Zappy GUI

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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Chapter 2

Class Index

2.1 Class List

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File Index

3.1 File List

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Chapter 4

Class Documentation

4.1 Gui::Errors::AError Class Reference

Base class for custom error types. This class is derived from the `IError` interface and provides a common base for custom error types. It contains a protected member `_message` to store the error message.

`#include <AError.hpp>`

Inheritance diagram for Gui::Errors::AError:

Collaboration diagram for Gui::Errors::AError:

Public Member Functions

- ∼**AError** () override=default

  Destructor.
- const char ∗ what () const noexcept override

  Returns the error message.

Public Member Functions inherited from Gui::Errors::IError

- virtual ∼**IError** ()=default

  Destructor for IError.
- virtual const char ∗ what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Protected Attributes

- std::string _message

4.1.1 Detailed Description

Base class for custom error types. This class is derived from the `IError` interface and provides a common base for custom error types. It contains a protected member `_message` to store the error message.

4.1.2 Member Function Documentation

4.1.2.1 what()

```
const char * Gui::Errors::AError::what ( ) const  [override], [virtual], [noexcept]
```

Returns the error message.

Returns

A pointer to a constant character string representing the error message.

Implements Gui::Errors::IError.

4.1.3 Member Data Documentation

4.1.3.1 _message

```
std::string Gui::Errors::AError::_message  [protected]
```

The error message.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/AError.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

4.2 Gui::AEvent Class Reference

Inheritance diagram for Gui::AEvent:

4.3 Gui::AGUIUpdater Class Reference

Inheritance diagram for Gui::AGUIUpdater:

Collaboration diagram for Gui::AGUIUpdater:

Public Member Functions

- AGUIUpdater (std::shared_ptr< GameData > gameData, std::shared_ptr< INetwork > network)

  Construct a new AGUIUpdater object.
- ~**AGUIUpdater** ()=default

  Destroy the AGUIUpdater object.
- void update (const std::string &command, const std::vector< std::string > &data) override=0

  Update the GUI GameData.

Public Member Functions inherited from Gui::IGUIUpdater

- virtual ~**IGUIUpdater** ()=default

  Destroy the IGUIUpdater object.
- virtual void update (const std::string &command, const std::vector< std::string > &data)=0

  Update the GUI GameData.

Protected Attributes

- std::shared_ptr< GameData > **_gameData**
- std::shared_ptr< INetwork > **_network**

4.3.1 Constructor & Destructor Documentation

4.3.1.1 AGUIUpdater()

```
Gui::AGUIUpdater::AGUIUpdater (
            std::shared_ptr< GameData > gameData,
            std::shared_ptr< INetwork > network )
```

Construct a new AGUIUpdater object.

Parameters

gameData	The GUI GameData to update.
network	The network to send commands to the server.

4.3.2 Member Function Documentation

4.3.2.1 update()

```
void Gui::AGUIUpdater::update (
            const std::string & command,
            const std::vector< std::string > & data )  [override], [pure virtual]
```

Update the GUI GameData.

Implements Gui::IGUIUpdater.

Implemented in Gui::GUIUpdater.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GUIUpdater/AGUIUpdater.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GUIUpdater/AGUIUpdater.cpp

4.4 Gui::AHud Class Reference

Inheritance diagram for Gui::AHud:

Collaboration diagram for Gui::AHud:

Public Member Functions

- ~AHud ()=default
  Destroy the AHud object.
- virtual void display ()=0
  Display Hud.
- void setPlayer (std::shared_ptr< Player > player)
  Set the Player object.
- void setTile (std::shared_ptr< Tile > tile)
  Set the Tile object.
- TypeScene getType () const
  Get the Type object.

Public Member Functions inherited from Gui::IHud

- virtual ~IHud ()=default
  Destroy the IHud object.
- virtual void display ()=0
  Display the Hud.
- virtual void setPlayer (std::shared_ptr< Player > player)=0
  Set the Player object.
- virtual void setTile (std::shared_ptr< Tile > tile)=0
  Set the Tile object.
- virtual TypeScene getType () const =0
  Get the Type object.

Protected Attributes

- TypeScene **_typeScene**
- std::shared_ptr< GameData > **_gameData**
- std::shared_ptr< Player > **_player**
- std::shared_ptr< Tile > **_tile**

Additional Inherited Members

Public Types inherited from Gui::IHud

- enum TypeScene { **GAME** , **POV_PLAYER** , **END_GAME** , **TILE** }

  Hud enum for the different scenes.

4.4.1 Constructor & Destructor Documentation

4.4.1.1 ~AHud()

```
Gui::AHud::~AHud ( )  [default]
```

Destroy the AHud object.

4.4.2 Member Function Documentation

4.4.2.1 display()

```
virtual void Gui::AHud::display ( )  [pure virtual]
```

Display Hud.

Implements Gui::IHud.

Implemented in Gui::HudGame, Gui::HudPlayer, and Gui::HudTile.

4.4.2.2 getType()

```
Gui::AHud::TypeScene Gui::AHud::getType ( ) const  [virtual]
```

Get the Type object.

Returns

TypeScene - Type of the scene.

Implements Gui::IHud.

4.4.2.3 setPlayer()

```
void Gui::AHud::setPlayer (
            std::shared_ptr< Player > player )  [virtual]
```

Set the Player object.

Parameters

player	Player to display infos.

Implements Gui::IHud.

4.4.2.4 setTile()

```
void Gui::AHud::setTile (
            std::shared_ptr< Tile > tile )  [virtual]
```

Set the Tile object.

Parameters

tile	Tile to display infos.

Implements Gui::IHud.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Hud/AHud.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Hud/AHud.cpp

4.5 Gui::ANetwork Class Reference

Inheritance diagram for Gui::ANetwork:

Collaboration diagram for Gui::ANetwork:

Public Member Functions

- ANetwork (int port, const std::string &hostName)
  Construct a new ANetwork object.
- ~ANetwork ()=default
  Destroy the ANetwork object.
- void setPort (int port) final
  Set the port object.
- void setHostName (const std::string &hostName) final
  Set the host name object.
- int getPort () const final
  Get the host name object.
- std::string getHostName () const final
  Get the host name object.
- virtual void connectToServer ()=0
  Connect to the server.
- virtual const std::string listenServer ()=0
  Listen the server and return it message.
- virtual void sendMessageServer (const std::string &message)=0
  Send a message to the Server.

Public Member Functions inherited from Gui::INetwork

- virtual ~INetwork ()=default

  Destroy the INetwork object.
- virtual void setPort (int port)=0

  Set the port object.
- virtual void setHostName (const std::string &hostName)=0

  Set the host name object.
- virtual int getPort () const =0

  Get the host name object.
- virtual std::string getHostName () const =0

  Get the host name object.
- virtual void connectToServer ()=0

  Connect to the server.
- virtual const std::string listenServer ()=0

  Listen to the server.
- virtual void sendMessageServer (const std::string &message)=0

  Send a message to the server.

Protected Attributes

- int **_port**
- std::string **_hostName**

4.5.1 Constructor & Destructor Documentation

4.5.1.1 ANetwork()

```
Gui::ANetwork::ANetwork (
            int port,
            const std::string & hostName )
```

Construct a new ANetwork object.

Parameters

port	Port of the server.
hostName	Host of the server.

4.5.1.2 ~ANetwork()

```
Gui::ANetwork::~ANetwork ( )  [default]
```

Destroy the ANetwork object.

4.5.2 Member Function Documentation

4.5.2.1 connectToServer()

```
virtual void Gui::ANetwork::connectToServer ( )  [pure virtual]
```

Connect to the server.

Exceptions

NetworkException	If the connection failed.

Implements Gui::INetwork.

Implemented in Gui::Network.

4.5.2.2 getHostName()

```
std::string Gui::ANetwork::getHostName ( ) const  [final], [virtual]
```

Get the host name object.

Returns

std::string Host of the server.

Implements Gui::INetwork.

4.5.2.3 getPort()

```
int Gui::ANetwork::getPort ( ) const  [final], [virtual]
```

Get the host name object.

Returns

std::string Host of the server.

Implements Gui::INetwork.

4.5.2.4 listenServer()

```
virtual const std::string Gui::ANetwork::listenServer ( )  [pure virtual]
```

Listen the server and return it message.

Returns

std::string - Message of the server.

Implements Gui::INetwork.

Implemented in Gui::Network.

4.5.2.5 sendMessageServer()

```
virtual void Gui::ANetwork::sendMessageServer (
            const std::string & message )  [pure virtual]
```

Send a message to the Server.

Parameters

message	Message to send to the server.

Implements Gui::INetwork.

Implemented in Gui::Network.

4.5.2.6 setHostName()

```
void Gui::ANetwork::setHostName (
            const std::string & hostName )  [final], [virtual]
```

Set the host name object.

Parameters

hostName	Host of the server.

Implements Gui::INetwork.

4.5.2.7 setPort()

```
void Gui::ANetwork::setPort (
            int port )  [final], [virtual]
```

Set the port object.

Parameters

port	Port of the server.

Exceptions

NetworkException	If the port is not in range 1 to 65535.

Implements Gui::INetwork.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Network/ANetwork.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Network/ANetwork.cpp

4.6 Gui::Decoration Class Reference

Public Member Functions

- Decoration ()

  Construct a new Decoration object.
- ~Decoration ()=default

  Destroy the Decoration object.
- void display (std::pair< std::size_t, std::size_t > mapSize, size_t renderDistance, std::pair< std::size_t, std::size_t > camPos)

  Display decorations.
- Map< bool > getGenerationItem (std::size_t ratio)

  Generate random emplacement for decorations.

4.6.1 Constructor & Destructor Documentation

4.6.1.1 Decoration()

```
Gui::Decoration::Decoration ( )
```

Construct a new Decoration object.

4.6.1.2 ~Decoration()

```
Gui::Decoration::~Decoration ( )  [default]
```

Destroy the Decoration object.

4.6.2 Member Function Documentation

4.6.2.1 display()

```
void Gui::Decoration::display (
            std::pair< std::size_t, std::size_t > mapSize,
            size_t renderDistance,
            std::pair< std::size_t, std::size_t > camPos )
```

Display decorations.

Parameters

mapSize	Size of the map.
renderDistance	Distance to render.
camPos	Position of the camera.

4.6.2.2 getGenerationItem()

```
Map< bool > Gui::Decoration::getGenerationItem (
            std::size_t ratio )
```

Generate random emplacement for decorations.

Parameters

ratio	Ratio fo random emplacement. If ratio = 10 for a tree, there will be one chance at a ten to have a tree on the tile.

Returns

Map<bool> - Boolean list to display item.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Render/Decoration.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Render/Decoration.cpp

4.7 Gui::Egg Class Reference

Public Types

- enum **EggState** { **IDLE** , **DEAD** , **BORN** , **HATCHING** }

Public Member Functions

- Egg (size_t id, const std::string &team, std::pair< std::size_t, std::size_t > position)
  Construct a new Egg object.
- ~Egg ()
  Destroy the Egg object.
- std::size_t getId () const
  Get the Id object.
- std::string getTeam () const
  Get the Team object.
- std::pair< std::size_t, std::size_t > getPosition () const
  Get the Position object.
- void setId (std::size_t id)
  Set the id object.
- void setTeam (const std::string &team)
  Set the team object.
- void setPosition (std::pair< std::size_t, std::size_t > position)
  Set the position object.
- void setState (EggState state)
  Set the state object.
- EggState getState () const
  Get the state object.

4.7.1 Constructor & Destructor Documentation

4.7.1.1 Egg()

```
Gui::Egg::Egg (
            size_t id,
            const std::string & team,
            std::pair< std::size_t, std::size_t > position )
```

Construct a new Egg object.

Parameters

id	Id of the egg.
team	Team name of the egg.
position	Position of the egg.

Note

The egg is created when a player lays an egg.

The constructor starts the egg animation if implemented.

4.7.1.2 ~Egg()

```
Gui::Egg::~Egg ( )
```

Destroy the Egg object.

Note

The destructor starts the egg animation if implemented.

4.7.2 Member Function Documentation

4.7.2.1 getId()

```
std::size_t Gui::Egg::getId ( ) const
```

Get the Id object.

Returns

std::size_t Id of the egg.

4.7.2.2 getPosition()

```
std::pair< std::size_t, std::size_t > Gui::Egg::getPosition ( ) const
```

Get the Position object.

Returns

std::pair<std::size_t, std::size_t> Position of the egg.

4.7.2.3 getState()

```
Gui::Egg::EggState Gui::Egg::getState ( ) const
```

Get the state object.

Returns

EggState State of the egg.

4.7.2.4 getTeam()

```
std::string Gui::Egg::getTeam ( ) const
```

Get the Team object.

Returns

std::string Team name of the egg.

4.7.2.5 setId()

```
void Gui::Egg::setId (
            std::size_t id )
```

Set the id object.

Parameters

id	Id of the egg.

4.7.2.6 setPosition()

```
void Gui::Egg::setPosition (
            std::pair< std::size_t, std::size_t > position )
```

Set the position object.

Parameters

position	Position of the egg.

4.7.2.7 setState()

```
void Gui::Egg::setState (
            EggState state )
```

Set the state object.

Parameters

state	State of the egg.

4.7.2.8 setTeam()

```
void Gui::Egg::setTeam (
            const std::string & team )
```

Set the team object.

Parameters

team	Team name of the egg.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Egg.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Egg.cpp

4.8 Gui::Engine Class Reference

Public Member Functions

- Engine (std::shared_ptr< INetwork > network)

  Construct a new Engine object.
- ~Engine ()=default

  Destroy the Engine object.
- void run (void)

  Run the engine loop.

4.8.1 Constructor & Destructor Documentation

4.8.1.1 Engine()

```
Gui::Engine::Engine (
            std::shared_ptr< INetwork > network )
```

Construct a new Engine object.

Parameters

network	Network class.

4.8.1.2 ~Engine()

```
Gui::Engine::~Engine ( )  [default]
```

Destroy the Engine object.

4.8.2 Member Function Documentation

4.8.2.1 run()

```
void Gui::Engine::run (
            void  )
```

Run the engine loop.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Engine/Engine.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Engine/Engine.cpp

4.9 Gui::Errors::Error Class Reference

Base class for argument-related errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::Error:

Collaboration diagram for Gui::Errors::Error:

Additional Inherited Members

Public Member Functions inherited from Gui::Errors::AError

- ~**AError** () override=default

  Destructor.
- const char * what () const noexcept override

  Returns the error message.

Public Member Functions inherited from Gui::Errors::IError

- virtual ~**IError** ()=default

  Destructor for IError.
- virtual const char * what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Protected Attributes inherited from Gui::Errors::AError

- std::string _message

4.9.1 Detailed Description

Base class for argument-related errors.

The documentation for this class was generated from the following file:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp

4.10 Gui::Event Class Reference

Inheritance diagram for Gui::Event:

Collaboration diagram for Gui::Event:

Public Member Functions

- Event ()

  Construct a new Event object.
- ~Event ()=default

  Destroy the Event object.
- void listen ()

  Listen the user's events.

Public Member Functions inherited from Gui::AEvent

- AEvent ()

  Construct a new AEvent object.
- ~AEvent ()=default

  Destroy the AEvent object.
- virtual void listen ()=0

  Listen the user's events.
- void setRender (std::shared_ptr< Render > render)

  Set the Render object.
- void setGameData (std::shared_ptr< GameData > gameData)

  Set the GameData object.

Public Member Functions inherited from Gui::IEvent

- IEvent ()=default

  Construct a new IEvent object.
- virtual ~IEvent ()=default

  Destroy the IEvent object.
- virtual void listen ()=0

  Listen the user's events.
- virtual void setRender (std::shared_ptr< Render > render)=0

  Set the Render object.
- virtual void setGameData (std::shared_ptr< GameData > gameData)=0

  Set the GameData object.

Additional Inherited Members

Protected Attributes inherited from Gui::AEvent

- std::shared_ptr< Render > **_render**
- std::shared_ptr< GameData > **_gameData**

4.10.1 Constructor & Destructor Documentation

4.10.1.1 Event()

```
Gui::Event::Event ( )
```

Construct a new Event object.

4.10.1.2 ~Event()

```
Gui::Event::~Event ( )  [default]
```

Destroy the Event object.

4.10.2 Member Function Documentation

4.10.2.1 listen()

```
void Gui::Event::listen ( )  [virtual]
```

Listen the user's events.

Implements Gui::AEvent.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Event/Event.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Event/Event.cpp

4.11 Gui::GameData Class Reference

Public Types

- enum **TimeUnitState** { **INCREASE** , **DECREASE** , **NONE** }

Public Member Functions

- GameData ()

  Construct a new GameData object.
- ~GameData ()=default

  Destroy the GameData object.
- std::vector< Gui::Team > & getTeams ()

  Get the Teams object.
- Gui::Team & getTeam (const std::string &name)

  Get a Team object.
- void addTeam (const Gui::Team &team)

  Add a team to the game.
- void addTeam (const std::string &name, const std::string &playerModelPath, const std::string &eggModelPath, Color playerColor)

  Add a team to the game.
- void addPlayerToTeam (const std::string &teamName, const Gui::Player &player)

  Add a player to a team.
- Gui::Player & getPlayer (size_t id)

Get a player object.

