([Centipede](#))

1.4.2 Game -> Other actions

Keys :

- i -> next game
- k -> prev game
- l -> next graphic lib
- j -> previous graphic lib
- a -> quit game and go to menu

1.4.3 Menu -> Commands

Commands :

- start -> launch actual game with actual graphic lib
- exit -> quit menu, close program
- reload -> reload available games and graphics lib (in /lib directory)
- lib + "wanted lib" -> set actual lib to wanted lib
- game + "wanted game" -> set actual game to wanted game

1.5 Interface Sharing

Interface Sharing with 1 group

1.5.1 Groups

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(Nothing testable)

1.6 Technical Documentation

Technical Documentation in bonus directory

- latex -> refman.pdf for pdf version
- html -> index.html for web version