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Freshdumb entertainment

2D Navigation

Documentation v.0.1415

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Overview

Two player game where both players first choose an individual starting position on a 10x10 board.  
The game then spawns 5 Units of a random type for each Player around these starting positions.

After that the Players take turns in moving their Units. There is a coin Pickup placed randomly on the board and the Players try to collect this Pickup, rewarding them with +1 to their Score. Then a new coin Pickup is spawned randomly.

The Player to first reach a Score of 10 wins the match and the game restarts.

# Classes and Methods

### 1. NavMeshManager Class

#### Description

Stores basic information of a simple game Tile.

#### Fields

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Name | Notes | Default Value | Scope |
| int | xIndex, yIndex | Stores the Indices of the Tile on the Array | 0, 0 | private |
| Unit\* | unitOnTile | Stores Pointer to the Unit placed on the Tile  *nullptr* when no Unit on Tile | *nullptr* | private |
| Pickup\* | pickupOnTile | Stores Pointer to the Pickup placed on the Tile *nullptr* when no Pickup on Tile | *nullptr* | private |

#### Methods

##### **getUnitOnTile**

**inline Unit\* getUnitOnTile() const { return unitOnTile; }**

*Description*Returns the field *unitOnTile*.

# Results and future outlook

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