- Map< Gui::Tile > & getMap ()

  Get the Map object.
- void setMap (const Map< Gui::Tile > &map)

  Set the Map object.
- void setMapSize (size_t x, size_t y)

  Set the Map Size object.
- std::pair< size_t, size_t > getMapSize () const

  Get the Map Size object.
- Gui::Tile & getTile (size_t x, size_t y)

  Get a Tile object.
- void setTile (const Gui::Tile &tile)

  Set the Tile object.
- void restartLastTick (void)

  Restart the last tick clock.
- void setServerTick (std::size_t tick)

  Set the Server Tick object.
- clock_t getLastTick () const

  Get the Last Tick object.
- std::size_t getServerTick () const

  Get the Server Tick object.
- void setIsEndGame (bool isEndGame)

  Set the IsEnd Game object.
- bool getIsEndGame () const

  Get the IsEnd Game object.
- void setLastError (const std::string &error)

  Set the Last Error object.
- std::string getLastError () const

  Get the Last Error object.
- Team & getTeamById (std::size_t id)

  Get the Team From Player object.
- TimeUnitState getTimeUnitFromServer () const

  Get the Time Unit From Server object.
- void setTimeUnitFromServer (TimeUnitState timeUnitFromServer)

  Set the Time Unit From Server object.
- std::vector< Gui::Egg > & getServerEggs ()

  Get the Server Eggs object.
- void addServerEgg (const Gui::Egg &egg)

  Add an egg to the server ones.
- void removeServerEgg (size_t id)

  Remove an egg from the server ones.

4.11.1 Constructor & Destructor Documentation

4.11.1.1 GameData()

```
Gui::GameData::GameData ( )
```

Construct a new GameData object.

4.11.1.2 ~GameData()

```
Gui::GameData::~GameData ( )  [default]
```

Destroy the GameData object.

4.11.2 Member Function Documentation

4.11.2.1 addPlayerToTeam()

```
void Gui::GameData::addPlayerToTeam (
            const std::string & teamName,
            const Gui::Player & player )
```

Add a player to a team.

Parameters

teamName	Name of the team.
player	Player to add.

4.11.2.2 addServerEgg()

```
void Gui::GameData::addServerEgg (
            const Gui::Egg & egg )
```

Add an egg to the server ones.

Parameters

egg	Egg to add.

4.11.2.3 addTeam() [1/2]

```
void Gui::GameData::addTeam (
            const Gui::Team & team )
```

Add a team to the game.

Parameters

team	Team to add.

4.11.2.4 addTeam() [2/2]

```
void Gui::GameData::addTeam (
            const std::string & name,
            const std::string & playerModelPath,
            const std::string & eggModelPath,
            Color playerColor )
```

Add a team to the game.

Parameters

name	Name of the team.
playerModelPath	Path to the asset of the team for players.
eggModelPath	Path to the asset of the team for eggs.
playerColor	Color of the team.

4.11.2.5 getIsEndGame()

```
bool Gui::GameData::getIsEndGame ( ) const
```

Get the IsEnd Game object.

Returns

true - The game is finished.

false - The game continue.

4.11.2.6 getLastError()

```
std::string Gui::GameData::getLastError ( ) const
```

Get the Last Error object.

Returns

std::string - Last error message.

4.11.2.7 getLastTick()

```
clock_t Gui::GameData::getLastTick ( ) const
```

Get the Last Tick object.

Returns

clock_t - Last Tick.

4.11.2.8 getMap()

```
Map< Gui::Tile > & Gui::GameData::getMap ( )
```

Get the Map object.

Returns

Map<Gui::Tile>& Map of the game.

4.11.2.9 getMapSize()

```
std::pair< size_t, size_t > Gui::GameData::getMapSize ( ) const
```

Get the Map Size object.

Returns

std::pair<size_t, size_t> Size of the map.

4.11.2.10 getPlayer()

```
Gui::Player & Gui::GameData::getPlayer (
            size_t id )
```

Get a player object.

Parameters

id	Id of the player.

4.11.2.11 getServerEggs()

```
std::vector< Gui::Egg > & Gui::GameData::getServerEggs ( )
```

Get the Server Eggs object.

Returns

std::vector<Gui::Egg>& Eggs from the server.

4.11.2.12 getServerTick()

```
std::size_t Gui::GameData::getServerTick ( ) const
```

Get the Server Tick object.

Returns

std::size_t - Server Tick.

4.11.2.13 getTeam()

```
Gui::Team & Gui::GameData::getTeam (
            const std::string & name )
```

Get a Team object.

Parameters

name	Name of the team.

Returns

Gui::Team& Team object.

4.11.2.14 getTeamById()

```
Gui::Team & Gui::GameData::getTeamById (
            std::size_t id )
```

Get the Team From Player object.

Parameters

id	Id of the player.

Returns

Gui::Team& Team of the player.

4.11.2.15 getTeams()

```
std::vector< Gui::Team > & Gui::GameData::getTeams ( )
```

Get the Teams object.

Returns

std::vector<Gui::Team>& Teams of the game.

4.11.2.16 getTile()

```
Gui::Tile & Gui::GameData::getTile (
            size_t x,
            size_t y )
```

Get a Tile object.

Parameters

x	X position of the tile.
y	Y position of the tile.

Returns

Gui::Tile& Tile object.

4.11.2.17 getTimeUnitFromServer()

```
Gui::GameData::TimeUnitState Gui::GameData::getTimeUnitFromServer ( ) const
```

Get the Time Unit From Server object.

Returns

true - The time unit has changed.

4.11.2.18 removeServerEgg()

```
void Gui::GameData::removeServerEgg (
            size_t id )
```

Remove an egg from the server ones.

Parameters

id	Id of the egg.

4.11.2.19 restartLastTick()

```
void Gui::GameData::restartLastTick (
            void  )
```

Restart the last tick clock.

4.11.2.20 setIsEndGame()

```
void Gui::GameData::setIsEndGame (
            bool isEndGame )
```

Set the IsEnd Game object.

Parameters

isEndGame	EndGame state.

4.11.2.21 setLastError()

```
void Gui::GameData::setLastError (
            const std::string & error )
```

Set the Last Error object.

Parameters

error	Error message.

4.11.2.22 setMap()

```
void Gui::GameData::setMap (
            const Map< Gui::Tile > & map )
```

Set the Map object.

Parameters

map	Map of the game.

4.11.2.23 setMapSize()

```
void Gui::GameData::setMapSize (
            size_t x,
            size_t y )
```

Set the Map Size object.

Parameters

x	X size of the map.
y	Y size of the map.

Note

This method resizes the map.

4.11.2.24 setServerTick()

```
void Gui::GameData::setServerTick (
            std::size_t tick )
```

Set the Server Tick object.

Parameters

tick	Tick of the server.

4.11.2.25 setTile()

```
void Gui::GameData::setTile (
            const Gui::Tile & tile )
```

Set the Tile object.

Parameters

x	X position of the tile.
y	Y position of the tile.
tile	Tile to set.

4.11.2.26 setTimeUnitFromServer()

```
void Gui::GameData::setTimeUnitFromServer (
            TimeUnitState timeUnitFromServer )
```

Set the Time Unit From Server object.

Parameters

timeUnitFromServer	Time unit state.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/GameData.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/GameData.cpp

4.12 Gui::Errors::GuiGameDataException Class Reference

Error class for GameData errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::GuiGameDataException:

Collaboration diagram for Gui::Errors::GuiGameDataException:

Public Member Functions

- GuiGameDataException (std::string message)

  Constructor for GuiGameDataException.

Public Member Functions inherited from Gui::Errors::AError

- ~**AError** () override=default

  Destructor.
- const char * what () const noexcept override

  Returns the error message.

Public Member Functions inherited from Gui::Errors::IError

- virtual ~**IError** ()=default

  Destructor for IError.
- virtual const char * what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Additional Inherited Members

Protected Attributes inherited from Gui::Errors::AError

- std::string _message

4.12.1 Detailed Description

Error class for GameData errors.

4.12.2 Constructor & Destructor Documentation

4.12.2.1 GuiGameDataException()

```
Gui::Errors::GuiGameDataException::GuiGameDataException (
            std::string message )
```

Constructor for GuiGameDataException.

Parameters

message	The error message.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

4.13 Gui::GUIUpdater Class Reference

Inheritance diagram for Gui::GUIUpdater:

Collaboration diagram for Gui::GUIUpdater:

Public Member Functions

- GUIUpdater (std::shared_ptr< GameData > gameData, std::shared_ptr< INetwork > network)
  Construct a new GUIUpdater object.
- ~**GUIUpdater** ()=default
  Destroy the GUIUpdater object.
- void update (const std::string &command, const std::vector< std::string > &data)
  Update the GUI GameData.

Public Member Functions inherited from Gui::AGUIUpdater

- AGUIUpdater (std::shared_ptr< GameData > gameData, std::shared_ptr< INetwork > network)
  Construct a new AGUIUpdater object.
- ~**AGUIUpdater** ()=default
  Destroy the AGUIUpdater object.
- void update (const std::string &command, const std::vector< std::string > &data) override=0
  Update the GUI GameData.

Public Member Functions inherited from Gui::IGUIUpdater

- virtual ~**IGUIUpdater** ()=default
  Destroy the IGUIUpdater object.
- virtual void update (const std::string &command, const std::vector< std::string > &data)=0
  Update the GUI GameData.

Additional Inherited Members

Protected Attributes inherited from Gui::AGUIUpdater

- std::shared_ptr< GameData > **_gameData**
- std::shared_ptr< INetwork > **_network**

4.13.1 Constructor & Destructor Documentation

4.13.1.1 GUIUpdater()

```
Gui::GUIUpdater::GUIUpdater (
            std::shared_ptr< GameData > gameData,
            std::shared_ptr< INetwork > network )
```

Construct a new GUIUpdater object.

Parameters

gameData	The GUI GameData to update.
network	The network to send commands to the server.

4.13.2 Member Function Documentation

4.13.2.1 update()

```
void Gui::GUIUpdater::update (
            const std::string & command,
            const std::vector< std::string > & data )  [virtual]
```

Update the GUI GameData.

Parameters

command	The command to update the GUI GameData.
data	The data to update the GUI GameData.

Implements Gui::AGUIUpdater.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GUIUpdater/GUIUpdater.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GUIUpdater/GUIUpdater.cpp

4.14 Gui::Errors::GuiUpdaterException Class Reference

Error class for GUIUpdater errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::GuiUpdaterException:

Collaboration diagram for Gui::Errors::GuiUpdaterException:

Public Member Functions

- GuiUpdaterException (std::string message)

  Constructor for GuiUpdaterException.

Public Member Functions inherited from Gui::Errors::AError

- ~**AError** () override=default

  Destructor.
- const char * what () const noexcept override

  Returns the error message.

Public Member Functions inherited from Gui::Errors::IError

- virtual ~**IError** ()=default

  Destructor for IError.
- virtual const char * what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Additional Inherited Members

Protected Attributes inherited from Gui::Errors::AError

- std::string _message

4.14.1 Detailed Description

Error class for GUIUpdater errors.

4.14.2 Constructor & Destructor Documentation

4.14.2.1 GuiUpdaterException()

```
Gui::Errors::GuiUpdaterException::GuiUpdaterException (
            std::string message )
```

Constructor for GuiUpdaterException.

Parameters

message	The error message.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

4.15 Gui::HudGame Class Reference

Inheritance diagram for Gui::HudGame:

Collaboration diagram for Gui::HudGame:

Public Member Functions

- HudGame (std::shared_ptr< GameData > gameData)
  Construct a new Hud Game object.
- ~HudGame ()=default
  Destroy the Hud Game object.
- void display ()
  Display Game Hud.

Public Member Functions inherited from Gui::AHud

- ~AHud ()=default
  Destroy the AHud object.
- virtual void display ()=0
  Display Hud.
- void setPlayer (std::shared_ptr< Player > player)
  Set the Player object.
- void setTile (std::shared_ptr< Tile > tile)
  Set the Tile object.
- TypeScene getType () const
  Get the Type object.

Public Member Functions inherited from Gui::IHud

- virtual ~IHud ()=default
  Destroy the IHud object.
- virtual void display ()=0
  Display the Hud.
- virtual void setPlayer (std::shared_ptr< Player > player)=0
  Set the Player object.
- virtual void setTile (std::shared_ptr< Tile > tile)=0
  Set the Tile object.
- virtual TypeScene getType () const =0
  Get the Type object.

Additional Inherited Members

Public Types inherited from Gui::IHud

- enum TypeScene { **GAME** , **POV_PLAYER** , **END_GAME** , **TILE** }
  Hud enum for the different scenes.

Protected Attributes inherited from Gui::AHud

- TypeScene **_typeScene**
- std::shared_ptr< GameData > **_gameData**
- std::shared_ptr< Player > **_player**
- std::shared_ptr< Tile > **_tile**

4.15.1 Constructor & Destructor Documentation

4.15.1.1 HudGame()

```
Gui::HudGame::HudGame (
            std::shared_ptr< GameData > gameData )
```

Construct a new Hud Game object.

Parameters

gameData	GameData class.

4.15.1.2 ~HudGame()

```
Gui::HudGame::~HudGame ( )  [default]
```

Destroy the Hud Game object.

4.15.2 Member Function Documentation

4.15.2.1 display()

```
void Gui::HudGame::display ( )  [virtual]
```

Display Game Hud.

Implements Gui::AHud.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Hud/HudGame.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Hud/HudGame.cpp

4.16 Gui::HudPlayer Class Reference

Inheritance diagram for Gui::HudPlayer:

Collaboration diagram for Gui::HudPlayer:

Public Member Functions

- HudPlayer (std::shared_ptr< GameData > gameData)
  Construct a new Hud Player object.
- ~HudPlayer ()=default
  Destroy the Hud Player object.
- void display ()
  Display Player Hud.

Public Member Functions inherited from Gui::AHud

- ~AHud ()=default
  Destroy the AHud object.
- virtual void display ()=0
  Display Hud.
- void setPlayer (std::shared_ptr< Player > player)
  Set the Player object.
- void setTile (std::shared_ptr< Tile > tile)
  Set the Tile object.
- TypeScene getType () const
  Get the Type object.

Public Member Functions inherited from Gui::IHud

- virtual ~IHud ()=default
  Destroy the IHud object.
- virtual void display ()=0
  Display the Hud.
- virtual void setPlayer (std::shared_ptr< Player > player)=0
  Set the Player object.
- virtual void setTile (std::shared_ptr< Tile > tile)=0
  Set the Tile object.
- virtual TypeScene getType () const =0
  Get the Type object.

Additional Inherited Members

Public Types inherited from Gui::IHud

- enum TypeScene { **GAME** , **POV_PLAYER** , **END_GAME** , **TILE** }
  Hud enum for the different scenes.

Protected Attributes inherited from Gui::AHud

- TypeScene **_typeScene**
- std::shared_ptr< GameData > **_gameData**
- std::shared_ptr< Player > **_player**
- std::shared_ptr< Tile > **_tile**

4.16.1 Constructor & Destructor Documentation

4.16.1.1 HudPlayer()

```
Gui::HudPlayer::HudPlayer (
            std::shared_ptr< GameData > gameData )
```

Construct a new Hud Player object.

Parameters

gameData	GameData class.

4.16.1.2 ~HudPlayer()

```
Gui::HudPlayer::~HudPlayer ( )  [default]
```

Destroy the Hud Player object.

4.16.2 Member Function Documentation

4.16.2.1 display()

```
void Gui::HudPlayer::display ( )  [virtual]
```

Display Player Hud.

Implements Gui::AHud.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Hud/HudPlayer.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Hud/HudPlayer.cpp

4.17 Gui::HudTile Class Reference

Inheritance diagram for Gui::HudTile:

Collaboration diagram for Gui::HudTile:

Public Member Functions

- HudTile (std::shared_ptr< GameData > gameData)
  Construct a new Hud Tile object.
- ~HudTile ()=default
  Destroy the Hud Tile object.
- void display ()
  Display Tile Hud.

Public Member Functions inherited from Gui::AHud

- ~AHud ()=default
  Destroy the AHud object.
- virtual void display ()=0
  Display Hud.
- void setPlayer (std::shared_ptr< Player > player)
  Set the Player object.
- void setTile (std::shared_ptr< Tile > tile)
  Set the Tile object.
- TypeScene getType () const
  Get the Type object.

Public Member Functions inherited from Gui::IHud

- virtual ~IHud ()=default
  Destroy the IHud object.
- virtual void display ()=0
  Display the Hud.
- virtual void setPlayer (std::shared_ptr< Player > player)=0
  Set the Player object.
- virtual void setTile (std::shared_ptr< Tile > tile)=0
  Set the Tile object.
- virtual TypeScene getType () const =0
  Get the Type object.

Additional Inherited Members

Public Types inherited from Gui::IHud

- enum TypeScene { **GAME** , **POV_PLAYER** , **END_GAME** , **TILE** }
  Hud enum for the different scenes.

Protected Attributes inherited from Gui::AHud

- TypeScene **_typeScene**
- std::shared_ptr< GameData > **_gameData**
- std::shared_ptr< Player > **_player**
- std::shared_ptr< Tile > **_tile**

4.17.1 Constructor & Destructor Documentation

4.17.1.1 HudTile()

```
Gui::HudTile::HudTile (
            std::shared_ptr< GameData > gameData )
```

Construct a new Hud Tile object.

Parameters

gameData	GameData class.

4.17.1.2 ~HudTile()

```
Gui::HudTile::~HudTile ( )  [default]
```

Destroy the Hud Tile object.

4.17.2 Member Function Documentation

4.17.2.1 display()

```
void Gui::HudTile::display ( )  [virtual]
```

Display Tile Hud.

