// ----------------------------------------------------------------

// From "Algorithms and Game Programming" in C++ by Alessandro Bria

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//

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// ----------------------------------------------------------------

#include "Game.h"

#include "LevelLoader.h"

#include "SpriteFactory.h"

#include "RenderableObject.h"

#include "StaticObject.h"

#include "GameScene.h"

#include "Hero.h"

#include "Enemy.h"

#include <iostream>

using namespace agp;

LevelLoader\* LevelLoader::instance()

{

static LevelLoader uniqueInstance;

return &uniqueInstance;

}

LevelLoader::LevelLoader()

{

}

GameScene\* LevelLoader::load(const std::string& name) {

SpriteFactory\* spriteLoader = SpriteFactory::instance();

if (name == "kings\_room") {

GameScene\* world = new GameScene(RectF(0, 0, 240, 320), 1 / 100.0f);

world->setBackgroundColor(Color(92, 148, 252));

world->setCurrentMap(name);

// map

new RenderableObject(world, RectF(0, 0, 240, 320), spriteLoader->get("kings\_room"));

RenderableObject\* \_arch = new RenderableObject(world, RectF(103, 223, 33, 9), spriteLoader->get("arch"));

RenderableObject\* \_col1 = new RenderableObject(world, RectF(81, 176, 12, 22), spriteLoader->get("colomn"));

RenderableObject\* \_col2 = new RenderableObject(world, RectF(145, 176, 12, 22), spriteLoader->get("colomn"));

\_arch->setLayer(1);

\_col1->setLayer(1);

\_col2->setLayer(1);

//collider

new StaticObject(world, RectF(0, 0, 16, 320), nullptr);//mura esterne

new StaticObject(world, RectF(0, 288, 240, 32), nullptr);

new StaticObject(world, RectF(224, 0, 16, 320), nullptr);

new StaticObject(world, RectF(0, 0, 240, 22), nullptr);

new StaticObject(world, RectF(0, 224, 105, 22), nullptr);//mura interne

new StaticObject(world, RectF(136, 224, 105, 22), nullptr);

new StaticObject(world, RectF(66, 49, 45, 9), nullptr);//testiera trono

new StaticObject(world, RectF(130, 49, 45, 9), nullptr);

new StaticObject(world, RectF(81, 198, 14, 5), nullptr);//base colonne

new StaticObject(world, RectF(145, 198, 14, 5), nullptr);

new StaticObject(world, RectF(66, 58, 9, 21), nullptr);//braccioli trono

new StaticObject(world, RectF(102, 58, 9, 21), nullptr);

new StaticObject(world, RectF(130, 58, 9, 21), nullptr);

new StaticObject(world, RectF(166, 58, 9, 21), nullptr);

// hero

Hero\* \_hero = new Hero(world, PointF(112, 160));

world->setPlayer(\_hero);

//trigger

world->addTrigger(RectF(116, 276, 8, 8),"radatome\_castle");

return world;

}

else if (name == "overworld")

{

GameScene\* world = new GameScene(RectF(0, 0, 600, 505), 1 / 100.0f);

world->setBackgroundColor(Color(92, 148, 252));

world->setCurrentMap(name);

//map

new RenderableObject(world, RectF(0, 0, 600, 535), spriteLoader->get("overworld"));

//collider

new StaticObject(world, RectF(223, 411, 32, 1), nullptr);

new StaticObject(world, RectF(254, 411, 1, 16), nullptr);

new StaticObject(world, RectF(254, 427, 66, 1), nullptr);

new StaticObject(world, RectF(321, 411, 1, 16), nullptr);

new StaticObject(world, RectF(321, 411, 32, 1), nullptr);

new StaticObject(world, RectF(353, 395, 1, 16), nullptr);

new StaticObject(world, RectF(353, 395, 32, 1), nullptr);

new StaticObject(world, RectF(385, 379, 1, 16), nullptr);

new StaticObject(world, RectF(385, 379, 16, 1), nullptr);

new StaticObject(world, RectF(401, 347, 1, 32), nullptr);

new StaticObject(world, RectF(401, 347, 1, 32), nullptr);

new StaticObject(world, RectF(385, 337, 16, 1), nullptr);

new StaticObject(world, RectF(385, 331, 1, 7), nullptr);

new StaticObject(world, RectF(385, 331, 16, 1), nullptr);

