

| Player |
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| <div> + Player(sf::RenderWindow *window, sf::View *view, std::unordered_map< std::string, sf::Texture > *textures, int id, sf::Color color) + void draw() + void update() + void addCard(Card card) + const std::vector< Card > & getCards() const + void drawCardUI() + bool canBuildRoad() const + void buildRoad() + bool canBuildSettlement() const + void buildSettlement() + void takeResources(ResourceType resourceType, int amount) + const std::map< ResourceType, int > & getResources() const + int getVictoryPoints() const + bool hasWon() const + void setLargestArmy(bool has) + bool hasLargestArmyCard() const + bool canBuyDevelopmentCard() const + void buyDevelopmentCard() + int getID() const + sf::Color getColor() const + bool useKnightCard() + bool useYearOfPlentyCard(ResourceType first, ResourceType second) + bool useRoadBuildingCard() + bool useMonopolyCard(ResourceType resource) + bool useVictoryPointCard() + bool hasCard(Card cardType) const + void removeCard(Card cardType) + Card handleCardClick(sf::Vector2f clickPosition) + void addResource(ResourceType type, int amount=1) + void removeResource(ResourceType type, int amount=1) + int getResourceCount(ResourceType type) const + void incrementKnightsPlayed() + int getKnightsPlayed() const + bool hasResources() const + int getTotalResources() const + ResourceType getRandomResource() const + void discardResources(int count) + void setMustMoveRobber(bool must) + bool mustMoveRobber() const + void setLongestRoad(bool has) + bool hasLongestRoadCard() const + void incrementRoadCount() + int getRoadCount() const + void clearNewlyPurchasedCards() + bool isCardPlayable(Card card) const </div> |