Implements Gui::AHud.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Hud/HudTile.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Hud/HudTile.cpp

4.18 Gui::Errors::IError Class Reference

Inheritance diagram for Gui::Errors::IError:

Collaboration diagram for Gui::Errors::IError:

Public Member Functions

- virtual ~**IError** ()=default

  Destructor for IError.
- virtual const char * what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

4.18.1 Member Function Documentation

4.18.1.1 what()

```
virtual const char * Gui::Errors::IError::what ( ) const  [pure virtual], [noexcept]
```

Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Returns

const char* A C-style string describing the error.

Implemented in Gui::Errors::AError.

The documentation for this class was generated from the following file:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/IError.hpp

4.19 Gui::IEvent Class Reference

Inheritance diagram for Gui::IEvent:

Public Member Functions

- IEvent ()=default

  Construct a new IEvent object.
- virtual ~IEvent ()=default

  Destroy the IEvent object.
- virtual void listen ()=0

  Listen the user's events.
- virtual void setRender (std::shared_ptr< Render > render)=0

  Set the Render object.
- virtual void setGameData (std::shared_ptr< GameData > gameData)=0

  Set the GameData object.

4.19.1 Constructor & Destructor Documentation

4.19.1.1 IEvent()

```
Gui::IEvent::IEvent ( )  [default]
```

Construct a new IEvent object.

4.19.1.2 ~IEvent()

```
virtual Gui::IEvent::~IEvent ( )  [virtual], [default]
```

Destroy the IEvent object.

4.19.2 Member Function Documentation

4.19.2.1 listen()

```
virtual void Gui::IEvent::listen ( )  [pure virtual]
```

Listen the user's events.

Implemented in Gui::Event, and Gui::AEvent.

4.19.2.2 setGameData()

```
virtual void Gui::IEvent::setGameData (
            std::shared_ptr< GameData > gameData )  [pure virtual]
```

Set the GameData object.

Parameters

gameData	GameData class.

Implemented in Gui::AEvent.

4.19.2.3 setRender()

```
virtual void Gui::IEvent::setRender (
            std::shared_ptr< Render > render )  [pure virtual]
```

Set the Render object.

Parameters

render	Render class.

Implemented in Gui::AEvent.

The documentation for this class was generated from the following file:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Event/IEvent.hpp

4.20 Gui::IGUIUpdater Class Reference

Inheritance diagram for Gui::IGUIUpdater:

Public Member Functions

- virtual ~**IGUIUpdater** ()=default
  Destroy the IGUIUpdater object.
- virtual void update (const std::string &command, const std::vector< std::string > &data)=0
  Update the GUI GameData.

4.20.1 Member Function Documentation

4.20.1.1 update()

```
virtual void Gui::IGUIUpdater::update (
            const std::string & command,
            const std::vector< std::string > & data )  [pure virtual]
```

Update the GUI GameData.

Implemented in Gui::GUIUpdater, and Gui::AGUIUpdater.

The documentation for this class was generated from the following file:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GUIUpdater/IGUIUpdater.hpp

4.21 Gui::IHud Class Reference

Inheritance diagram for Gui::IHud:

Public Types

- enum TypeScene { **GAME** , **POV_PLAYER** , **END_GAME** , **TILE** }

  Hud enum for the different scenes.

Public Member Functions

- virtual ~IHud ()=default

  Destroy the IHud object.
- virtual void display ()=0

  Display the Hud.
- virtual void setPlayer (std::shared_ptr< Player > player)=0

  Set the Player object.
- virtual void setTile (std::shared_ptr< Tile > tile)=0

  Set the Tile object.
- virtual TypeScene getType () const =0

  Get the Type object.

4.21.1 Member Enumeration Documentation

4.21.1.1 TypeScene

```
enum Gui::IHud::TypeScene
```

Hud enum for the different scenes.

4.21.2 Constructor & Destructor Documentation

4.21.2.1 ~IHud()

```
virtual Gui::IHud::~IHud ( )  [virtual], [default]
```

Destroy the IHud object.

4.21.3 Member Function Documentation

4.21.3.1 display()

```
virtual void Gui::IHud::display ( )  [pure virtual]
```

Display the Hud.

Implemented in Gui::HudGame, Gui::HudPlayer, Gui::HudTile, and Gui::AHud.

4.21.3.2 getType()

```
virtual TypeScene Gui::IHud::getType ( ) const  [pure virtual]
```

Get the Type object.

Returns

TypeScene - Type of the scene.

Implemented in Gui::AHud.

4.21.3.3 setPlayer()

```
virtual void Gui::IHud::setPlayer (
            std::shared_ptr< Player > player )  [pure virtual]
```

Set the Player object.

Parameters

player	Player to display infos.

Implemented in Gui::AHud.

4.21.3.4 setTile()

```
virtual void Gui::IHud::setTile (
            std::shared_ptr< Tile > tile )  [pure virtual]
```

Set the Tile object.

Parameters

tile	Tile to display infos.

Implemented in Gui::AHud.

The documentation for this class was generated from the following file:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Hud/IHud.hpp

4.22 Gui::INetwork Class Reference

Inheritance diagram for Gui::INetwork:

Public Member Functions

- virtual ~INetwork ()=default
  Destroy the INetwork object.
- virtual void setPort (int port)=0
  Set the port object.
- virtual void setHostName (const std::string &hostName)=0
  Set the host name object.
- virtual int getPort () const =0
  Get the host name object.
- virtual std::string getHostName () const =0
  Get the host name object.
- virtual void connectToServer ()=0
  Connect to the server.
- virtual const std::string listenServer ()=0
  Listen to the server.
- virtual void sendMessageServer (const std::string &message)=0
  Send a message to the server.

4.22.1 Constructor & Destructor Documentation

4.22.1.1 ~INetwork()

```
virtual Gui::INetwork::~INetwork ( )  [virtual], [default]
```

Destroy the INetwork object.

4.22.2 Member Function Documentation

4.22.2.1 connectToServer()

```
virtual void Gui::INetwork::connectToServer ( )  [pure virtual]
```

Connect to the server.

Exceptions

Error::NetworkError	If the connection failed.

Implemented in Gui::Network, and Gui::ANetwork.

4.22.2.2 getHostName()

```
virtual std::string Gui::INetwork::getHostName ( ) const  [pure virtual]
```

Get the host name object.

Returns

std::string Host of the server.

Implemented in Gui::ANetwork.

4.22.2.3 getPort()

```
virtual int Gui::INetwork::getPort ( ) const  [pure virtual]
```

Get the host name object.

Returns

std::string Host of the server.

Implemented in Gui::ANetwork.

4.22.2.4 listenServer()

```
virtual const std::string Gui::INetwork::listenServer ( )  [pure virtual]
```

Listen to the server.

Returns

std::string Message from the server.

Implemented in Gui::Network, and Gui::ANetwork.

4.22.2.5 sendMessageServer()

```
virtual void Gui::INetwork::sendMessageServer (
            const std::string & message )  [pure virtual]
```

Send a message to the server.

Parameters

message	Message to send.

Implemented in Gui::Network, and Gui::ANetwork.

4.22.2.6 setHostName()

```
virtual void Gui::INetwork::setHostName (
            const std::string & hostName )  [pure virtual]
```

Set the host name object.

Parameters

hostName	Host of the server.

Implemented in Gui::ANetwork.

4.22.2.7 setPort()

```
virtual void Gui::INetwork::setPort (
            int port )  [pure virtual]
```

Set the port object.

Parameters

port	Port of the server.

Exceptions

NetworkException	If the port is not in range 1 to 65535.

Implemented in Gui::ANetwork.

The documentation for this class was generated from the following file:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Network/INetwork.hpp

4.23 Gui::Inventory Class Reference

Public Types

- using **Ressources** = size_t[RessourcesNumber]

Public Member Functions

- Inventory ()

  Construct a new Inventory object.
- Inventory (std::size_t food, std::size_t linemate, std::size_t deraumere, std::size_t sibur, std::size_t mendiane, std::size_t phiras, std::size_t thystame)

  Construct a new Inventory object.
- ~Inventory ()=default

  Destroy the Inventory object.
- void setFood (std::size_t food)

  Set the Food object.
- void setLinemate (std::size_t linemate)

  Set the Linemate object.
- void setDeraumere (std::size_t deraumere)

  Set the Deraumere object.
- void setSibur (std::size_t sibur)

  Set the Sibur object.
- void setMendiane (std::size_t mendiane)

  Set the Mendiane object.
- void setPhiras (std::size_t phiras)

  Set the Phiras object.
- void setThystame (std::size_t thytsame)

  Set the Thystame object.
- void setRessources (Ressources ressources)

  Set the Ressources object.
- std::size_t getFood (void)

  Get the Food object.
- std::size_t getLinemate (void)

  Get the Linemate object.
- std::size_t getDeraumere (void)

  Get the Deraumere object.
- std::size_t getSibur (void)

  Get the Sibur object.
- std::size_t getMendiane (void)

  Get the Mendiane object.
- std::size_t getPhiras (void)

  Get the Phiras object.
- std::size_t getThystame (void)

  Get the Thystame object.
- Ressources & getRessources (void)

  Get the Ressources object.

4.23.1 Constructor & Destructor Documentation

4.23.1.1 Inventory() [1/2]

```
Gui::Inventory::Inventory ( )
```

Construct a new Inventory object.

4.23.1.2 Inventory() [2/2]

```
Gui::Inventory::Inventory (
            std::size_t food,
            std::size_t linemate,
            std::size_t deraumere,
            std::size_t sibur,
            std::size_t mendiane,
            std::size_t phiras,
            std::size_t thystame )
```

Construct a new Inventory object.

Parameters

food	Food to set.
linemate	Linemate to set.
deraumere	Deraumere to set.
sibur	Sibur to set.
mendiane	Mendiane to set.
phiras	Phiras to set.
thystame	Thystame to set.

4.23.1.3 ~Inventory()

```
Gui::Inventory::~Inventory ( )  [default]
```

Destroy the Inventory object.

4.23.2 Member Function Documentation

4.23.2.1 getDeraumere()

```
std::size_t Gui::Inventory::getDeraumere (
            void  )
```

Get the Deraumere object.

Returns

std::size_t - deraumere

4.23.2.2 getFood()

```
std::size_t Gui::Inventory::getFood (
            void  )
```

Get the Food object.

Returns

std::size_t - food

4.23.2.3 getLinemate()

```
std::size_t Gui::Inventory::getLinemate (
            void  )
```

Get the Linemate object.

Returns

std::size_t - linemate

4.23.2.4 getMendiane()

```
std::size_t Gui::Inventory::getMendiane (
            void  )
```

Get the Mendiane object.

Returns

std::size_t - mendiane

4.23.2.5 getPhiras()

```
std::size_t Gui::Inventory::getPhiras (
            void  )
```

Get the Phiras object.

Returns

std::size_t - phiras

4.23.2.6 getRessources()

```
Gui::Inventory::Ressources & Gui::Inventory::getRessources (
            void  )
```

Get the Ressources object.

Returns

Ressources - ressources

4.23.2.7 getSibur()

```
std::size_t Gui::Inventory::getSibur (
            void  )
```

Get the Sibur object.

Returns

std::size_t - sibur

4.23.2.8 getThystame()

```
std::size_t Gui::Inventory::getThystame (
            void  )
```

Get the Thystame object.

Returns

std::size_t - thystame

4.23.2.9 setDeraumere()

```
void Gui::Inventory::setDeraumere (
            std::size_t deraumere )
```

Set the Deraumere object.

Parameters

deraumere	Deraumere to set.

4.23.2.10 setFood()

```
void Gui::Inventory::setFood (
            std::size_t food )
```

Set the Food object.

Parameters

food	Food to set.

4.23.2.11 setLinemate()

```
void Gui::Inventory::setLinemate (
            std::size_t linemate )
```

Set the Linemate object.

Parameters

linemate	Linemate to set.

4.23.2.12 setMendiane()

```
void Gui::Inventory::setMendiane (
            std::size_t mendiane )
```

Set the Mendiane object.

Parameters

mendiane	Mendiane to set.

4.23.2.13 setPhiras()

```
void Gui::Inventory::setPhiras (
            std::size_t phiras )
```

Set the Phiras object.

Parameters

phiras	Phiras to set.

4.23.2.14 setRessources()

```
void Gui::Inventory::setRessources (
            Ressources ressources )
```

Set the Ressources object.

Parameters

ressources	Ressources to set.

4.23.2.15 setSibur()

```
void Gui::Inventory::setSibur (
            std::size_t sibur )
```

Set the Sibur object.

Parameters

sibur	Sibur to set.

4.23.2.16 setThystame()

```
void Gui::Inventory::setThystame (
            std::size_t thytsame )
```

Set the Thystame object.

Parameters

thystame	Thystame to set.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Inventory.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Inventory.cpp

4.24 Gui::IServerParser Class Reference

Inheritance diagram for Gui::IServerParser:

Public Member Functions

- virtual ~**IServerParser** ()=default

  Destroy the IServerParser object.
- virtual std::vector< std::string > parse (const std::string &command)=0

  Parse the command server.

4.24.1 Member Function Documentation

4.24.1.1 parse()

```
virtual std::vector< std::string > Gui::IServerParser::parse (
            const std::string & command )  [pure virtual]
```

Parse the command server.

Parameters

command	Command to parse.

Returns

std::vector<std::string> - arguments parsed.

Implemented in Gui::ServerParser.

The documentation for this class was generated from the following file:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Parsing/IServerParser.hpp

4.25 Gui::Network Class Reference

Inheritance diagram for Gui::Network:

Collaboration diagram for Gui::Network:

Public Member Functions

- Network (int port, const std::string &hostName)

  Construct a new Network object.
- void connectToServer ()

  Connect the Gui network with the server.
- const std::string listenServer ()

  Listen the server and return it message.
- void sendMessageServer (const std::string &message)

  Send a message to the Server.

Public Member Functions inherited from Gui::ANetwork

- ANetwork (int port, const std::string &hostName)

  Construct a new ANetwork object.
- ~ANetwork ()=default

  Destroy the ANetwork object.
- void setPort (int port) final

  Set the port object.
- void setHostName (const std::string &hostName) final

  Set the host name object.
- int getPort () const final

  Get the host name object.
- std::string getHostName () const final

  Get the host name object.
- virtual void connectToServer ()=0

  Connect to the server.
- virtual const std::string listenServer ()=0

  Listen the server and return it message.
- virtual void sendMessageServer (const std::string &message)=0

  Send a message to the Server.

Public Member Functions inherited from Gui::INetwork

- virtual ~INetwork ()=default

  Destroy the INetwork object.
- virtual void setPort (int port)=0

  Set the port object.
- virtual void setHostName (const std::string &hostName)=0

  Set the host name object.
- virtual int getPort () const =0

  Get the host name object.
- virtual std::string getHostName () const =0

  Get the host name object.
- virtual void connectToServer ()=0

  Connect to the server.
- virtual const std::string listenServer ()=0

  Listen to the server.
- virtual void sendMessageServer (const std::string &message)=0

  Send a message to the server.

Additional Inherited Members

Protected Attributes inherited from Gui::ANetwork

- int **_port**
- std::string **_hostName**

4.25.1 Constructor & Destructor Documentation

4.25.1.1 Network()

```
Gui::Network::Network (
            int port,
            const std::string & hostName )
```

Construct a new Network object.

Parameters

port	Port of the server.
hostName	Host of the server.

4.25.2 Member Function Documentation

4.25.2.1 connectToServer()

```
void Gui::Network::connectToServer ( )  [virtual]
```

Connect the Gui network with the server.

Exceptions

NetworkException	If the connection failed.

Implements Gui::ANetwork.

4.25.2.2 listenServer()

```
const std::string Gui::Network::listenServer ( )  [virtual]
```

Listen the server and return it message.

Returns

std::string - Message of the server.

Implements Gui::ANetwork.

4.25.2.3 sendMessageServer()

```
void Gui::Network::sendMessageServer (
            const std::string & message )  [virtual]
```

Send a message to the Server.

Parameters

message	Message to send to the server.

Implements Gui::ANetwork.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Network/Network.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Network/Network.cpp

4.26 Gui::Errors::NetworkException Class Reference

Error class for network errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::NetworkException:

Collaboration diagram for Gui::Errors::NetworkException:

Public Member Functions

- NetworkException (std::string message)
  Constructor for NetworkException.

Public Member Functions inherited from Gui::Errors::AError

- ~**AError** () override=default
  Destructor.
- const char * what () const noexcept override
  Returns the error message.

Public Member Functions inherited from Gui::Errors::IError

- virtual ~**IError** ()=default

  Destructor for IError.
- virtual const char * what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Additional Inherited Members

Protected Attributes inherited from Gui::Errors::AError

- std::string _message

4.26.1 Detailed Description

Error class for network errors.

4.26.2 Constructor & Destructor Documentation

4.26.2.1 NetworkException()

```
Gui::Errors::NetworkException::NetworkException (
            std::string message )
```

Constructor for NetworkException.

Parameters

message	The error message.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

4.27 Gui::ParseCommandLine Class Reference

Public Member Functions

- ParseCommandLine (int argc, char **argv)

  Construct a new Parse Command Line object.

- ~ParseCommandLine ()=default

  Destroy the Parse Command Line object.
- void parseFlags (int argc, char **argv)

  Parse flags in command line.
- int getPort (void)

  Get the port object.
- std::string getHostName (void)

  Get the hostName object.

4.27.1 Constructor & Destructor Documentation

4.27.1.1 ParseCommandLine()

```
Gui::ParseCommandLine::ParseCommandLine (
            int argc,
            char ** argv )
```

Construct a new Parse Command Line object.

Parameters

argc	Number of arguments in command line.
argv	Array with command line arguments.