new StaticObject(world, RectF(401, 315, 1, 16), nullptr);

new StaticObject(world, RectF(401, 315, 16, 1), nullptr);

new StaticObject(world, RectF(417, 283, 1, 32), nullptr);

new StaticObject(world, RectF(402, 273, 16, 1), nullptr);

new StaticObject(world, RectF(401, 250, 1, 24), nullptr);

new StaticObject(world, RectF(401, 250, 16, 1), nullptr);

new StaticObject(world, RectF(417, 218, 1, 32), nullptr);

new StaticObject(world, RectF(401, 210, 16, 1), nullptr);

new StaticObject(world, RectF(401, 202, 1, 8), nullptr);

new StaticObject(world, RectF(401, 202, 16, 1), nullptr);

new StaticObject(world, RectF(417, 186, 16, 1), nullptr);

new StaticObject(world, RectF(433, 154, 1, 32), nullptr);

new StaticObject(world, RectF(433, 154, 16, 1), nullptr);

new StaticObject(world, RectF(457, 138, 1, 16), nullptr);

new StaticObject(world, RectF(353, 130, 96, 1), nullptr);

new StaticObject(world, RectF(369, 146, 32, 1), nullptr);

new StaticObject(world, RectF(369, 130, 1, 16), nullptr);

new StaticObject(world, RectF(401, 130, 1, 16), nullptr);

new StaticObject(world, RectF(304, 114, 48, 1), nullptr);

new StaticObject(world, RectF(354, 114, 1, 16), nullptr);

new StaticObject(world, RectF(304, 114, 1, 80), nullptr);

new StaticObject(world, RectF(288, 114, 1, 48), nullptr);

new StaticObject(world, RectF(288, 186, 1, 24), nullptr);

new StaticObject(world, RectF(288, 100, 16, 1), nullptr);

new StaticObject(world, RectF(288, 193, 16, 1), nullptr);

new StaticObject(world, RectF(288, 185, 16, 1), nullptr);

new StaticObject(world, RectF(272, 84, 16, 1), nullptr);

new StaticObject(world, RectF(192, 68, 80, 1), nullptr);

new StaticObject(world, RectF(176, 84, 16, 1), nullptr);

new StaticObject(world, RectF(192, 68, 1, 17), nullptr);

new StaticObject(world, RectF(272, 68, 1, 104), nullptr);

new StaticObject(world, RectF(272, 162, 16, 1), nullptr);

new StaticObject(world, RectF(272, 154, 16, 1), nullptr);

new StaticObject(world, RectF(209, 146, 63, 1), nullptr);

new StaticObject(world, RectF(209, 138, 63, 1), nullptr);

new StaticObject(world, RectF(177, 146, 16, 1), nullptr);

new StaticObject(world, RectF(177, 138, 16, 1), nullptr);

new StaticObject(world, RectF(177, 90, 1, 48), nullptr);

new StaticObject(world, RectF(161, 98, 16, 1), nullptr);

new StaticObject(world, RectF(145, 116, 16, 1), nullptr);

new StaticObject(world, RectF(161, 178, 16, 1), nullptr);

new StaticObject(world, RectF(145, 162, 16, 1), nullptr);

new StaticObject(world, RectF(161, 170, 16, 1), nullptr);

new StaticObject(world, RectF(145, 154, 16, 1), nullptr);

new StaticObject(world, RectF(161, 154, 1, 16), nullptr);

new StaticObject(world, RectF(145, 122, 1, 32), nullptr);

new StaticObject(world, RectF(177, 186, 32, 1), nullptr);

new StaticObject(world, RectF(177, 194, 32, 1), nullptr);

new StaticObject(world, RectF(177, 170, 1, 16), nullptr);

new StaticObject(world, RectF(208, 170, 1, 16), nullptr);

new StaticObject(world, RectF(208, 170, 15, 1), nullptr);

new StaticObject(world, RectF(208, 178, 15, 1), nullptr);

new StaticObject(world, RectF(240, 170, 32, 1), nullptr);

new StaticObject(world, RectF(240, 178, 32, 1), nullptr);

new StaticObject(world, RectF(224, 202, 16, 1), nullptr);

new StaticObject(world, RectF(224, 210, 16, 1), nullptr);

new StaticObject(world, RectF(256, 202, 32, 1), nullptr);

new StaticObject(world, RectF(256, 210, 32, 1), nullptr);

