Hex

+ Hex(sf::RenderWindow
  *window, std::unordered
  _map< std::string, sf::Texture
  > *textures, TerrainType terrainType,
  const std::array< int, 6 > &vertexIndices,
  int number, int diceNumber)

+ ~Hex()

+ void update()

+ void draw()

+ const std::array< int,
  6 > & getOwnedVertices
  () const

+ int getDiceNumber()
  const

+ ResourceType getResource
  Type() const

+ void setRobber()

+ void removeRobber()

+ bool isRobbed() const

+ sf::FloatRect getBox
  () const