4.27.1.2 ~ParseCommandLine()

```
Gui::ParseCommandLine::~ParseCommandLine ( )  [default]
```

Destroy the Parse Command Line object.

4.27.2 Member Function Documentation

4.27.2.1 getHostName()

```
std::string Gui::ParseCommandLine::getHostName (
            void  )
```

Get the hostName object.

Returns

std::string - hostName

4.27.2.2 getPort()

```
int Gui::ParseCommandLine::getPort (
            void  )
```

Get the port object.

Returns

int - port

4.27.2.3 parseFlags()

```
void Gui::ParseCommandLine::parseFlags (
            int argc,
            char ** argv )
```

Parse flags in command line.

Parameters

argc	Number of arguments in command line.
argv	Array with command line arguments.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Parsing/ParseCommandLine.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Parsing/ParseCommandLine.cpp

4.28 Gui::Errors::ParseCommandLineException Class Reference

Error class for parseCommandLine errors.

`#include <Error.hpp>`

Inheritance diagram for Gui::Errors::ParseCommandLineException:

Collaboration diagram for Gui::Errors::ParseCommandLineException:

Public Member Functions

- ParseCommandLineException (std::string message)

  Constructor for ParseCommandLineException.

Public Member Functions inherited from Gui::Errors::AError

- ~**AError** () override=default

  Destructor.
- const char * what () const noexcept override

  Returns the error message.

Public Member Functions inherited from Gui::Errors::IError

- virtual ~**IError** ()=default

  Destructor for IError.
- virtual const char * what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Additional Inherited Members

Protected Attributes inherited from Gui::Errors::AError

- std::string _message

4.28.1 Detailed Description

Error class for parseCommandLine errors.

4.28.2 Constructor & Destructor Documentation

4.28.2.1 ParseCommandLineException()

```
Gui::Errors::ParseCommandLineException::ParseCommandLineException (
            std::string message )
```

Constructor for ParseCommandLineException.

Parameters

message	The error message.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

4.29 Gui::Player Class Reference

Collaboration diagram for Gui::Player:

Public Types

- enum **PlayerState** {
  IDLE = 2 , **BORN** = 8 , **BROADCAST** = 12 , **EJECT** = 5 ,
  BEING_EJECTED = 15 , **EJECTED** = 7 , **WALK** = 6 , **INCANTATION** = 0 ,
  LAY_EGG = 7 , **DROP** = 9 , **COLLECT** = 9 , **DEAD** = 1 }

Public Member Functions

- Player (std::size_t id, const std::string &team, std::pair< std::size_t, std::size_t > position, std::size_t orientation, std::size_t level=1)

  Construct a new Player object.
- ~Player ()=default

  Destroy the Player object.
- void setPosition (std::pair< std::size_t, std::size_t > position)

  Set the Position object.
- void setPosition3D (Vector3 position3D)

  Set the Position3D object.
- void setId (std::size_t id)

  Set the Id object.
- void setLevel (std::size_t level)

  Set the Level object.
- void setOrientation (std::size_t orientation)

  Set the Orientation object.
- void setTeam (const std::string &team)

  Set the Team object.
- std::pair< std::size_t, std::size_t > getPosition (void) const

  Get the Position object.
- Vector3 getPosition3D (void) const

  Get the Position3D object.
- std::size_t getId (void) const

  Get the Id object.
- std::size_t getLevel (void) const

  Get the Level object.
- std::size_t getOrientation (void) const

  Get the Orientation object.
- std::string getTeam (void) const

  Get the Team object.
- void setState (PlayerState state)

  Set the State object.
- PlayerState getState (void) const

  Get the State object.
- void setBroadcast (const std::string &broadcast)

  Set the Broadcast object.
- std::string getBroadcast () const

Get the Broadcast object.

- float getRotationFromOrientation () const

  Get the Vector From Orientation object.
- Vector3 getCenterPosition ()

  Get the Center Position object.
- void setCurrentFrame (int currentFrame)

  Set the Current Frame object.
- int getCurrentFrame () const

  Get the Current Frame object.
- void restartAnimationTimeEllapsed ()

  Restart the timer animation.
- clock_t getAnimationTimeEllapsed () const

  Get the Animation Time Ellapsed object.

Public Attributes

- Inventory inventory

  Inventory of the player.

4.29.1 Constructor & Destructor Documentation

4.29.1.1 Player()

```
Gui::Player::Player (
            std::size_t id,
            const std::string & team,
            std::pair< std::size_t, std::size_t > position,
            std::size_t orientation,
            std::size_t level = 1 )
```

Construct a new Player object.

Parameters

id	Id of the player.
team	Team name of the player.
position	Position of the Player.

4.29.1.2 ~Player()

```
Gui::Player::~Player ( )  [default]
```

Destroy the Player object.

4.29.2 Member Function Documentation

4.29.2.1 getAnimationTimeEllapsed()

```
clock_t Gui::Player::getAnimationTimeEllapsed ( ) const
```

Get the Animation Time Ellapsed object.

Returns

clock_t - Animation time ellapsed.

4.29.2.2 getBroadcast()

```
std::string Gui::Player::getBroadcast ( ) const
```

Get the Broadcast object.

Returns

std::string - Broadcast message.

4.29.2.3 getCenterPosition()

```
Vector3 Gui::Player::getCenterPosition ( )
```

Get the Center Position object.

Returns

Vector3 - Center position.

4.29.2.4 getCurrentFrame()

```
int Gui::Player::getCurrentFrame ( ) const
```

Get the Current Frame object.

Returns

int - Current frame.

4.29.2.5 getId()

```
std::size_t Gui::Player::getId (
            void  ) const
```

Get the Id object.

Returns

std::size_t - id

4.29.2.6 getLevel()

```
std::size_t Gui::Player::getLevel (
            void  ) const
```

Get the Level object.

Returns

std::size_t - level

4.29.2.7 getOrientation()

```
std::size_t Gui::Player::getOrientation (
            void  ) const
```

Get the Orientation object.

Returns

std::size_t - orientation

4.29.2.8 getPosition()

```
std::pair< std::size_t, std::size_t > Gui::Player::getPosition (
            void  ) const
```

Get the Position object.

Returns

std::pair<std::size_t, std::size_t> - position

4.29.2.9 getPosition3D()

```
Vector3 Gui::Player::getPosition3D (
            void  ) const
```

Get the Position3D object.

Returns

Vector3 - position3D

4.29.2.10 getRotationFromOrientation()

```
float Gui::Player::getRotationFromOrientation ( ) const
```

Get the Vector From Orientation object.

Returns

Vector3 - Vector3 from orientation.

4.29.2.11 getState()

```
Gui::Player::PlayerState Gui::Player::getState (
            void  ) const
```

Get the State object.

Returns

PlayerState - Player state.

4.29.2.12 getTeam()

```
std::string Gui::Player::getTeam (
            void  ) const
```

Get the Team object.

Returns

std::string - team name

4.29.2.13 restartAnimationTimeEllapsed()

```
void Gui::Player::restartAnimationTimeEllapsed ( )
```

Restart the timer animation.

4.29.2.14 setBroadcast()

```
void Gui::Player::setBroadcast (
            const std::string & broadcast )
```

Set the Broadcast object.

Parameters

broadcast	New broadcast message.

4.29.2.15 setCurrentFrame()

```
void Gui::Player::setCurrentFrame (
            int currentFrame )
```

Set the Current Frame object.

Parameters

currentFrame	Current Frame to set.

4.29.2.16 setId()

```
void Gui::Player::setId (
            std::size_t id )
```

Set the Id object.

Parameters

id	Id of the player.

4.29.2.17 setLevel()

```
void Gui::Player::setLevel (
            std::size_t level )
```

Set the Level object.

Parameters

level	Level of the player.

4.29.2.18 setOrientation()

```
void Gui::Player::setOrientation (
            std::size_t orientation )
```

Set the Orientation object.

Parameters

orientation	Orientation of the player.

4.29.2.19 setPosition()

```
void Gui::Player::setPosition (
            std::pair< std::size_t, std::size_t > position )
```

Set the Position object.

Parameters

position	Position of the player.

4.29.2.20 setPosition3D()

```
void Gui::Player::setPosition3D (
            Vector3 position3D )
```

Set the Position3D object.

Parameters

position3D	Position of the player.

4.29.2.21 setState()

```
void Gui::Player::setState (
            PlayerState state )
```

Set the State object.

Parameters

state	New player state.

4.29.2.22 setTeam()

```
void Gui::Player::setTeam (
            const std::string & team )
```

Set the Team object.

Parameters

team	Team name of the player.

4.29.3 Member Data Documentation

4.29.3.1 inventory

```
Inventory Gui::Player::inventory
```

Inventory of the player.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Player.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Player.cpp

4.30 Gui::Render Class Reference

Public Member Functions

- Render (std::shared_ptr< GameData > gameData)

  Construct a new Render object.
- ~Render ()

  Destroy the Render object.
- bool isOpen ()

  Check if the window is open.
- void draw ()

  Draw the scene.
- std::shared_ptr< Camera > getCamera ()

Get the Camera object.

- void setIsDebug (bool isDebug)

  Set the Is Debug object.
- bool getIsDebug (void)

  Get the Is Debug object.
- void setCameraType (Gui::UserCamera::CameraType type)

  Set the Type object.
- Gui::UserCamera::CameraType getCameraType () const

  Get the Type object.
- void setCameraPlayerPov (std::size_t id)

  Set the Camera player pov id.
- std::size_t getCameraPlayerPov () const

  Get the Camera player pov id.
- void setCameraTile (std::pair< std::size_t, std::size_t > pos)

  Set the Camera Tile object.
- std::pair< std::size_t, std::size_t > getCameraTile () const

  Get the Camera Tile object.
- Model getTileModel () const

  Get the Tile model.
- void setRenderDistance (size_t renderDistance)

  Set the Render Distance value.
- size_t getRenderDistance () const

  Get the Render Distance value.
- bool isCameraInPlayerPov () const

  Check if the camera is in player pov.
- void changePlayerPOV (size_t playerId)

  Change the player point of view.
- void setPlayerPov (size_t playerId)

  Sets the Pov of the player.
- void changePOVToFirstPerson (size_t id)

  Change the camera to the player.
- void changePOVToSecondPerson (size_t id)

  Change the camera to the player.
- void changePOVToThirdPerson (size_t id)

  Change the camera to the player.
- size_t getTimeUnit () const

  Get the Time Unit value.
- void setTimeUnit (size_t timeUnit)

  Set the Time Unit value.

4.30.1 Constructor & Destructor Documentation

4.30.1.1 Render()

```
Gui::Render::Render (
            std::shared_ptr< GameData > gameData )
```

Construct a new Render object.

4.30.1.2 ~Render()

```
Gui::Render::~Render ( )
```

Destroy the Render object.

4.30.2 Member Function Documentation

4.30.2.1 changePlayerPOV()

```
void Gui::Render::changePlayerPOV (
            size_t playerId )
```

Change the player point of view.

Parameters

playerId	Player id to select.

Note

The player point of view is the first person, second person and third person.

4.30.2.2 changePOVToFirstPerson()

```
void Gui::Render::changePOVToFirstPerson (
            size_t id )
```

Change the camera to the player.

Parameters

player	Player to select.

4.30.2.3 changePOVToSecondPerson()

```
void Gui::Render::changePOVToSecondPerson (
            size_t id )
```

Change the camera to the player.

Parameters

player	Player to select.

4.30.2.4 changePOVToThirdPerson()

```
void Gui::Render::changePOVToThirdPerson (
            size_t id )
```

Change the camera to the player.

Parameters

player	Player to select.

4.30.2.5 draw()

```
void Gui::Render::draw ( )
```

Draw the scene.

4.30.2.6 getCamera()

```
std::shared_ptr< Camera > Gui::Render::getCamera ( )
```

Get the Camera object.

Returns

std::shared_ptr<Camera> - camera

4.30.2.7 getCameraPlayerPov()

```
std::size_t Gui::Render::getCameraPlayerPov ( ) const
```

Get the Camera player pov id.

Returns

std::size_t - Id of the player.

4.30.2.8 getCameraTile()

```
std::pair< std::size_t, std::size_t > Gui::Render::getCameraTile ( ) const
```

Get the Camera Tile object.

Returns

std::pair<std::size_t, std::size_t> - Tile position.

4.30.2.9 getCameraType()

```
Gui::UserCamera::CameraType Gui::Render::getCameraType ( ) const
```

Get the Type object.

Returns

CameraType - Camera type.

4.30.2.10 getIsDebug()

```
bool Gui::Render::getIsDebug (
            void  )
```

Get the Is Debug object.

Returns

true - diplay debug

false - do not display debug

4.30.2.11 getRenderDistance()

```
size_t Gui::Render::getRenderDistance ( ) const
```

Get the Render Distance value.

4.30.2.12 getTileModel()

```
Model Gui::Render::getTileModel ( ) const
```

Get the Tile model.

4.30.2.13 getTimeUnit()

```
size_t Gui::Render::getTimeUnit ( ) const
```

Get the Time Unit value.

Returns

size_t - Time unit value.

4.30.2.14 isCameraInPlayerPov()

```
bool Gui::Render::isCameraInPlayerPov ( ) const
```

Check if the camera is in player pov.

Returns

true - Camera is in player pov.

false - Camera is not in player pov.

Note

The player pov is the first person, second person and third person.

4.30.2.15 isOpen()

```
bool Gui::Render::isOpen ( )
```

Check if the window is open.

Returns

true - the window is open

false - the window is closed

4.30.2.16 setCameraPlayerPov()

```
void Gui::Render::setCameraPlayerPov (
            std::size_t id )
```

Set the Camera player pov id.

Parameters

id	Id of the player.

4.30.2.17 setCameraTile()

```
void Gui::Render::setCameraTile (
            std::pair< std::size_t, std::size_t > pos )
```

Set the Camera Tile object.

Parameters

pos	Tile position.

4.30.2.18 setCameraType()

```
void Gui::Render::setCameraType (
            Gui::UserCamera::CameraType type )
```

Set the Type object.

Parameters

type	Type to set.

4.30.2.19 setIsDebug()

```
void Gui::Render::setIsDebug (
            bool isDebug )
```

Set the Is Debug object.

Parameters

isDebug	New Is Debug value to set.

4.30.2.20 setPlayerPov()

```
void Gui::Render::setPlayerPov (
            size_t playerId )
```

Sets the Pov of the player.

Parameters

playerId	Player id to select.

4.30.2.21 setRenderDistance()

```
void Gui::Render::setRenderDistance (
            size_t renderDistance )
```

Set the Render Distance value.

Parameters

renderDistance	New render distance value.

4.30.2.22 setTimeUnit()

```
void Gui::Render::setTimeUnit (
            size_t timeUnit )
```

Set the Time Unit value.

Parameters

timeUnit	New time unit value.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Render/Render.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Render/Render.cpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Render/RenderAnimations.cpp

4.31 Gui::ServerParser Class Reference

Inheritance diagram for Gui::ServerParser:

Collaboration diagram for Gui::ServerParser:

Public Member Functions

- ServerParser ()=default

  Construct a new Server Parser object.
- ∼ServerParser ()=default

  Destroy the Server Parser object.
- std::vector< std::string > parse (const std::string &command)

  Parse the command server.

Public Member Functions inherited from Gui::IServerParser

- virtual ∼**IServerParser** ()=default

  Destroy the IServerParser object.
- virtual std::vector< std::string > parse (const std::string &command)=0

  Parse the command server.

4.31.1 Constructor & Destructor Documentation

4.31.1.1 ServerParser()

```
Gui::ServerParser::ServerParser ( )  [default]
```

Construct a new Server Parser object.

4.31.1.2 ∼ServerParser()

```
Gui::ServerParser::~ServerParser ( )  [default]
```

Destroy the Server Parser object.

4.31.2 Member Function Documentation

4.31.2.1 parse()

```
std::vector< std::string > Gui::ServerParser::parse (
            const std::string & command )  [virtual]
```

Parse the command server.

Parameters

command	Command to parse.

Returns

std::vector<std::string> - arguments parsed

Implements Gui::IServerParser.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Parsing/ServerParser.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Parsing/ServerParser.cpp

4.32 Gui::Errors::ServerParserException Class Reference

Error class for network errors.

`#include <Error.hpp>`

Inheritance diagram for Gui::Errors::ServerParserException:

Collaboration diagram for Gui::Errors::ServerParserException:

Public Member Functions

- ServerParserException (std::string message)

  Constructor for ServerParserException.

Public Member Functions inherited from Gui::Errors::AError

- ~**AError** () override=default

  Destructor.
- const char * what () const noexcept override

  Returns the error message.

Public Member Functions inherited from Gui::Errors::IError

- virtual ~**IError** ()=default

  Destructor for IError.
- virtual const char * what () const noexcept=0

  Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

Additional Inherited Members

Protected Attributes inherited from Gui::Errors::AError

- std::string _message

4.32.1 Detailed Description

Error class for network errors.

4.32.2 Constructor & Destructor Documentation

4.32.2.1 ServerParserException()

```
Gui::Errors::ServerParserException::ServerParserException (
            std::string message )
```

Constructor for ServerParserException.

Parameters

message	The error message.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

4.33 Gui::Team Class Reference

Public Member Functions

- Team (const std::string &name, const std::string &playerModelPath, const std::string &eggModelPath, Color playerColor)

  Construct a new Team object.
- ~Team ()

  Destroy the Team object.
- const std::string & getName () const

  Get the Name object.
- std::vector< Gui::Player > & getPlayers ()

  Get the Players object.
- std::vector< Gui::Egg > & getEggs ()

  Get the Eggs object.