new StaticObject(world, RectF(160, 218, 64, 1), nullptr);

new StaticObject(world, RectF(160, 226, 64, 1), nullptr);

new StaticObject(world, RectF(145, 203, 16, 1), nullptr);

new StaticObject(world, RectF(145, 211, 16, 1), nullptr);

new StaticObject(world, RectF(144, 164, 1, 48), nullptr);

new StaticObject(world, RectF(160, 100, 1, 16), nullptr);

new StaticObject(world, RectF(223, 395, 1, 16), nullptr);

new StaticObject(world, RectF(207, 395, 16, 1), nullptr);

new StaticObject(world, RectF(207, 379, 1, 16), nullptr);

new StaticObject(world, RectF(191, 379, 16, 1), nullptr);

new StaticObject(world, RectF(191, 347, 1, 32), nullptr);

new StaticObject(world, RectF(175, 347, 16, 1), nullptr);

new StaticObject(world, RectF(175, 331, 1, 16), nullptr);

new StaticObject(world, RectF(159, 331, 16, 1), nullptr);

new StaticObject(world, RectF(159, 235, 1, 96), nullptr);

new StaticObject(world, RectF(159, 307, 16, 1), nullptr);

new StaticObject(world, RectF(175, 283, 1, 24), nullptr);

new StaticObject(world, RectF(159, 283, 16, 1), nullptr);

// hero

Hero\* \_hero = new Hero(world, PointF(312, 342));

world->setPlayer(\_hero);

//trigger

world->addTrigger(RectF(316, 332, 8, 8),"radatome\_castle");

world->addTrigger(RectF(221, 112, 8, 8), "level\_1");

return world;

}

else if (name == "radatome\_castle")

{

GameScene\* world = new GameScene(RectF(0, 0, 496, 496), 1 / 100.0f);

world->setBackgroundColor(Color(92, 148, 252));

world->setCurrentMap(name);

// terrain radatome\_castle

new RenderableObject(world, RectF(0, 0, 496, 496), spriteLoader->get("radatome\_castle"));

new StaticObject(world, RectF(0, 0, 16, 0), nullptr);

new StaticObject(world, RectF(18, 0, 111, 8), nullptr);

new StaticObject(world, RectF(113, 0, 16, 56), nullptr);

new StaticObject(world, RectF(113, 48, 64, 10), nullptr);//muro laterale in alto a sx simmetrico centrale

new StaticObject(world, RectF(256, 0, 16, 56), nullptr);

new StaticObject(world, RectF(257, 97, 128, 8), nullptr); // muro tutto a dx con porta in alto

new StaticObject(world, RectF(256, 0, 112, 8), nullptr);

new StaticObject(world, RectF(352, 0, 16, 104), nullptr);

new StaticObject(world, RectF(208, 48, 64, 10), nullptr);//muro laterale in alto a dx simmetrico centrale

//new StaticObject(world, RectF(113, 81, 158, 8), nullptr); //muro interno orizzontale centrale alto

new StaticObject(world, RectF(113, 81, 100, 8), nullptr); //muro interno orizzontale centrale alto

new StaticObject(world, RectF(113, 81, 15, 187), nullptr);//muro interno lungo di sx

new StaticObject(world, RectF(257, 81, 15, 187), nullptr); //muro interno lungo di dx

new StaticObject(world, RectF(257, 258, 80, 10), nullptr);

new StaticObject(world, RectF(305, 273, 48, 16), nullptr); //vasi stanza a dx centrale

new StaticObject(world, RectF(241, 305, 15, 32), nullptr); //muretto in linea d'aria vicina al vaso

new StaticObject(world, RectF(256, 305, 16, 8), nullptr); //blocco di muro in linea d'aria vicina al vaso

new StaticObject(world, RectF(273, 385, 96, 10), nullptr); //muro orizz vicino tavoletto in basso a dx

new StaticObject(world, RectF(273, 385, 15, 26), nullptr); //muretti verticali 1,2,3

new StaticObject(world, RectF(273, 433, 15, 24), nullptr); //muretti verticali 1,2,3

new StaticObject(world, RectF(321, 385, 15, 62), nullptr); //muretti verticali 1,2,3

new StaticObject(world, RectF(353, 274, 16, 250), nullptr); //muro laterale dx che affaccia sul mare

new StaticObject(world, RectF(127, 0, 128, 0), nullptr);

