{TPlaying
||+ std::unique_ptr< TMission
> Play(std::unique_ptr
< TMission > missionPtr)
- void FillIn(std::vector
< std::vector< char >
> &image, int x, int y,
std::vector< std::vector
< char > > &toPrint)
- void DrawPirateBase
(TPirateBase *pirateBase,
int x, int y, std::vector
< std::vector< char > > &toPrint)
- void DrawBase(TBase
*base, int x, int y,
std::vector< std::vector
< char > > &toPrint)
- void DrawCargoWarShip
(TCargoWarShip *ship,
int x, int y, std::vector
< std::vector< char > > &toPrint)
- void DrawCargoShip
(TCargoShip *ship, int
x, int y, std::vector
< std::vector< char > >
&toPrint)
- void DrawWarShip(TWarShip
*ship, int x, int y, std
::vector< std::vector< char
> > &toPrint)
- TObjectOnMap FindBest
(TObjectOnMap *from,
TObjectOnMap *to, int
speed, const std::vector
< std::vector< TObjectOnMap
* > > &newPole)
- void Init(std::unique
_ptr< TMission > &mission)
- void MakeSpawn(std
::unique_ptr< TMission
> &mission, int nowTime)
- void RefillBases(std
::unique_ptr< TMission
> &mission, std::vector
< std::vector< TObjectOnMap
* > > &newPole)
- int GetSpeed(std::unique
_ptr< TShip > &ship)
- void MoveShips(MyList
< std::unique_ptr< TShip
> > &ships, TBase &b, std
::unique_ptr< TMission > &mission,
std::vector< std::vector< TObjectOnMap
* > > &newPole)
- void MoveShips(MyList
< TWarShip > &pirates,
MyList< std::unique_ptr
< TShip > > &goals, std
::vector< std::vector< TObjectOn
Map * > > &newPole)
- void MakeShot(MyList
< std::unique_ptr< TShip
> > &attack, MyList< TWarShip
> &defend, int nowTime)
- void MakeShot(MyList
< TWarShip > &attack,
MyList< std::unique_ptr
< TShip > > &defend, int
nowTime)
- void RemoveRipped(MyList
< std::unique_ptr< TShip
> > &ships)
- void RemoveRipped(MyList
< TWarShip > &ships)
- void MakeMoves(std
::unique_ptr< TMission
> &mission, int nowTime)
- void ShowOnScreen(std
::unique_ptr< TMission
> &mission)
- void FillPole(std::
unique_ptr< TMission
> &mission, std::vector
< std::vector< TObjectOnMap
* > > &pole)
- void FillPoint(TObjectOn
Map *object, int line,
int pos, std::vector<
std::vector< char > > &toPrint)
}