- void setName (const std::string &name)

  Set the Name object.
- void addPlayer (const Gui::Player &player)

  Add a player to the team.
- void addEgg (const Gui::Egg &egg)

  Add an egg to the team.
- bool removePlayer (std::size_t id)

  Remove a player from the team.
- bool removeEgg (std::size_t id)

  Remove an egg from the team.
- std::shared_ptr< Gui::Player > getPlayer (std::size_t id)

  Get the Player object.
- Model getPlayerModel () const

  Get the Model object.
- ModelAnimation * getPlayerModelAnimation () const

  Get the Player Model Animation object.
- void setPlayerModelPath (const std::string &playerModelPath)

  Set the Model object.
- std::shared_ptr< Gui::Egg > getEgg (std::size_t id)

  Get the Egg object.
- Model getEggModel () const

  Get the Egg Model Path object.
- void setEggModelPath (const std::string &eggModelPath)

  Set the Egg Model Path object.
- std::vector< BoundingBox > getPlayerBoundingBoxes (std::pair< size_t, size_t > pos, size_t orientation, Vector3 center)

  Get the Player Boundig Boxes object.
- Vector3 getPlayerPositionIn3DSpace (size_t id, Map< Tile > map)

  Get the Player position in 3D space.
- std::vector< RayCollision > getPlayerModelHitbox (size_t id, Camera camera)

  Get the Player Model hitbox.
- bool isPlayerHit (size_t id, Camera camera)

  Check if the player is hit.
- Color getPlayerColor () const

  Get the Player Color object.

4.33.1 Constructor & Destructor Documentation

4.33.1.1 Team()

```
Gui::Team::Team (
            const std::string & name,
            const std::string & playerModelPath,
            const std::string & eggModelPath,
            Color playerColor )
```

Construct a new Team object.

Parameters

name	Name of the team.
playerModelPath	Path to the team model asset for players.
eggSkinPath	Path to the skin of the team.
playerColor	Color of the players.

4.33.1.2 ~Team()

```
Gui::Team::~Team ( )
```

Destroy the Team object.

4.33.2 Member Function Documentation

4.33.2.1 addEgg()

```
void Gui::Team::addEgg (
            const Gui::Egg & egg )
```

Add an egg to the team.

Parameters

egg	Egg to add.

4.33.2.2 addPlayer()

```
void Gui::Team::addPlayer (
            const Gui::Player & player )
```

Add a player to the team.

Parameters

player	Player to add.

4.33.2.3 getEgg()

```
std::shared_ptr< Gui::Egg > Gui::Team::getEgg (
            std::size_t id )
```

Get the Egg object.

Parameters

id	Id of the egg.

Returns

std::shared_ptr<Gui::Egg> Egg.

4.33.2.4 getEggModel()

```
Model Gui::Team::getEggModel ( ) const
```

Get the Egg Model Path object.

Returns

const std::string& Path to the eggs Model of the team.

4.33.2.5 getEggs()

```
std::vector< Gui::Egg > & Gui::Team::getEggs ( )
```

Get the Eggs object.

Returns

std::vector<Gui::Egg>& Eggs of the team.

4.33.2.6 getName()

```
const std::string & Gui::Team::getName ( ) const
```

Get the Name object.

Returns

const std::string& Name of the team.

4.33.2.7 getPlayer()

```
std::shared_ptr< Gui::Player > Gui::Team::getPlayer (
            std::size_t id )
```

Get the Player object.

Parameters

id	Id of the player.

Returns

std::shared_ptr<Gui::Player> Player.

4.33.2.8 getPlayerBoundingBoxes()

```
std::vector< BoundingBox > Gui::Team::getPlayerBoundingBoxes (
            std::pair< size_t, size_t > pos,
            size_t orientation,
            Vector3 center )
```

Get the Player Boundig Boxes object.

Parameters

pos	Position of the player.
orientation	Orientation of the player.

Returns

std::vector<BoundingBox> Bounding boxes of the player.

4.33.2.9 getPlayerColor()

```
Color Gui::Team::getPlayerColor ( ) const
```

Get the Player Color object.

4.33.2.10 getPlayerModel()

```
Model Gui::Team::getPlayerModel ( ) const
```

Get the Model object.

Returns

Model - Model asset of the Team.

4.33.2.11 getPlayerModelAnimation()

```
ModelAnimation * Gui::Team::getPlayerModelAnimation ( ) const
```

Get the Player Model Animation object.

Returns

ModelAnimation* - Players' animations.

4.33.2.12 getPlayerModelHitbox()

```
std::vector< RayCollision > Gui::Team::getPlayerModelHitbox (
            size_t id,
            Camera camera )
```

Get the Player Model hitbox.

Parameters

id	Id of the player.
camera	Camera of the game.

Returns

std::vector<RayCollision> Hitbox of the player.

4.33.2.13 getPlayerPositionIn3DSpace()

```
Vector3 Gui::Team::getPlayerPositionIn3DSpace (
            size_t id,
            Map< Tile > map )
```

Get the Player position in 3D space.

Parameters

id	Id of the player.
map	Map of the game.

4.33.2.14 getPlayers()

```
std::vector< Gui::Player > & Gui::Team::getPlayers ( )
```

Get the Players object.

Returns

std::vector<Gui::Player>& Players of the team.

4.33.2.15 isPlayerHit()

```
bool Gui::Team::isPlayerHit (
            size_t id,
            Camera camera )
```

Check if the player is hit.

Parameters

id	Id of the player.
camera	Camera of the game.

Returns

true If the player is hit.

4.33.2.16 removeEgg()

```
bool Gui::Team::removeEgg (
            std::size_t id )
```

Remove an egg from the team.

Parameters

id	Id of the egg to remove.

Returns

true If the egg has been removed.

false If the egg has not been removed.

4.33.2.17 removePlayer()

```
bool Gui::Team::removePlayer (
            std::size_t id )
```

Remove a player from the team.

Parameters

id	Id of the player to remove.

Returns

true If the player has been removed.

false If the player has not been removed.

4.33.2.18 setEggModelPath()

```
void Gui::Team::setEggModelPath (
            const std::string & eggModelPath )
```

Set the Egg Model Path object.

Parameters

eggSkinPath	Path to the eggs Model of the team.

4.33.2.19 setName()

```
void Gui::Team::setName (
            const std::string & name )
```

Set the Name object.

Parameters

name	Name of the team.

4.33.2.20 setPlayerModelPath()

```
void Gui::Team::setPlayerModelPath (
            const std::string & playerModelPath )
```

Set the Model object.

Parameters

playerModelPath	Path to the team model asset for players.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Team.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Team.cpp

4.34 Gui::Tile Class Reference

Collaboration diagram for Gui::Tile:

Public Member Functions

- Tile (std::pair< std::size_t, std::size_t > position)

  Construct a new Tile object.
- Tile (std::pair< std::size_t, std::size_t > position, Inventory inventory)

  Construct a new Tile object.
- ~Tile ()=default

  Destroy the Tile object.
- void setPosition (std::pair< std::size_t, std::size_t > position)

  Set the Position object.
- std::pair< std::size_t, std::size_t > getPosition () const

  Get the Position object.
- Vector3 getPositionIn3DSpace ()

  Get the Position In Space object.
- std::vector< BoundingBox > getTileBoundingBoxes (Tile tile, Model tileModel)

  Get the Tile Bounding Boxes object.
- std::vector< RayCollision > getTileModelHitbox (Tile tile, Camera camera, Model tileModel)

  Get the Tile Model Hitbox object.
- bool isTileHit (Camera camera, Model _tileModel)

  Check if the tile is hit.

Public Attributes

- Inventory inventory

  Inventory of the tile.

4.34.1 Constructor & Destructor Documentation

4.34.1.1 Tile() [1/2]

```
Gui::Tile::Tile (
            std::pair< std::size_t, std::size_t > position )
```

Construct a new Tile object.

Parameters

position	Set the position of the tile.

4.34.1.2 Tile() [2/2]

```
Gui::Tile::Tile (
            std::pair< std::size_t, std::size_t > position,
            Inventory inventory )
```

Construct a new Tile object.

Parameters

position	Set the position of the tile.
inventory	Set the inventory of the tile.

4.34.1.3 ~Tile()

```
Gui::Tile::~Tile ( )  [default]
```

Destroy the Tile object.

4.34.2 Member Function Documentation

4.34.2.1 getPosition()

```
std::pair< std::size_t, std::size_t > Gui::Tile::getPosition ( ) const
```

Get the Position object.

Returns

std::pair<std::size_t, std::size_t> - position x y

4.34.2.2 getPositionIn3DSpace()

```
Vector3 Gui::Tile::getPositionIn3DSpace ( )
```

Get the Position In Space object.

Returns

Vector3 - Position in space.

4.34.2.3 getTileBoundingBoxes()

```
std::vector< BoundingBox > Gui::Tile::getTileBoundingBoxes (
            Tile tile,
            Model tileModel )
```

Get the Tile Bounding Boxes object.

Parameters

tile	Tile to get the bounding boxes.

Returns

std::vector<BoundingBox> - Bounding boxes of the tile.

4.34.2.4 getTileModelHitbox()

```
std::vector< RayCollision > Gui::Tile::getTileModelHitbox (
            Tile tile,
            Camera camera,
            Model tileModel )
```

Get the Tile Model Hitbox object.

Parameters

tile	Tile to get the hitbox.
camera	Camera to get the hitbox.

Returns

std::vector<RayCollision> - Hitbox of the tile.

4.34.2.5 isTileHit()

```
bool Gui::Tile::isTileHit (
            Camera camera,
            Model _tileModel )
```

Check if the tile is hit.

Parameters

camera	Camera to check if the tile is hit.
_tileModel	Model of the tile.

Returns

true - The tile is hit.

false - The tile is not hit.

4.34.2.6 setPosition()

```
void Gui::Tile::setPosition (
            std::pair< std::size_t, std::size_t > position )
```

Set the Position object.

Parameters

position	New position of the tile.

4.34.3 Member Data Documentation

4.34.3.1 inventory

```
Inventory Gui::Tile::inventory
```

Inventory of the tile.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Tile.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Tile.cpp

4.35 Gui::UserCamera Class Reference

Public Types

- enum **CameraType** {
  FREE , **FIRST_PERSON** , **SECOND_PERSON** , **THIRD_PERSON** ,
  FREE_TILE }

Public Member Functions

- UserCamera ()
  Construct a new User Camera object.
- ~UserCamera ()=default
  Destroy the User Camera object.
- void setPosition (Vector3 position)
  Set the Position object.
- void setTarget (Vector3 target)
  Set the Target object.
- void setUp (Vector3 up)
  Set the Up object.
- void setFovy (float fovy)
  Set the Fovy object.
- Vector3 getPosition (void) const
  Get the Position object.
- Vector3 getTarget (void) const
  Get the Target object.
- Vector3 getUp (void) const
  Get the Up object.
- float getFovy (void) const
  Get the Fovy object.
- std::shared_ptr< Camera > getCamera ()
  Get the Camera object.
- void setType (CameraType type)
  Set the Type object.
- CameraType getType () const
  Get the Type object.
- void setPlayerId (size_t playerId)
  Set the Player Id object.
- size_t getPlayerId () const
  Get the Player Id object.
- void setTilePos (std::pair< std::size_t, std::size_t > pos)
  Set the Tile Pos object.
- std::pair< std::size_t, std::size_t > getTilePos () const
  Get the Tile position object.
- bool isPlayerPov () const
  Check if the camera is in player pov.

4.35.1 Constructor & Destructor Documentation

4.35.1.1 UserCamera()

```
Gui::UserCamera::UserCamera ( )
```

Construct a new User Camera object.

4.35.1.2 ~UserCamera()

```
Gui::UserCamera::~UserCamera ( )  [default]
```

Destroy the User Camera object.

4.35.2 Member Function Documentation

4.35.2.1 getCamera()

```
std::shared_ptr< Camera > Gui::UserCamera::getCamera ( )
```

Get the Camera object.

Returns

Camera - camera

4.35.2.2 getFovy()

```
float Gui::UserCamera::getFovy (
            void  ) const
```

Get the Fovy object.

Returns

float - fovy

4.35.2.3 getPlayerId()

```
size_t Gui::UserCamera::getPlayerId ( ) const
```

Get the Player Id object.

Returns

size_t - Player id.

4.35.2.4 getPosition()

```
Vector3 Gui::UserCamera::getPosition (
            void  ) const
```

Get the Position object.

Returns

Vector3 - position

4.35.2.5 getTarget()

```
Vector3 Gui::UserCamera::getTarget (
            void  ) const
```

Get the Target object.

Returns

Vector3 - target

4.35.2.6 getTilePos()

```
std::pair< std::size_t, std::size_t > Gui::UserCamera::getTilePos ( ) const
```

Get the Tile position object.

Returns

std::pair<std::size_t, std::size_t> - Position of the tile.

4.35.2.7 getType()

```
Gui::UserCamera::CameraType Gui::UserCamera::getType ( ) const
```

Get the Type object.

Returns

CameraType - Camera type.

4.35.2.8 getUp()

```
Vector3 Gui::UserCamera::getUp (
            void  ) const
```

Get the Up object.

Returns

Vector3 - up

4.35.2.9 isPlayerPov()

```
bool Gui::UserCamera::isPlayerPov ( ) const
```

Check if the camera is in player pov.

Returns

true - Camera is in player pov.

false - Camera is not in player pov.

Note

The player pov is the first person, second person and third person.

4.35.2.10 setFovy()

```
void Gui::UserCamera::setFovy (
            float fovy )
```

Set the Fovy object.

Parameters

fovy	New camera fovy.

4.35.2.11 setPlayerId()

```
void Gui::UserCamera::setPlayerId (
            size_t playerId )
```

Set the Player Id object.

Parameters

playerId	Player id to set.

4.35.2.12 setPosition()

```
void Gui::UserCamera::setPosition (
            Vector3 position )
```

Set the Position object.

Parameters

position	New camera position.

4.35.2.13 setTarget()

```
void Gui::UserCamera::setTarget (
            Vector3 target )
```

Set the Target object.

Parameters

target	New camera target.

4.35.2.14 setTilePos()

```
void Gui::UserCamera::setTilePos (
            std::pair< std::size_t, std::size_t > pos )
```

Set the Tile Pos object.

Parameters

pos	Position of the tile.

4.35.2.15 setType()

```
void Gui::UserCamera::setType (
            CameraType type )
```

Set the Type object.

Parameters

type	Type to set.

4.35.2.16 setUp()

```
void Gui::UserCamera::setUp (
            Vector3 up )
```

Set the Up object.

Parameters

up	New camera up vector.

The documentation for this class was generated from the following files:

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Render/UserCamera.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Render/UserCamera.cpp

Chapter 5

File Documentation

5.1 Assets.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Assets
00006 */
00007
00008 #pragma once
00009
00010 #define PATH_ASSETS                 "gui/assets/"
00011
00012 #define PATH_RESOURCES              "resources/"
00013 #define PATH_PLAYER                 "player/"
00014 #define PATH_TILE                   "tile/"
00015 #define PATH_DECORATION             "decoration/"
00016 #define PATH_HUD                    "hud/"
00017
00018 #define PNG_CURSOR                  PATH_ASSETS PATH_HUD "cursor.png"
00019
00020 #define PNG_HUD                     PATH_ASSETS PATH_HUD "hud.png"
00021 #define PNG_FOOD                    PATH_ASSETS PATH_HUD "food.png"
00022 #define PNG_LINEMATE                PATH_ASSETS PATH_HUD "linemate.png"
00023 #define PNG_DERAUMERE               PATH_ASSETS PATH_HUD "deraumere.png"
00024 #define PNG_MENDIANE                PATH_ASSETS PATH_HUD "mendiane.png"
00025 #define PNG_PHIRAS                  PATH_ASSETS PATH_HUD "phiras.png"
00026 #define PNG_SIBUR                   PATH_ASSETS PATH_HUD "sibur.png"
00027 #define PNG_THYSTAME                PATH_ASSETS PATH_HUD "thystame.png"
00028 #define PNG_PLAYER                  PATH_ASSETS PATH_HUD "player.png"
00029 #define PNG_TILE                    PATH_ASSETS PATH_HUD "tile.png"
00030 #define FONT_HUD                    PATH_ASSETS PATH_HUD "SimplyMono-Bold.ttf"
00031
00032 #define MODEL_TILE                  PATH_ASSETS PATH_TILE "tile.glb"
00033 #define MODEL_FOOD                  PATH_ASSETS PATH_RESOURCES "food.glb"
00034 #define MODEL_LINEMATE              PATH_ASSETS PATH_RESOURCES "linemate.glb"
00035 #define MODEL_MENDIANE              PATH_ASSETS PATH_RESOURCES "mendiane.glb"
00036 #define MODEL_PHIRAS                PATH_ASSETS PATH_RESOURCES "phiras.glb"
00037 #define MODEL_SIBUR                 PATH_ASSETS PATH_RESOURCES "sibur.glb"
00038 #define MODEL_THYSTAME              PATH_ASSETS PATH_RESOURCES "thystame.glb"
00039 #define MODEL_DERAUMERE             PATH_ASSETS PATH_RESOURCES "deraumere.glb"
00040 #define MODEL_PLAYER                PATH_ASSETS PATH_PLAYER "player.glb"
00041 #define MODEL_EGG                   PATH_ASSETS PATH_PLAYER "egg.glb"
00042 #define MODEL_TREE                  PATH_ASSETS PATH_DECORATION "tree.glb"
00043 #define MODEL_LANTERN               PATH_ASSETS PATH_DECORATION "lantern.glb"
00044
00045 #define SCALE_FOOD                  (Vector3){1, 0.5, 1}
00046 #define SCALE_LINEMATE              (Vector3){0.1, 0.1, 0.1}
00047 #define SCALE_MENDIANE              (Vector3){0.1, 0.1, 0.1}
00048 #define SCALE_PHIRAS                (Vector3){0.001, 0.001, 0.005}
00049 #define SCALE_SIBUR                 (Vector3){0.01, 0.01, 0.01}
00050 #define SCALE_THYSTAME              (Vector3){2, 2, 2}
00051 #define SCALE_DERAUMERE             (Vector3){0.5, 0.5, 0.5}
00052 #define SCALE_PLAYER                (Vector3){0.5, 0.5, 0.5}
00053 #define SCALE_EGG                   (Vector3){0.5, 0.5, 0.5}
00054 #define SCALE_TREE                  (Vector3){1, 1, 1}
00055 #define SCALE_LANTERN               (Vector3){1, 1, 1}
00056
00057 #define ROTATION_ANGLE_FOOD         45
00058 #define ROTATION_ANGLE_LINEMATE     270
```