new StaticObject(world, RectF(16, 8, 16, 96), nullptr);

new StaticObject(world, RectF(18, 97, 62, 8), nullptr);

new StaticObject(world, RectF(0, 97, 16, 158), nullptr);

new StaticObject(world, RectF(0, 177, 80, 8), nullptr);

new StaticObject(world, RectF(80, 97, 16, 40), nullptr);

new StaticObject(world, RectF(80, 160, 16, 98), nullptr); //collider con porta chiusa

new StaticObject(world, RectF(16, 257, 80, 8), nullptr);

new StaticObject(world, RectF(16, 257, 16, 208), nullptr); //muro ext sx affaccia sul mare

new StaticObject(world, RectF(16, 305, 48, 8), nullptr);

new StaticObject(world, RectF(97, 305, 47, 8), nullptr);

new StaticObject(world, RectF(129, 305, 15, 40), nullptr);

new StaticObject(world, RectF(145, 337, 15, 120), nullptr); //ultimo muro inteno da sx basso

new StaticObject(world, RectF(225, 337, 15, 120), nullptr); //ultimo muro inteno da dx basso

// new StaticObject(world, RectF(241, 305, 16, 32), nullptr); //ultimo muro inteno da dx basso

//Piscina centrale

new StaticObject(world, RectF(162, 250, 62, 8), nullptr);

new StaticObject(world, RectF(162, 248, 2, 64), nullptr);

new StaticObject(world, RectF(162, 312, 62, 8), nullptr);

new StaticObject(world, RectF(222, 248, 2, 64), nullptr);

//RenderableObject\* piscina = new RenderableObject(world, RectF(162, 248, 4, 4), spriteLoader->get("piscina"));

//piscina->setLayer(1);

//poltrone di pietra

new StaticObject(world, RectF(65, 49, 16, 15), nullptr);

new StaticObject(world, RectF(304, 49, 16, 15), nullptr);

new StaticObject(world, RectF(64, 353, 16, 15), nullptr);

new StaticObject(world, RectF(112, 385, 16, 15), nullptr);

//piscinetta in basso a dx

new StaticObject(world, RectF(31, 400, 18, 16), nullptr);

new StaticObject(world, RectF(47, 384, 34, 16), nullptr);

new StaticObject(world, RectF(81, 400, 16, 34), nullptr);

new StaticObject(world, RectF(97, 432, 16, 16), nullptr);

//muretti finali

new StaticObject(world, RectF(128, 145, 32, 8), nullptr);

new StaticObject(world, RectF(225, 145, 32, 8), nullptr);

new StaticObject(world, RectF(159, 417, 17, 8), nullptr);

new StaticObject(world, RectF(209, 417, 16, 8), nullptr);

//scale

//new StaticObject(world, RectF(225, 113, 15, 8), nullptr);

//tavolini e sedie

new StaticObject(world, RectF(49, 129, 16, 15), nullptr);

new StaticObject(world, RectF(35, 131, 12, 13), nullptr);

//casse basso sx

new StaticObject(world, RectF(31, 273, 49, 8), nullptr);

new StaticObject(world, RectF(225, 337, 95, 8), nullptr);

new StaticObject(world, RectF(16, 449, 160, 8), nullptr); //muro orrizz basso sx

new StaticObject(world, RectF(209, 449, 160, 8), nullptr); //muro orrizz basso dx

new StaticObject(world, RectF(47, 450, 2, 50), nullptr); //collider laghetto in basso a sx

new StaticObject(world, RectF(47, 496, 312, 2), nullptr); //collider laghetto in basso lungo per delimitare mappa

new StaticObject(world, RectF(145, 16, 15, 16), nullptr); //alberi in alto 1, 2 ,3ù

new StaticObject(world, RectF(177, 16, 30, 16), nullptr); //alberi in alto 1, 2 ,3

new StaticObject(world, RectF(225, 16, 15, 16), nullptr); //alberi in alto 1, 2 ,3

//new StaticObject(world, RectF(165, 449, 6, 10), nullptr); //lampada basso sx

Hero\* \_hero = new Hero(world, PointF(210, 111));

world->setPlayer(\_hero);

//trigger

world->addTrigger(RectF(225, 113, 15, 8), "kings\_room");

world->addTrigger(RectF(175, 456, 32, 1), "overworld");

return world;

}

else if (name == "dragonlord\_castle\_s")

