Catan

+ Catan()
+ ~Catan()
+ void run()
+ void resetClickPosition()
+ void setMenu(bool menu)
+ bool isMenu() const
+ void nextTurn()
+ void buySettlement()
+ void buyRoad()
+ bool canBuildRoad() const
+ bool canBuildSettlement() const
+ int getPlayerCount() const
+ void incrementPlayerCount()
+ void decrementPlayerCount()
+ void rollDice()
+ void giveRandomCard()
+ void handleCardUse(Card card)
+ void initiateTrade(int target)
+ bool proposeTrade(int targetPlayer, const std::map< ResourceType, int > &offer, const std::map< ResourceType, int > &request)
+ void acceptTrade()
+ void declineTrade()
+ Player * getCurrentPlayer()
+ Player * getPlayer(int playerIndex)
+ int getCurrentPlayerIndex() const
+ void setTrading(bool trading)
+ bool getTrading() const
+ bool bankTrade(ResourceType giveResource, ResourceType getResource, int giveAmount=4)
+ bool isBankTrading() const
+ void setBankTrading(bool trading)
+ void restartBoard()

△
#game

Menu

sf::RenderWindow * window
sf::View * view
sf::Font font
float xPart
float yPart
sf::Vector2f mousePosition
const float BUTTON_PADDING
const float TITLE_SCALE
const float BUTTON_SCALE
const unsigned int TITLE_SIZE
const unsigned int REGULAR_BUTTON_SIZE
const unsigned int SMALL_BUTTON_SIZE
const sf::Color NORMAL_COLOR
const sf::Color HOVER_COLOR
const sf::Color ACTIVE_COLOR
const sf::Color INACTIVE_COLOR

+ Menu(sf::RenderWindow *window, sf::View *view, Catan *game)
+ virtual ~Menu()=default
+ virtual void draw()=0
+ virtual void update(sf::Vector2f mousePosition)=0
# void updateMousePosition()
# sf::Vector2f getCenterPosition() const
# float getXPos(float multiplier) const
# float getYPos(float multiplier) const

△

TradeMenu

+ TradeMenu(sf::RenderWindow *window, sf::View *view, Catan *game)
+ void draw() override
+ void update(sf::Vector2f mousePosition) override