```
00059 #define ROTATION_ANGLE_MENDIANE     0
00060 #define ROTATION_ANGLE_PHIRAS       270
00061 #define ROTATION_ANGLE_SIBUR        270
00062 #define ROTATION_ANGLE_THYSTAME     270
00063 #define ROTATION_ANGLE_DERAUMERE    90
00064 #define ROTATION_ANGLE_PLAYER       0
00065 #define ROTATION_ANGLE_EGG          270
00066 #define ROTATION_ANGLE_TREE         0
00067 #define ROTATION_ANGLE_LANTERN      0
00068
00069 #define ROTATION_AXIS_FOOD          (Vector3){0, 1, 0}
00070 #define ROTATION_AXIS_LINEMATE      (Vector3){1, 0, 0}
00071 #define ROTATION_AXIS_MENDIANE      (Vector3){1, 0, 0}
00072 #define ROTATION_AXIS_PHIRAS        (Vector3){1, 0, 0}
00073 #define ROTATION_AXIS_SIBUR         (Vector3){1, 0, 0}
00074 #define ROTATION_AXIS_THYSTAME      (Vector3){1, 0, 0}
00075 #define ROTATION_AXIS_DERAUMERE     (Vector3){1, 0, 0}
00076 #define ROTATION_AXIS_PLAYER        (Vector3){0, 1, 0}
00077 #define ROTATION_AXIS_EGG           (Vector3){1, 0, 0}
00078 #define ROTATION_AXIS_TREE          (Vector3){1, 0, 0}
00079 #define ROTATION_AXIS_LANTERN       (Vector3){1, 0, 0}
00080
00081 #define POS_FOOD                    (Vector3){0.5, -0.1, 1.5}
00082 #define POS_LINEMATE                (Vector3){1, -0.3, -0.5}
00083 #define POS_MENDIANE                (Vector3){2, -0.25, -0.5}
00084 #define POS_PHIRAS                  (Vector3){0.5, -0.3, -1.5}
00085 #define POS_SIBUR                   (Vector3){1.5, -0.3, -1.5}
00086 #define POS_THYSTAME                (Vector3){1, 0, -2}
00087 #define POS_DERAUMERE               (Vector3){2, -0.3, -2}
00088 #define POS_PLAYER                  (Vector3){0, -0.25, 0}
00089 #define POS_EGG                     (Vector3){0.5, 0, 0.5}
00090 #define POS_TREE                    (Vector3){2, -0.3, 2}
00091 #define POS_LANTERN                 (Vector3){1, -0.3, 2}
00092 #define POS_Y_DELIMITATION          -0.27f
00093
00094 #define PLAYER_TEXT_SIZE            40
```

5.2 Colors.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** Colors
00006 */
00007
00008 #pragma once
00009
00010 #include "raylib.h"
00011
00012 #include <vector>
00013
00014 #define STR_BLUE "\033[0;34m"
00015 #define STR_GREEN "\033[0;32m"
00016 #define STR_RED "\033[0;31m"
00017 #define STR_YELLOW "\033[0;33m"
00018 #define STR_VIOLET "\033[0;35m"
00019 #define STR_CYAN "\033[0;36m"
00020 #define STR_RESET "\033[0m"
00021
00022 static std::vector<Color> playerColors = {
00023     PINK,
00024     LIGHTGRAY,
00025     GRAY,
00026     DARKGRAY,
00027     YELLOW,
00028     GOLD,
00029     ORANGE,
00030     RED,
00031     MAROON,
00032     GREEN,
00033     LIME,
00034     DARKGREEN,
00035     SKYBLUE,
00036     BLUE,
00037     DARKBLUE,
00038     PURPLE,
00039     VIOLET,
00040     DARKPURPLE,
00041     BEIGE,
00042     BROWN,
00043     DARKBROWN,
00044     WHITE,
```

```
00045     BLACK,
00046     MAGENTA,
00047     RAYWHITE
00048 };
```

5.3 Config.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** Config
00006 */
00007
00008 #pragma once
00009
00010 #define SIZE_TILE                   4.7
00011
00012 #define PLAYER_HEIGHT               2
00013
00014 #define DEFAULT_RENDER_DISTANCE     15
00015 #define MAX_RENDER_DISTANCE         20
00016 #define MIN_RENDER_DISTANCE         1
00017
00018 #define HIGH_CAMERA_INCREASE 0.1
00019 #define LOW_CAMERA_INCREASE 0.1
00020
00021 #define PLAYER_SECOND_PERSON_FOV 4.0f
00022 #define PLAYER_THIRD_PERSON_FOV 5.0f
```

5.4 Engine.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Engine
00006 */
00007
00008 #pragma once
00009
00010 #include "Event/Event.hpp"
00011 #include "Render/Render.hpp"
00012 #include "Network/INetwork.hpp"
00013 #include "GameDatas/GameData.hpp"
00014 #include "Parsing/ServerParser.hpp"
00015 #include "GUIUpdater/GUIUpdater.hpp"
00016
00017 #include <time.h>
00018
00019 namespace Gui {
00020
00025     class Engine;
00026 };
00027
00028 class Gui::Engine {
00029
00030     public:
00031
00037         Engine(std::shared_ptr<INetwork> network);
00038
00043         ~Engine() = default;
00044
00049         void run(void);
00050
00051     private:
00052
00053         std::unique_ptr<IServerParser>      _parser;        // Parser class for server's command.
00054         std::shared_ptr<INetwork>           _network;       // Network class to connect to the server.
00055         std::shared_ptr<Render>             _render;        // Render class to draw the scene.
00056         std::unique_ptr<IEvent>             _event;         // Event class to listen the user's
      inputs.
00057         std::shared_ptr<GameData>           _gameData;      // GameData class to store the game's
      data.
00058         std::unique_ptr<IGUIUpdater>        _guiUpdater;    // GUIUpdater class to update the GUI.
00059
00064         void listenServer(void);
00065
00073         void sendMessageUpdate(void);
00074 };
```

5.5 AError.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** AError
00006 */
00007
00008
00009 #pragma once
00010
00011 #include "Error/IError.hpp"
00012
00013 #include <string>
00014
00015 namespace Gui {
00016     namespace Errors {
00023         class AError;
00024     };
00025 };
00026
00027 class Gui::Errors::AError : public IError {
00028
00029     public:
00030
00034         ~AError() override = default;
00035
00040         const char *what() const noexcept override;
00041
00042     protected:
00043
00044         std::string _message;
00045 };
```

5.6 Error.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Error
00006 */
00007
00008 #pragma once
00009
00010 #include "Error/AError.hpp"
00011
00012 namespace Gui {
00013     namespace Errors {
00014
00019         class Error : public AError {};
00020
00025         class NetworkException : public Error {
00026
00027             public:
00033                 NetworkException(std::string message);
00034         };
00035
00040         class ServerParserException : public Error {
00041
00042             public:
00048                 ServerParserException(std::string message);
00049         };
00050
00055         class ParseCommandLineException : public Error {
00056
00057             public:
00063                 ParseCommandLineException(std::string message);
00064         };
00065
00070         class GuiGameDataException : public Error {
00071
00072             public:
00078                 GuiGameDataException(std::string message);
00079         };
00080
00085         class GuiUpdaterException : public Error {
00086
00087             public:
00093                 GuiUpdaterException(std::string message);
00094         };
00095     };
00096 };
```

5.7 IError.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** IError
00006 */
00007
00008 #pragma once
00009
00010 #include <exception>
00011
00012 namespace Gui {
00013     namespace Errors {
00019         class IError;
00020     };
00021 };
00022
00023 class Gui::Errors::IError : public std::exception {
00024
00025     public:
00026
00030         virtual ~IError() = default;
00031
00039         virtual const char *what() const noexcept = 0;
00040 };
```

5.8 AEvent.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** AEvent
00006 */
00007
00008 #pragma once
00009
00010 #include "Event/IEvent.hpp"
00011
00012 namespace Gui {
00013
00018     class AEvent;
00019 }
00020
00021 class Gui::AEvent : public Gui::IEvent {
00022
00023     public:
00024
00029         AEvent();
00030
00035         ~AEvent() = default;
00036
00041         virtual void listen() = 0;
00042
00048         void setRender(std::shared_ptr<Render> render);
00049
00055         void setGameData(std::shared_ptr<GameData> gameData);
00056
00057     protected:
00058
00059         std::shared_ptr<Render>         _render;        // Render class to draw scene.
00060         std::shared_ptr<GameData>       _gameData;      // GameData class to contain scene.
00061 };
```

5.9 Event.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Event
00006 */
00007
00008 #pragma once
00009
00010 #include "Config.hpp"
00011 #include "Event/AEvent.hpp"
```

```
00012 #include "Render/Render.hpp"
00013
00014 #include <functional>
00015 #include <unordered_map>
00016
00017 namespace Gui {
00018
00023     class Event;
00024 };
00025
00026 class Gui::Event : public Gui::AEvent {
00027
00028     public:
00029
00034         Event();
00035
00040         ~Event() = default;
00041
00046         void listen();
00047
00048     private:
00049
00054         std::unordered_map<KeyboardKey, std::function<void()» _eventsKeyDown =
00055         {
00056             {KEY_SPACE, [this](){moveUpCamera();}},
00057             {KEY_LEFT_SHIFT, [this](){moveDownCamera();}},
00058         };
00059
00064         std::unordered_map<KeyboardKey, std::function<void()» _eventsKeyPressed =
00065         {
00066             {KEY_THREE, [this](){switchDisplayDebug();}},
00067             {KEY_F3, [this](){switchDisplayDebug();}},
00068             {KEY_SPACE, [this](){setFreeCam();}},
00069             {KEY_R, [this](){switchTileHudToGame();}},
00070             {KEY_J, [this](){increaseRenderDistance();}},
00071             {KEY_K, [this](){decreaseRenderDistance();}},
00072             {KEY_F5, [this](){changeActualPlayerPov();}},
00073             {KEY_FOUR, [this](){changeActualPlayerPov();}},
00074             {KEY_KP_ADD, [this](){increaseTimeUnit();}},
00075             {KEY_KP_SUBTRACT, [this](){decreaseTimeUnit();}},
00076         };
00077
00082         std::unordered_map<MouseButton, std::function<void()» _eventsMousePressed =
00083         {
00084             {MOUSE_BUTTON_LEFT, [this](){handleLeftClick();}},
00085             {MOUSE_BUTTON_RIGHT, [this](){handleRightClick();}}
00086         };
00087
00092         void moveUpCamera();
00093
00098         void moveDownCamera();
00099
00104         void switchDisplayDebug();
00105
00109         void setFreeCam();
00110
00115         void handleLeftClick();
00116
00120         void handleRightClick();
00121
00126         void selectPlayer();
00127
00131         void selectTile();
00132
00138         void changePlayer(bool turn);
00139
00144         void changeActualPlayerPov();
00145
00150         void switchTileHudToGame();
00151
00156         void increaseRenderDistance();
00157
00162         void decreaseRenderDistance();
00163
00168         void increaseTimeUnit();
00169
00174         void decreaseTimeUnit();
00175 };
```

5.10 IEvent.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
```

```
00003 ** Zappy
00004 ** File description:
00005 ** IEvent
00006 */
00007
00008 #pragma once
00009
00010 #include "Render/Render.hpp"
00011 #include "GameDatas/GameData.hpp"
00012 #include <memory>
00013
00014 namespace Gui {
00015
00020     class IEvent;
00021 }
00022
00023 class Gui::IEvent {
00024
00025     public:
00026
00031         IEvent() = default;
00032
00037         virtual ~IEvent() = default;
00038
00043         virtual void listen() = 0;
00044
00050         virtual void setRender(std::shared_ptr<Render> render) = 0;
00051
00057         virtual void setGameData(std::shared_ptr<GameData> gameData) = 0;
00058 };
```

5.11 Egg.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** Egg
00006 */
00007
00008 #pragma once
00009
00010 #include "Error/Error.hpp"
00011
00012 #include <string>
00013
00014 namespace Gui {
00015
00019     class Egg;
00020 };
00021
00022 class Gui::Egg {
00023
00024     public:
00025
00026         enum EggState {
00027             IDLE,
00028             DEAD,
00029             BORN,
00030             HATCHING,
00031         };
00032
00043         Egg(size_t id, const std::string &team, std::pair<std::size_t, std::size_t> position);
00044
00050         ~Egg();
00051
00057         std::size_t getId() const;
00058
00064         std::string getTeam() const;
00065
00071         std::pair<std::size_t, std::size_t> getPosition() const;
00072
00078         void setId(std::size_t id);
00079
00085         void setTeam(const std::string &team);
00086
00092         void setPosition(std::pair<std::size_t, std::size_t> position);
00093
00099         void setState(EggState state);
00100
00106         EggState getState() const;
00107
00108     private:
```

```
00109
00110         std::size_t                             _id;        // Id of the egg.
00111         std::string                             _team;      // Team name of the egg.
00112         std::pair<std::size_t, std::size_t>     _position;  // Position of the egg.
00113         EggState                                _state;     // State of the egg.
00114 };
```

5.12 GameData.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** GameData
00006 */
00007
00008 #pragma once
00009
00010 #include "Types.hpp"
00011 #include "Error/Error.hpp"
00012 #include "GameDatas/Team.hpp"
00013 #include "GameDatas/Tile.hpp"
00014
00015 #define NO_TICK int(-1)
00016
00017 namespace Gui {
00018
00023     class GameData;
00024 };
00025
00026 class Gui::GameData {
00027
00028     public:
00029
00030         enum TimeUnitState {
00031             INCREASE,
00032             DECREASE,
00033             NONE
00034         };
00035
00040         GameData();
00041
00046         ~GameData() = default;
00047
00053         std::vector<Gui::Team> &getTeams();
00054
00061         Gui::Team &getTeam(const std::string &name);
00062
00068         void addTeam(const Gui::Team &team);
00069
00078         void addTeam(const std::string &name, const std::string &playerModelPath, const std::string
      &eggModelPath, Color playerColor);
00079
00086         void addPlayerToTeam(const std::string &teamName, const Gui::Player &player);
00087
00093         Gui::Player &getPlayer(size_t id);
00094
00100         Map<Gui::Tile> &getMap();
00101
00107         void setMap(const Map<Gui::Tile> &map);
00108
00116         void setMapSize(size_t x, size_t y);
00117
00123         std::pair<size_t, size_t> getMapSize() const;
00124
00132         Gui::Tile &getTile(size_t x, size_t y);
00133
00141         void setTile(const Gui::Tile &tile);
00142
00147         void restartLastTick(void);
00148
00154         void setServerTick(std::size_t tick);
00155
00161         clock_t getLastTick() const;
00162
00168         std::size_t getServerTick() const;
00169
00175         void setIsEndGame(bool isEndGame);
00176
00183         bool getIsEndGame() const;
00184
00190         void setLastError(const std::string &error);
00191
```

```
00197         std::string getLastError() const;
00198
00205         Team &getTeamById(std::size_t id);
00206
00212         TimeUnitState getTimeUnitFromServer() const;
00213
00219         void setTimeUnitFromServer(TimeUnitState timeUnitFromServer);
00220
00226         std::vector<Gui::Egg> &getServerEggs();
00227
00233         void addServerEgg(const Gui::Egg &egg);
00234
00240         void removeServerEgg(size_t id);
00241
00242     private:
00243
00244         std::vector<Gui::Team>      _teams;         // Teams of the game.
00245         Map<Gui::Tile>              _map;           // Map of the game.
00246         std::size_t                 _serverTick;    // Tick value of the server.
00247         clock_t                     _lastTick;      // Last tick of the GameData (based on the server
      tick).
00248         bool                        _isEndGame;     // Is true if the game is finished.
00249         std::string                 _lastError;     // Last error message.
00250         TimeUnitState                       _timeUnitFromServer; // True if the time unit has
      changed.
00251         std::vector<Gui::Egg>       _serverEggs;          // Eggs from the server.
00252 };
```