{

GameScene\* world = new GameScene(RectF(890, 890, 350, 510), 1 / 100.0f);

world->setBackgroundColor(Color(0, 0, 0));

world->setCurrentMap(name);

// terrain

new RenderableObject(world, RectF(890, 890, 350, 510), spriteLoader->get("dragonlord\_castle\_s"));

new StaticObject(world, RectF(1084, 890, 32, 117), nullptr);

new StaticObject(world, RectF(1084, 890, 96, 24), nullptr);

new StaticObject(world, RectF(1147, 890, 32, 440), nullptr);

new StaticObject(world, RectF(988, 986, 128, 24), nullptr);

new StaticObject(world, RectF(988, 986, 32, 254), nullptr);

new StaticObject(world, RectF(988, 1178, 95, 32), nullptr);

new StaticObject(world, RectF(1051, 1178, 32, 96), nullptr);

new StaticObject(world, RectF(1051, 1242, 96, 32), nullptr);

new StaticObject(world, RectF(986, 1305, 162, 25), nullptr);

new StaticObject(world, RectF(1083, 1114, 64, 24), nullptr);

new StaticObject(world, RectF(1052, 1049, 32, 89), nullptr);

new StaticObject(world, RectF(1052, 1049, 128, 32), nullptr);

new StaticObject(world, RectF(1115, 1115, 32, 160), nullptr);

new StaticObject(world, RectF(1149, 1081, 96, 24), nullptr);

new StaticObject(world, RectF(1211, 1082, 32, 320), nullptr);

new StaticObject(world, RectF(890, 1369, 352, 32), nullptr);

new StaticObject(world, RectF(893, 1082, 32, 320), nullptr);

new StaticObject(world, RectF(893, 1082, 96, 24), nullptr);

new StaticObject(world, RectF(955, 1082, 32, 248), nullptr);

//scalette

//new StaticObject(world, RectF(1132, 922, 16, 16), nullptr);

//new StaticObject(world, RectF(924, 1114, 16, 16), nullptr);

new StaticObject(world, RectF(1084, 890, 32, 117), nullptr);

//new StaticObject(world, RectF(1099, 1225, 16, 16), nullptr);

new StaticObject(world, RectF(1195, 1114, 16, 16), nullptr);

// hero

Hero\* \_hero = new Hero(world, PointF(1114, 921));

world->setPlayer(\_hero);

//trigger

world->addTrigger(RectF(1132, 922, 16, 16), "level\_1");

world->addTeleport(RectF(1099, 1225, 16, 16), PointF(942, 1114));

world->addTeleport(RectF(924, 1114, 16, 16), PointF(1081, 1125));

world->addTrigger(RectF(1195, 1114, 16, 16), "level\_8");

return world;

}

else if (name == "level\_1") {

GameScene\* world = new GameScene(RectF(0, 0, 416, 447), 1 / 100.0f);

world->setBackgroundColor(Color(92, 148, 252));

world->setCurrentMap(name);

// terrain

new RenderableObject(world, RectF(0, 0, 416, 447), spriteLoader->get("level\_1"));

// collider

new StaticObject(world, RectF(0, 0, 16, 449), nullptr);

new StaticObject(world, RectF(0, 0, 416, 24), nullptr);

new StaticObject(world, RectF(400, 0, 16, 449), nullptr);

new StaticObject(world, RectF(47, 401, 144, 15), nullptr);

new StaticObject(world, RectF(16, 369, 16, 16), nullptr);

new StaticObject(world, RectF(31, 384, 16, 16), nullptr);

new StaticObject(world, RectF(145, 385, 47, 65), nullptr);

new StaticObject(world, RectF(225, 385, 47, 65), nullptr);

new StaticObject(world, RectF(384, 369, 16, 16), nullptr);

new StaticObject(world, RectF(368, 384, 16, 16), nullptr);

new StaticObject(world, RectF(225, 401, 144, 15), nullptr);

new StaticObject(world, RectF(48, 80, 16, 260), nullptr);

new StaticObject(world, RectF(352, 144, 16, 196), nullptr);

new StaticObject(world, RectF(352, 80, 16, 40), nullptr);

new StaticObject(world, RectF(336, 80, 16, 24), nullptr);

new StaticObject(world, RectF(288, 80, 16, 24), nullptr);

new StaticObject(world, RectF(352, 24, 16, 16), nullptr);

