Windows User

This document contains all classes and their respective members, within my implementation of the Game for AE2. A report on testing of this game is also included within this report.

CGP AE2 Implementation and Testing

With appropriate code documentation

Contents

[Class Documentation 2](#_Toc471291652)

[Class Diagram 2](#_Toc471291653)

[Structures and Enumerations 3](#_Toc471291654)

[Class Member Details 4](#_Toc471291655)

[GameManager 4](#_Toc471291656)

[InputManager 5](#_Toc471291657)

[GameBitmap 5](#_Toc471291658)

[GameEntity 6](#_Toc471291659)

[GameLevel 7](#_Toc471291660)

[Enemy 7](#_Toc471291661)

[Player 8](#_Toc471291662)

[GameCollisionSystem 8](#_Toc471291663)

[Level Layout 9](#_Toc471291664)

# Class Documentation

## Class Diagram

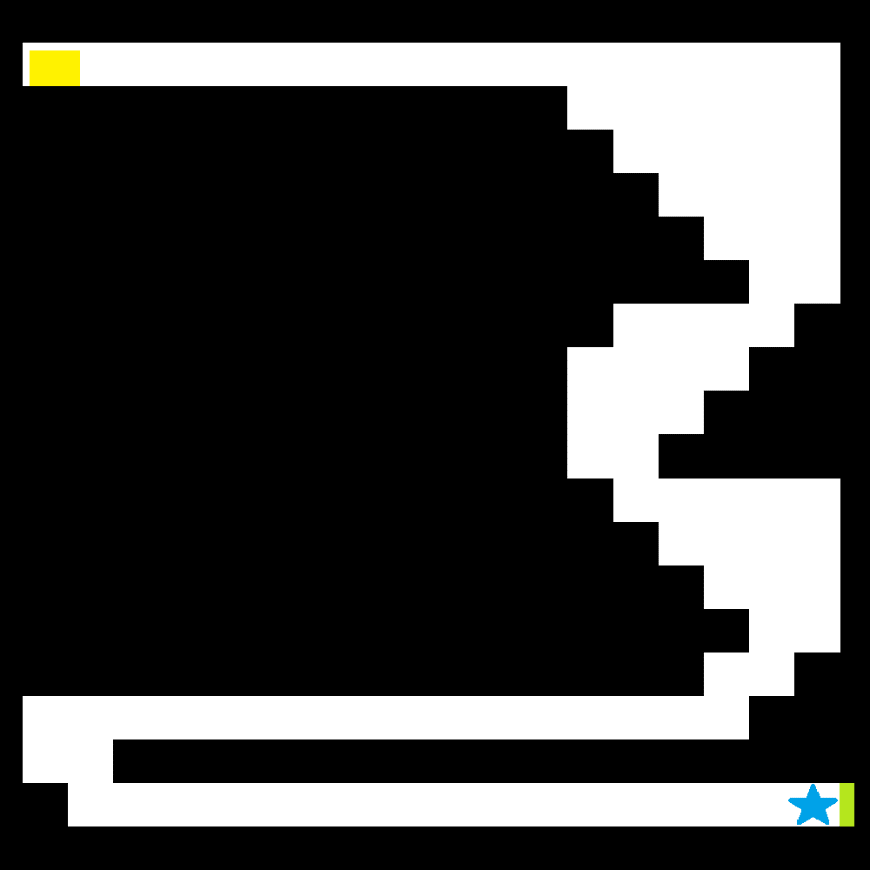
For all the classes in this game:



## Level Layout

The level layout, for basic implementation of the intended features, is as follows (first version):

Where black indicates wall tiles, yellow indicates the key for level-exit-door, green indicates the level-exit-door, blue indicates the Player’s starting point on this level and Red indicates initial Enemy positions, as well as their patrol routes.

The next iteration of the level; is shown below:

This has far greater equivalency to the level in implementation, given the alterations I put in place, to account for mechanical restrictions (namely; how high the Player can jump, as well as the degree of air-control they will have).

The level-exit door, the key for that door, as well as the Player and the point at which they spawn into the level, will received implementation in the next iteration (but are still shown as reference to the intended placement locations in the level).