5.13 Inventory.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Inventory
00006 */
00007
00008 #pragma once
00009
00010 #include <iostream>
00011
00012 #define RessourcesNumber 6
00013
00014 namespace Gui {
00015
00020     class Inventory;
00021 };
00022
00023 class Gui::Inventory {
00024
00025     public:
00026
00027         using Ressources = size_t [RessourcesNumber];
00028
00033         Inventory();
00034
00046         Inventory(std::size_t food, std::size_t linemate, std::size_t deraumere, std::size_t sibur,
      std::size_t mendiane, std::size_t phiras, std::size_t thystame);
00047
00052         ~Inventory() = default;
00053
00059         void setFood(std::size_t food);
00060
00066         void setLinemate(std::size_t linemate);
00067
00073         void setDeraumere(std::size_t deraumere);
00074
00080         void setSibur(std::size_t sibur);
00081
00087         void setMendiane(std::size_t mendiane);
00088
00094         void setPhiras(std::size_t phiras);
00095
00101         void setThystame(std::size_t thytsame);
00102
00108         void setRessources(Ressources ressources);
00109
00115         std::size_t getFood(void);
00116
00122         std::size_t getLinemate(void);
00123
00129         std::size_t getDeraumere(void);
00130
```

```
00136         std::size_t getSibur(void);
00137
00143         std::size_t getMendiane(void);
00144
00150         std::size_t getPhiras(void);
00151
00157         std::size_t getThystame(void);
00158
00164         Ressources &getRessources(void);
00165
00166     private:
00167
00168         std::size_t     _food;    // Food.
00169         Ressources      _ressources;    // Ressources.
00170 };
```

5.14 Player.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Player
00006 */
00007
00008 #pragma once
00009
00010 #include "raylib.h"
00011 #include "GameDatas/Inventory.hpp"
00012
00013 namespace Gui {
00014
00019     class Player;
00020 };
00021
00022 class Gui::Player {
00023
00024     public:
00025
00026         enum PlayerState {
00027             IDLE = 2,
00028             BORN = 8,
00029             BROADCAST = 12,
00030             EJECT = 5,
00031             BEING_EJECTED = 15,
00032             EJECTED = 7,
00033             WALK = 6, // or 10
00034             INCANTATION = 0,
00035             LAY_EGG = 7,
00036             DROP = 9,
00037             COLLECT = 9,
00038             DEAD = 1,
00039         };
00040
00048         Player(std::size_t id, const std::string &team, std::pair<std::size_t, std::size_t> position,
      std::size_t orientation, std::size_t level = 1);
00049
00054         ~Player() = default;
00055
00061         void setPosition(std::pair<std::size_t, std::size_t> position);
00062
00068         void setPosition3D(Vector3 position3D);
00069
00075         void setId(std::size_t id);
00076
00082         void setLevel(std::size_t level);
00083
00089         void setOrientation(std::size_t orientation);
00090
00096         void setTeam(const std::string &team);
00097
00103         std::pair<std::size_t, std::size_t> getPosition(void) const;
00104
00110         Vector3 getPosition3D(void) const;
00111
00117         std::size_t getId(void) const;
00118
00124         std::size_t getLevel(void) const;
00125
00131         std::size_t getOrientation(void) const;
00132
00138         std::string getTeam(void) const;
00139
```

```
00145         void setState(PlayerState state);
00146
00152         PlayerState getState(void) const;
00153
00159         void setBroadcast(const std::string &broadcast);
00160
00166         std::string getBroadcast() const;
00167
00173         float getRotationFromOrientation() const;
00174
00180         Vector3 getCenterPosition();
00181
00187         void setCurrentFrame(int currentFrame);
00188
00194         int getCurrentFrame() const;
00195
00200         void restartAnimationTimeEllapsed();
00201
00207         clock_t getAnimationTimeEllapsed() const;
00208
00213         Inventory                               inventory;
00214
00215     private:
00216
00217         std::size_t                             _id;                    // Id of the player.
00218         std::string                             _team;                  // Team name.
00219         std::pair<std::size_t, std::size_t>     _position;              // Position x y relative to
    tiles.
00220         Vector3                                 _position3D;            // Position in 3D scene.
00221         std::size_t                             _orientation;           // Orientation of the player.
00222         std::size_t                             _level;                 // Level between 1 - 8.
00223         PlayerState                             _state;                 // Player state.
00224         std::string                             _broadcast;             // Broadcast message.
00225         int                                     _currentFrame;          // Current frame animation.
00226         clock_t                                 _animationTimeEllapsed; // Time ellapsed during
    animation.
00227 };
```

5.15 Team.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** Team
00006 */
00007
00008 #pragma once
00009
00010 #include "raylib.h"
00011 #include "Types.hpp"
00012 #include "GameDatas/Egg.hpp"
00013 #include "GameDatas/Tile.hpp"
00014 #include "GameDatas/Player.hpp"
00015
00016 #include <vector>
00017 #include <memory>
00018
00019 namespace Gui {
00020
00025     class Team;
00026 };
00027
00028 class Gui::Team {
00029
00030     public:
00031
00040         Team(const std::string &name, const std::string &playerModelPath, const std::string
    &eggModelPath, Color playerColor);
00041
00046         ~Team();
00047
00053         const std::string &getName() const;
00054
00060         std::vector<Gui::Player> &getPlayers();
00061
00067         std::vector<Gui::Egg> &getEggs();
00068
00074         void setName(const std::string &name);
00075
00081         void addPlayer(const Gui::Player &player);
00082
00088         void addEgg(const Gui::Egg &egg);
```

```
00089
00097         bool removePlayer(std::size_t id);
00098
00106         bool removeEgg(std::size_t id);
00107
00114         std::shared_ptr<Gui::Player> getPlayer(std::size_t id);
00115
00121         Model getPlayerModel() const;
00122
00128         ModelAnimation *getPlayerModelAnimation() const;
00129
00135         void setPlayerModelPath(const std::string &playerModelPath);
00136
00143         std::shared_ptr<Gui::Egg> getEgg(std::size_t id);
00144
00150         Model getEggModel() const;
00151
00157         void setEggModelPath(const std::string &eggModelPath);
00158
00166         std::vector<BoundingBox> getPlayerBoundingBoxes(std::pair<size_t, size_t> pos, size_t
      orientation, Vector3 center);
00167
00174         Vector3 getPlayerPositionIn3DSpace(size_t id, Map<Tile> map);
00175
00183         std::vector<RayCollision> getPlayerModelHitbox(size_t id, Camera camera);
00184
00192         bool isPlayerHit(size_t id, Camera camera);
00193
00198         Color getPlayerColor() const;
00199
00200     private:
00201
00202
00203         ModelAnimation*             _modelAnimation;    // Model to animate players.
00204         int                         _animsCount;        // Animation number of players.
00205         std::string                 _name;      // Name of the team.
00206         std::vector<Gui::Player>    _players;   // Players of the team.
00207         Model                       _playerModel;     // Model player asset of the team.
00208         std::vector<Gui::Egg>       _eggs;      // Eggs of the team.
00209         Model                       _eggModel;  // Eggs Model of the team.
00210         Color                       _playerColor;   // Color of the players.
00211
00221         BoundingBox rotateBoundingBoxByOrientation(BoundingBox bbox, size_t orientation,
      std::pair<size_t, size_t> pos, Vector3 center);
00222 };
```

5.16 Tile.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Tile
00006 */
00007
00008 #pragma once
00009
00010 #include "raylib.h"
00011 #include "GameDatas/Inventory.hpp"
00012
00013 #include <vector>
00014
00015 namespace Gui {
00016
00021     class Tile;
00022 };
00023
00024 class Gui::Tile {
00025
00026     public:
00027
00033         Tile(std::pair<std::size_t, std::size_t> position);
00034
00041         Tile(std::pair<std::size_t, std::size_t> position, Inventory inventory);
00042
00047         ~Tile() = default;
00048
00054         void setPosition(std::pair<std::size_t, std::size_t> position);
00055
00061         std::pair<std::size_t, std::size_t> getPosition() const;
00062
00068         Vector3 getPositionIn3DSpace();
00069
```

```
00076         std::vector<BoundingBox> getTileBoundingBoxes(Tile tile, Model tileModel);
00077
00085         std::vector<RayCollision> getTileModelHitbox(Tile tile, Camera camera, Model tileModel);
00086
00095         bool isTileHit(Camera camera, Model _tileModel);
00096
00101         Inventory       inventory;
00102
00103     private:
00104
00105         std::pair<std::size_t, std::size_t>     _position;              // Position x y.
00106         Vector3                                 _positionIn3DSpace;     // Position in 3D space.
00107 };
```

5.17 AGUIUpdater.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** AGUIUpdater
00006 */
00007
00008 #pragma once
00009
00010 #include "Network/Network.hpp"
00011 #include "GameDatas/GameData.hpp"
00012 #include "GUIUpdater/IGUIUpdater.hpp"
00013
00014 #include <memory>
00015
00016 namespace Gui {
00017
00021     class AGUIUpdater;
00022 }
00023
00024 class Gui::AGUIUpdater : public Gui::IGUIUpdater {
00025     public:
00026
00033         AGUIUpdater(std::shared_ptr<GameData> gameData, std::shared_ptr<INetwork> network);
00034
00038         ~AGUIUpdater() = default;
00039
00044         void update(const std::string &command, const std::vector<std::string> &data) override = 0;
00045
00046     protected:
00047
00048         std::shared_ptr<GameData>       _gameData;      // The GUI GameData to update.
00049         std::shared_ptr<INetwork>       _network;       // The network to send commands to the server.
00050 };
```

5.18 GUIUpdater.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** GUIUpdater
00006 */
00007
00008 #pragma once
00009
00010 #include "GUIUpdater/AGUIUpdater.hpp"
00011
00012 #include <string>
00013 #include <functional>
00014 #include <unordered_map>
00015
00016 namespace Gui {
00017
00023     class GUIUpdater;
00024 }
00025
00026 class Gui::GUIUpdater : public Gui::AGUIUpdater {
00027
00028     public:
00029
00036         GUIUpdater(std::shared_ptr<GameData> gameData, std::shared_ptr<INetwork> network);
00037
```

```
00041         ~GUIUpdater() = default;
00042
00049         void update(const std::string &command, const std::vector<std::string> &data);
00050
00051     private:
00052
00053         size_t                          _colorIndex; // The index of the color to use for the team.
00054
00055         std::unordered_map<std::string, std::function<void(std::vector<std::string>)» _updateMap =
00056         {
00057             {"msz", [this](std::vector<std::string> data){updateMapSize(data);}},
00058             {"bct", [this](std::vector<std::string> data){updateMapContent(data);}},
00059             {"tna", [this](std::vector<std::string> data){updateTeamNames(data);}},
00060             {"pnw", [this](std::vector<std::string> data){updateTeamMember(data);}},
00061             {"ppo", [this](std::vector<std::string> data){updatePlayerPosition(data);}},
00062             {"plv", [this](std::vector<std::string> data){updatePlayerLevel(data);}},
00063             {"pin", [this](std::vector<std::string> data){updatePlayerInventory(data);}},
00064             {"pex", [this](std::vector<std::string> data){updatePlayerExpulsion(data);}},
00065             {"pbc", [this](std::vector<std::string> data){updatePlayerBroadcast(data);}},
00066             {"pic", [this](std::vector<std::string> data){updatePlayerStartIncantation(data);}},
00067             {"pie", [this](std::vector<std::string> data){updatePlayerEndIncantation(data);}},
00068             {"pfk", [this](std::vector<std::string> data){updatePlayerEggLaying(data);}},
00069             {"pdr", [this](std::vector<std::string> data){updatePlayerRessourceDropping(data);}},
00070             {"pgt", [this](std::vector<std::string> data){updatePlayerRessourceCollecting(data);}},
00071             {"pdi", [this](std::vector<std::string> data){updatePlayerDeath(data);}},
00072             {"enw", [this](std::vector<std::string> data){updateEggLaidByPlayer(data);}},
00073             {"ebo", [this](std::vector<std::string> data){updatePlayerBorn(data);}},
00074             {"edi", [this](std::vector<std::string> data){updateEggDeath(data);}},
00075             {"sgt", [this](std::vector<std::string> data){updateTimeUnitRequest(data);}},
00076             {"sst", [this](std::vector<std::string> data){updateTimeUnitModification(data);}},
00077             {"seg", [this](std::vector<std::string> data){updateEndOfGame(data);}},
00078             {"smg", [this](std::vector<std::string> data){updateMessageFromServer(data);}},
00079             {"suc", [this](std::vector<std::string> data){updateUnknownMessage(data);}},
00080             {"sbp", [this](std::vector<std::string> data){updateCommandParameter(data);}},
00081         }; // The map of commands to update the GUI GameData.
00082
00088         void updateMapSize(const std::vector<std::string> &data);
00089
00095         void updateMapContent(const std::vector<std::string> &data);
00096
00102         void updateTeamNames(const std::vector<std::string> &data);
00103
00109         void updateTeamMember(const std::vector<std::string> &data);
00110
00116         void updatePlayerPosition(const std::vector<std::string> &data);
00117
00123         void updatePlayerLevel(const std::vector<std::string> &data);
00124
00130         void updatePlayerInventory(const std::vector<std::string> &data);
00131
00137         void updatePlayerExpulsion(const std::vector<std::string> &data);
00138
00144         void updatePlayerBroadcast(const std::vector<std::string> &data);
00145
00151         void updatePlayerStartIncantation(const std::vector<std::string> &data);
00152
00158         void updatePlayerEndIncantation(const std::vector<std::string> &data);
00159
00165         void updatePlayerEggLaying(const std::vector<std::string> &data);
00166
00172         void updatePlayerRessourceDropping(const std::vector<std::string> &data);
00173
00179         void updatePlayerRessourceCollecting(const std::vector<std::string> &data);
00180
00186         void updatePlayerDeath(const std::vector<std::string> &data);
00187
00193         void updateEggLaidByPlayer(const std::vector<std::string> &data);
00194
00200         void updatePlayerBorn(const std::vector<std::string> &data);
00201
00207         void updateEggDeath(const std::vector<std::string> &data);
00208
00214         void updateTimeUnitRequest(const std::vector<std::string> &data);
00215
00221         void updateTimeUnitModification(const std::vector<std::string> &data);
00222
00228         void updateEndOfGame(const std::vector<std::string> &data);
00229
00235         void updateMessageFromServer(const std::vector<std::string> &data);
00236
00242         void updateUnknownMessage(const std::vector<std::string> &data);
00243
00249         void updateCommandParameter(const std::vector<std::string> &data);
00250
00255         void increaseColorIndex();
00256 };
```

5.19 IGUIUpdater.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** IGUIUpdater
00006 */
00007
00008 #pragma once
00009
00010 #include <string>
00011 #include <vector>
00012
00013 namespace Gui {
00014
00019     class IGUIUpdater;
00020 }
00021
00022 class Gui::IGUIUpdater {
00023     public:
00027         virtual ~IGUIUpdater() = default;
00028
00033         virtual void update(const std::string &command, const std::vector<std::string> &data) = 0;
00034 };
```

5.20 AHud.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** AHud
00006 */
00007
00008 #pragma once
00009
00010 #include "Hud/IHud.hpp"
00011 #include "GameDatas/GameData.hpp"
00012
00013 namespace Gui {
00014
00019     class AHud;
00020 };
00021
00022 class Gui::AHud : public Gui::IHud {
00023
00024     public:
00025
00030         ~AHud() = default;
00031
00036         virtual void display() = 0;
00037
00043         void setPlayer(std::shared_ptr<Player> player);
00044
00050         void setTile(std::shared_ptr<Tile> tile);
00051
00057         TypeScene getType() const;
00058
00059     protected:
00060
00061         TypeScene                       _typeScene;     // Type of the scene.
00062         std::shared_ptr<GameData>       _gameData;      // GameData class.
00063         std::shared_ptr<Player>          _player;        // Player to display hud.
00064         std::shared_ptr<Tile>            _tile;          // Tile to display hud.
00065 };
```

5.21 HudGame.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** HudGame
00006 */
00007
00008 #pragma once
00009
00010 #include "Hud/AHud.hpp"
```

```
00011
00012 #define HUD_GAME_POS Vector2{0, 340}
00013 #define HUD_GAME_TEXT_POS Vector2{25, 420}
00014 #define HUD_GAME_TEXT_TITLE_POS Vector2{50, 380}
00015 #define HUD_GAME_TEXT_MARGING 30
00016
00017 namespace Gui {
00018
00023     class HudGame;
00024 };
00025
00026 class Gui::HudGame : public Gui::AHud {
00027
00028     public:
00029
00035         HudGame(std::shared_ptr<GameData> gameData);
00036
00041         ~HudGame() = default;
00042
00047         void display();
00048
00049     private:
00050
00051         Texture2D   _texture;       // Texture for Hud Background.
00052         Font        _font;          // Font for Hud's texts.
00053         Texture2D   _playerTexture; // Texture for player png.
00054 };
```

5.22 HudPlayer.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** HudPlayer
00006 */
00007
00008 #pragma once
00009
00010 #include "Hud/AHud.hpp"
00011
00012 #define HUD_PLAYER_POS Vector2{0, 340}
00013 #define HUD_PLAYER_TEXT_POS Vector2{55, 420}
00014 #define HUD_PLAYER_TEXT_TITLE_POS Vector2{80, 380}
00015 #define HUD_PLAYER_TEXT_MARGING 30
00016 #define HUD_PLAYER_ICONS_MARGING -32
00017 #define HUD_PLAYER_TITLE_ICON_MARGING Vector2{45, 35}
00018
00019 namespace Gui {
00020
00025     class HudPlayer;
00026 };
00027
00028 class Gui::HudPlayer : public Gui::AHud {
00029
00030     public:
00031
00037         HudPlayer(std::shared_ptr<GameData> gameData);
00038
00043         ~HudPlayer() = default;
00044
00049         void display();
00050
00051     private:
00052
00053         Texture2D   _texture;       // Texture for Hud Background.
00054         Font        _font;          // Font for Hud's texts.
00055
00056         Texture2D   _food;          // Texture for food png.
00057         Texture2D   _linemate;      // Texture for linemate png.
00058         Texture2D   _deraumere;     // Texture for deraumere png.
00059         Texture2D   _mendiane;      // Texture for mendiane png.
00060         Texture2D   _phiras;        // Texture for phiras png.
00061         Texture2D   _sibur;         // Texture for sibur png.
00062         Texture2D   _thystame;      // Texture for thystame png.
00063         Texture2D   _playerTexture; // Texture for player png.
00064 };
```