new StaticObject(world, RectF(368, 24, 32, 32), nullptr);

new StaticObject(world, RectF(16, 24, 32, 32), nullptr);

new StaticObject(world, RectF(48, 24, 16, 16), nullptr);

new StaticObject(world, RectF(96, 24, 16, 16), nullptr);

new StaticObject(world, RectF(112, 24, 32, 32), nullptr);

new StaticObject(world, RectF(144, 24, 16, 128), nullptr);

new StaticObject(world, RectF(272, 24, 16, 128), nullptr);

new StaticObject(world, RectF(160, 128, 16, 136), nullptr);/\*lato sx muri\*/

new StaticObject(world, RectF(256, 128, 16, 64), nullptr);

new StaticObject(world, RectF(256, 192, 32, 120), nullptr);

/\*muri\*/

new StaticObject(world, RectF(176, 144, 32, 24), nullptr);

new StaticObject(world, RectF(224, 144, 32, 24), nullptr);

new StaticObject(world, RectF(176, 192, 32, 24), nullptr);

new StaticObject(world, RectF(224, 192, 32, 24), nullptr);

new StaticObject(world, RectF(176, 240, 32, 24), nullptr);

new StaticObject(world, RectF(224, 240, 32, 24), nullptr);

new StaticObject(world, RectF(144, 288, 112, 24), nullptr);

new StaticObject(world, RectF(128, 176, 16, 164), nullptr);

new StaticObject(world, RectF(64, 64, 32, 16), nullptr);

new StaticObject(world, RectF(64, 80, 64, 24), nullptr);

new StaticObject(world, RectF(64, 128, 16, 24), nullptr);

new StaticObject(world, RectF(112, 128, 16, 24), nullptr);

/\*porta sx\*/

new StaticObject(world, RectF(64, 176, 16, 24), nullptr);

new StaticObject(world, RectF(80, 176, 32, 24), nullptr);

new StaticObject(world, RectF(112, 176, 16, 24), nullptr);

/\*porta dx\*/

new StaticObject(world, RectF(336, 176, 16, 24), nullptr);

new StaticObject(world, RectF(304, 176, 32, 24), nullptr);

new StaticObject(world, RectF(272, 176, 32, 24), nullptr);

new StaticObject(world, RectF(64, 320, 16, 16), nullptr);

new StaticObject(world, RectF(112, 320, 16, 16), nullptr);

new StaticObject(world, RectF(64, 336, 64, 24), nullptr);

new StaticObject(world, RectF(288, 320, 16, 16), nullptr);

new StaticObject(world, RectF(336, 320, 16, 16), nullptr);

new StaticObject(world, RectF(288, 336, 64, 24), nullptr);

/\*muretti nel ghiaccio\*/

new StaticObject(world, RectF(80, 224, 32, 24), nullptr);

new StaticObject(world, RectF(80, 272, 32, 24), nullptr);

new StaticObject(world, RectF(304, 224, 32, 24), nullptr);

new StaticObject(world, RectF(304, 272, 32, 24), nullptr);

new StaticObject(world, RectF(272, 312, 16, 28), nullptr);

//new StaticObject(world, RectF(192, 448, 32, 0), nullptr);

/\*divanetti\*/

new StaticObject(world, RectF(304, 48, 32, 16), nullptr);

new StaticObject(world, RectF(196, 52, 40, 24), nullptr);

/\*colonne\*/

new StaticObject(world, RectF(242, 362, 14, 4), nullptr);

new StaticObject(world, RectF(226, 362, 14, 4), nullptr);

new StaticObject(world, RectF(178, 362, 14, 4), nullptr);

new StaticObject(world, RectF(162, 362, 14, 4), nullptr);

RenderableObject\* \_col1 = new RenderableObject(world, RectF(240, 336, 16, 26), spriteLoader->get("col\_lev\_8"));

RenderableObject\* \_col2 = new RenderableObject(world, RectF(224, 336, 16, 26), spriteLoader->get("col\_lev\_8"));

RenderableObject\* \_col3 = new RenderableObject(world, RectF(176, 336, 16, 26), spriteLoader->get("col\_lev\_8"));

RenderableObject\* \_col4 = new RenderableObject(world, RectF(160, 336, 16, 26), spriteLoader->get("col\_lev\_8"));

//\_col->setLayer(1);

\_col1->setLayer(1);

\_col2->setLayer(1);