5.23 HudTile.hpp

```
00001 /*
```

```
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** HudTile
00006 */
00007
00008 #pragma once
00009
00010 #include "Hud/AHud.hpp"
00011
00012 #define HUD_TILE_POS Vector2{0, 340}
00013 #define HUD_TILE_TEXT_POS Vector2{55, 420}
00014 #define HUD_TILE_TEXT_TITLE_POS Vector2{60, 380}
00015 #define HUD_TILE_TEXT_MARGING 30
00016 #define HUD_TILE_ICONS_MARGING -32
00017 #define HUD_TILE_TITLE_ICON_MARGING Vector2{45, 40}
00018
00019 namespace Gui {
00020
00025     class HudTile;
00026 };
00027
00028 class Gui::HudTile : public Gui::AHud {
00029
00030     public:
00031
00037         HudTile(std::shared_ptr<GameData> gameData);
00038
00043         ~HudTile() = default;
00044
00049         void display();
00050
00051     private:
00052
00053         Texture2D   _texture;       // Texture for Hud Background.
00054         Font        _font;          // Font for Hud's texts.
00055
00056         Texture2D   _food;          // Texture for food png.
00057         Texture2D   _linemate;      // Texture for linemate png.
00058         Texture2D   _deraumere;     // Texture for deraumere png.
00059         Texture2D   _mendiane;      // Texture for mendiane png.
00060         Texture2D   _phiras;        // Texture for phiras png.
00061         Texture2D   _sibur;         // Texture for sibur png.
00062         Texture2D   _thystame;      // Texture for thystame png.
00063         Texture2D   _tileTexture;   // Texture for tile png.
00064 };
```

5.24 IHud.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** IHud
00006 */
00007
00008 #pragma once
00009
00010 #include "GameDatas/Player.hpp"
00011 #include "GameDatas/Tile.hpp"
00012
00013 #include <memory>
00014
00015 namespace Gui {
00016
00021     class IHud;
00022 };
00023
00024 class Gui::IHud {
00025
00026     public:
00027
00032         enum TypeScene {
00033             GAME,
00034             POV_PLAYER,
00035             END_GAME,
00036             TILE
00037         };
00038
00043         virtual ~IHud() = default;
00044
00049         virtual void display() = 0;
00050
```

```
00056         virtual void setPlayer(std::shared_ptr<Player> player) = 0;
00057
00063         virtual void setTile(std::shared_ptr<Tile> tile) = 0;
00064
00070         virtual TypeScene getType() const = 0;
00071 };
```

5.25 ANetwork.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** ANetwork
00006 */
00007
00008 #pragma once
00009
00010 #include "Network/INetwork.hpp"
00011
00012 #define MIN_PORT 1
00013 #define MAX_PORT 65535
00014
00015 namespace Gui {
00016
00021     class ANetwork;
00022 };
00023
00024 class Gui::ANetwork : public Gui::INetwork {
00025     public:
00026
00033         ANetwork(int port, const std::string &hostName);
00034
00039         ~ANetwork() = default;
00040
00047         void setPort(int port) final;
00048
00054         void setHostName(const std::string &hostName) final;
00055
00061         int getPort() const final;
00062
00068         std::string getHostName() const final;
00069
00075         virtual void connectToServer() = 0;
00076
00082         virtual const std::string listenServer() = 0;
00083
00089         virtual void sendMessageServer(const std::string& message) = 0;
00090
00091     protected:
00092         int             _port;          // Port of the server.
00093         std::string     _hostName;      // Host name of the server.
00094 };
```

5.26 INetwork.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** INetwork
00006 */
00007
00008 #pragma once
00009
00010 #include "Error/Error.hpp"
00011
00012 #include <string>
00013
00014 namespace Gui {
00015
00020     class INetwork;
00021 };
00022
00023 class Gui::INetwork {
00024
00025     public:
00026
00031         virtual ~INetwork() = default;
```

```
00032
00039         virtual void setPort(int port) = 0;
00040
00046         virtual void setHostName(const std::string &hostName) = 0;
00047
00053         virtual int getPort() const = 0;
00054
00060         virtual std::string getHostName() const = 0;
00061
00067         virtual void connectToServer() = 0;
00068
00074         virtual const std::string listenServer() = 0;
00075
00081         virtual void sendMessageServer(const std::string &message) = 0;
00082 };
```

5.27 Network.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Network
00006 */
00007
00008 #pragma once
00009
00010 #include "Network/ANetwork.hpp"
00011
00012 #include <arpa/inet.h>
00013 #include <sys/socket.h>
00014 #include <netinet/in.h>
00015
00016 namespace Gui {
00017
00022     class Network;
00023 };
00024
00025 class Gui::Network : public Gui::ANetwork {
00026
00027     public:
00028
00035         Network(int port, const std::string &hostName);
00036
00042         void connectToServer();
00043
00049         const std::string listenServer();
00050
00056         void sendMessageServer(const std::string& message);
00057
00058     private:
00059
00064         void selectServer();
00065
00071         const std::string readInfoServer();
00072
00073         int             _serverFd;      // server file descriptor
00074         fd_set          _writeFd;       // file descriptor for write access
00075         fd_set          _readFd;        // file descriptor for read access
00076         bool            _isConnected;   // is true if the gui is connected to the server
00077 };
```

5.28 IServerParser.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** IServerParser
00006 */
00007
00008 #pragma once
00009
00010 #include <string>
00011 #include <vector>
00012
00013 namespace Gui {
00014
00018     class IServerParser;
```

```
00019 }
00020
00021 class Gui::IServerParser {
00022
00023     public:
00024
00028         virtual ~IServerParser() = default;
00029
00036         virtual std::vector<std::string> parse(const std::string& command) = 0;
00037 };
```

5.29 ParseCommandLine.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** ParseCommandLine
00006 */
00007
00008 #pragma once
00009
00010 #include <string>
00011
00012 #define GUI_USAGE "USAGE:\t./zappy_gui -p port -h machine"
00013
00014 namespace Gui {
00015
00020     class ParseCommandLine;
00021 };
00022
00023 class Gui::ParseCommandLine {
00024
00025     public:
00026
00033         ParseCommandLine(int argc, char **argv);
00034
00039         ~ParseCommandLine() = default;
00040
00047         void parseFlags(int argc, char **argv);
00048
00054         int getPort(void);
00055
00061         std::string getHostName(void);
00062
00063     private:
00064
00065         int             _port;      // port server
00066         std::string     _hostName;  // host name server
00067 };
```

5.30 ServerParser.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Parse server command
00006 */
00007
00008 #pragma once
00009
00010 #include "Error/Error.hpp"
00011 #include "Parsing/IServerParser.hpp"
00012
00013 #include <functional>
00014 #include <unordered_map>
00015
00016 namespace Gui {
00017
00022     class ServerParser;
00023 };
00024
00025 class Gui::ServerParser : public Gui::IServerParser {
00026
00027     public:
00028
00033         ServerParser() = default;
00034
```

```
00039         ~ServerParser() = default;
00040
00047         std::vector<std::string> parse(const std::string& command);
00048
00049     private:
00050
00055         enum ParseType {
00056             INT,
00057             STRING,
00058             MESSAGE,
00059             LIST_INT
00060         };
00061
00066         std::unordered_map<std::string, std::vector<ParseType» _typesCommand =
00067         {
00068             {"msz", std::vector<ParseType>{INT, INT}},
00069             {"bct", std::vector<ParseType>{INT, INT, INT, INT, INT, INT, INT, INT, INT}},
00070             {"tna", std::vector<ParseType>{STRING}},
00071             {"pnw", std::vector<ParseType>{INT, INT, INT, INT, INT, STRING}},
00072             {"ppo", std::vector<ParseType>{INT, INT, INT, INT}},
00073             {"plv", std::vector<ParseType>{INT, INT}},
00074             {"pin", std::vector<ParseType>{INT, INT, INT, INT, INT, INT, INT, INT, INT, INT}},
00075             {"pex", std::vector<ParseType>{INT}},
00076             {"pbc", std::vector<ParseType>{INT, MESSAGE}},
00077             {"pic", std::vector<ParseType>{INT, INT, INT, LIST_INT}},
00078             {"pie", std::vector<ParseType>{INT, INT, INT}},
00079             {"pfk", std::vector<ParseType>{INT}},
00080             {"pdr", std::vector<ParseType>{INT, INT}},
00081             {"pgt", std::vector<ParseType>{INT, INT}},
00082             {"pdi", std::vector<ParseType>{INT}},
00083             {"enw", std::vector<ParseType>{INT, INT, INT, INT}},
00084             {"ebo", std::vector<ParseType>{INT}},
00085             {"edi", std::vector<ParseType>{INT}},
00086             {"sgt", std::vector<ParseType>{INT}},
00087             {"sst", std::vector<ParseType>{INT}},
00088             {"seg", std::vector<ParseType>{STRING}},
00089             {"smg", std::vector<ParseType>{MESSAGE}},
00090             {"suc", std::vector<ParseType>{}},
00091             {"sbp", std::vector<ParseType>{}}
00092         };
00093
00101         std::vector<std::string> parseCommand(const std::string& command, std::vector<ParseType>
      types);
00102
00110         std::vector<std::string> parseInt(std::istringstream& stream, std::vector<std::string>
      arguments);
00111
00119         std::vector<std::string> parseString(std::istringstream& stream, std::vector<std::string>
      arguments);
00120
00129         std::vector<std::string> parseMessage(std::istringstream& stream, std::vector<std::string>
      arguments, std::string commandName);
00130
00139         std::vector<std::string> parseListInt(std::istringstream& stream, std::vector<std::string>
      arguments, std::string commandName);
00140 };
```

5.31 Decoration.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** Decoration
00006 */
00007
00008 #pragma once
00009
00010 #include "raylib.h"
00011 #include "Types.hpp"
00012 #include "Assets.hpp"
00013
00014 #include <vector>
00015 #include <iostream>
00016
00017 namespace Gui {
00018
00024     class Decoration;
00025 }
00026
00027 class Gui::Decoration {
00028
00029     public:
```

```
00030
00035         Decoration();
00036
00041         ~Decoration() = default;
00042
00050         void display(std::pair<std::size_t, std::size_t> mapSize, size_t renderDistance,
      std::pair<std::size_t, std::size_t> camPos);
00051
00060         Map<bool> getGenerationItem(std::size_t ratio);
00061
00062     private:
00063
00064         Model                                   _treeModel;         // Tree model asset.
00065         Map<bool>                               _mapTree;           // Map to display trees.
00066
00067         std::pair<std::size_t, std::size_t>     _mapSize;           // Size of the map.
00068
00076         void displayTree(size_t i, size_t j, Vector3 posTile);
00077 };
```

5.32 Render.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Render
00006 */
00007
00008 #pragma once
00009
00010 #define WINDOW_WIDTH 1920
00011 #define WINDOW_HEIGHT 1080
00012 #define WINDOW_TITLE "Zappy GUI"
00013
00014 #include "raylib.h"
00015 #include "Hud/HudGame.hpp"
00016 #include "Hud/HudTile.hpp"
00017 #include "Hud/HudPlayer.hpp"
00018 #include "Render/Decoration.hpp"
00019 #include "Render/UserCamera.hpp"
00020 #include "GameDatas/GameData.hpp"
00021
00022 #include <functional>
00023 #include <unordered_map>
00024
00025 namespace Gui {
00026
00031     class Render;
00032 };
00033
00034 class Gui::Render {
00035
00036     public:
00037
00042         Render(std::shared_ptr<GameData> gameData);
00043
00048         ~Render();
00049
00056         bool isOpen();
00057
00062         void draw();
00063
00069         std::shared_ptr<Camera> getCamera();
00070
00076         void setIsDebug(bool isDebug);
00077
00084         bool getIsDebug(void);
00085
00091         void setCameraType(Gui::UserCamera::CameraType type);
00092
00098         Gui::UserCamera::CameraType getCameraType() const;
00099
00105         void setCameraPlayerPov(std::size_t id);
00106
00112         std::size_t getCameraPlayerPov() const;
00113
00119         void setCameraTile(std::pair<std::size_t, std::size_t> pos);
00120
00126         std::pair<std::size_t, std::size_t> getCameraTile() const;
00127
00132         Model getTileModel() const;
00133
```

```
00139         void setRenderDistance(size_t renderDistance);
00140
00145         size_t getRenderDistance() const;
00146
00154         bool isCameraInPlayerPov() const;
00155
00162         void changePlayerPOV(size_t playerId);
00163
00169         void setPlayerPov(size_t playerId);
00170
00176         void changePOVToFirstPerson(size_t id);
00177
00183         void changePOVToSecondPerson(size_t id);
00184
00190         void changePOVToThirdPerson(size_t id);
00191
00197         size_t getTimeUnit() const;
00198
00204         void setTimeUnit(size_t timeUnit);
00205
00206     private:
00207
00208         UserCamera                                  _camera;            // Camera of the scene.
00209         bool                                        _isDebug;           // Display or not the debug
      informations.
00210         std::shared_ptr<GameData>                   _gameData;          // GameData class to store the
      game's data.
00211         std::shared_ptr<Decoration>                 _decoration;        // Decoration to display;
00212         std::vector<std::shared_ptr<Gui::IHud>>     _hudList;           // List of huds.
00213         size_t                                      _renderDistance;    // Distance to render from the
      3d position of the camera.
00214
00215         Model                                       _tileModel;         // Model to display tiles.
00216         Model                                       _foodModel;         // Model to display foods.
00217         Model                                       _linemateModel;     // Model to display linemates.
00218         Model                                       _mendianeModel;     // Model to display mendianes.
00219         Model                                       _phirasModel;       // Model to display phiras.
00220         Model                                       _siburModel;        // Model to display siburs.
00221         Model                                       _thystameModel;     // Model to display thystames.
00222         Model                                       _deraumereModel;    // Model to display
      deraumeres.
00223         Texture2D                                   _cursorTexture;     // Cursor texture.
00224
00229         void LoadModels();
00230
00235         void displayHUD();
00236
00241         void displayDebug();
00242
00247         void displayPlayers();
00248
00255         void displayPlayerLevel(Team &team, Player &player);
00256
00263         void displayPlayerBroadcast(Team &team, Player &player);
00264
00269         void displayMap();
00270
00275         void displayTile(Tile tile);
00276
00282         void displayEggs(Tile tile) const;
00283
00289         void displayFood(Tile tile) const;
00290
00296         void displayResources(Tile tile) const;
00297
00303         void displayLinemate(Tile tile) const;
00304
00310         void displayMendiane(Tile tile) const;
00311
00317         void displayPhiras(Tile tile) const;
00318
00324         void displaySibur(Tile tile) const;
00325
00331         void displayThystame(Tile tile) const;
00332
00338         void displayDeraumere(Tile tile) const;
00339
00346         bool displayAnimations(Team &team, Player &player);
00347
00356         ModelAnimation displayWalkAnimation(Team &team, Player &player, ModelAnimation anim);
00357
00362         void displayCursor();
00363
00369         std::pair<std::size_t, std::size_t> getCameraTile();
00370 };
```

5.33 UserCamera.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy GUI
00004 ** File description:
00005 ** Camera
00006 */
00007
00008 #pragma once
00009
00010 #include "raylib.h"
00011
00012 #include <memory>
00013
00014 namespace Gui {
00015
00020     class UserCamera;
00021 };
00022
00023 class Gui::UserCamera {
00024
00025     public:
00026
00027         enum CameraType {
00028             FREE,
00029             FIRST_PERSON,
00030             SECOND_PERSON,
00031             THIRD_PERSON,
00032             FREE_TILE
00033         };
00034
00039         UserCamera();
00040
00045         ~UserCamera() = default;
00046
00052         void setPosition(Vector3 position);
00053
00059         void setTarget(Vector3 target);
00060
00066         void setUp(Vector3 up);
00067
00073         void setFovy(float fovy);
00074
00080         Vector3 getPosition(void) const;
00081
00087         Vector3 getTarget(void) const;
00088
00094         Vector3 getUp(void) const;
00095
00101         float getFovy(void) const;
00102
00108         std::shared_ptr<Camera> getCamera();
00109
00115         void setType(CameraType type);
00116
00122         CameraType getType() const;
00123
00129         void setPlayerId(size_t playerId);
00130
00136         size_t getPlayerId() const;
00137
00143         void setTilePos(std::pair<std::size_t, std::size_t> pos);
00144
00150         std::pair<std::size_t, std::size_t> getTilePos() const;
00151
00159         bool isPlayerPov() const;
00160
00161     private:
00162
00163         std::shared_ptr<Camera>                 _camera;        // Camera raylib instance.
00164         CameraType                              _type;          // Type of camera.
00165         size_t                                  _playerId;      // Player id.
00166         std::pair<std::size_t, std::size_t>     _tilePos;       // Tile position.
00167 };
```

5.34 Types.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2024
00003 ** Zappy
00004 ** File description:
00005 ** Types
```

```
00006 */
00007
00008 #pragma once
00009
00010 #include <vector>
00011
00017 template<typename T>
00018 using Map = std::vector<std::vector<T»;
```

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