\_col3->setLayer(1);

\_col4->setLayer(1);

Hero\* \_hero = new Hero(world, PointF(201, 429));

world->setPlayer(\_hero);

//trigger

world->addTrigger(RectF(192, 448, 32, 0), "overworld");

world->addTrigger(RectF(96, 320, 16, 16), "dragonlord\_castle\_s");

return world;

}

else if (name == "level\_8") {

GameScene\* world = new GameScene(RectF(0, 0, 527, 639), 1 / 100.0f);

world->setBackgroundColor(Color(92, 148, 252));

world->setCurrentMap(name);

// terrain

new RenderableObject(world, RectF(0, 0, 527, 639), spriteLoader->get("level\_8"));

// collaider

new StaticObject(world, RectF(48, 32, 80, 24), nullptr);

new StaticObject(world, RectF(32, 48, 16, 40), nullptr);

new StaticObject(world, RectF(128, 48, 16, 40), nullptr);

new StaticObject(world, RectF(16, 64, 16, 80), nullptr);

new StaticObject(world, RectF(144, 48, 16, 104), nullptr);

new StaticObject(world, RectF(32, 128, 16, 32), nullptr);

new StaticObject(world, RectF(128, 128, 16, 40), nullptr);

new StaticObject(world, RectF(48, 144, 16, 296), nullptr);

new StaticObject(world, RectF(112, 144, 16, 40), nullptr);

new StaticObject(world, RectF(96, 160, 16, 24), nullptr);

new StaticObject(world, RectF(32, 416, 16, 40), nullptr);

new StaticObject(world, RectF(16, 432, 16, 64), nullptr);

new StaticObject(world, RectF(32, 496, 16, 32), nullptr);

new StaticObject(world, RectF(48, 512, 16, 16), nullptr);

new StaticObject(world, RectF(48, 528, 80, 16), nullptr);

new StaticObject(world, RectF(112, 512, 16, 16), nullptr);

new StaticObject(world, RectF(128, 496, 16, 32), nullptr);

new StaticObject(world, RectF(144, 464, 16, 48), nullptr);

new StaticObject(world, RectF(160, 480, 16, 128), nullptr);

new StaticObject(world, RectF(192, 464, 16, 144), nullptr);

new StaticObject(world, RectF(176, 592, 16, 16), nullptr);

new StaticObject(world, RectF(208, 400, 16, 112), nullptr);

new StaticObject(world, RectF(224, 496, 16, 32), nullptr);

new StaticObject(world, RectF(240, 512, 16, 16), nullptr);

new StaticObject(world, RectF(240, 528, 80, 16), nullptr);

new StaticObject(world, RectF(304, 512, 16, 16), nullptr);

new StaticObject(world, RectF(320, 496, 32, 32), nullptr);

new StaticObject(world, RectF(336, 480, 96, 16), nullptr);

new StaticObject(world, RectF(416, 496, 80, 16), nullptr);

new StaticObject(world, RectF(480, 416, 16, 80), nullptr);

new StaticObject(world, RectF(464, 416, 16, 24), nullptr);

new StaticObject(world, RectF(416, 416, 16, 16), nullptr);

new StaticObject(world, RectF(432, 416, 16, 24), nullptr);

new StaticObject(world, RectF(336, 432, 96, 24), nullptr);

new StaticObject(world, RectF(336, 416, 16, 16), nullptr);

new StaticObject(world, RectF(320, 400, 16, 40), nullptr);

new StaticObject(world, RectF(304, 400, 16, 24), nullptr);

new StaticObject(world, RectF(240, 384, 80, 24), nullptr);

new StaticObject(world, RectF(240, 400, 16, 24), nullptr);

new StaticObject(world, RectF(224, 400, 16, 40), nullptr);

new StaticObject(world, RectF(192, 352, 16, 72), nullptr);

new StaticObject(world, RectF(208, 336, 16, 32), nullptr);

new StaticObject(world, RectF(224, 336, 112, 16), nullptr);

new StaticObject(world, RectF(304, 320, 16, 16), nullptr);

new StaticObject(world, RectF(320, 304, 16, 32), nullptr);

new StaticObject(world, RectF(336, 208, 16, 120), nullptr);

new StaticObject(world, RectF(352, 192, 16, 40), nullptr);

new StaticObject(world, RectF(368, 176, 16, 40), nullptr);

new StaticObject(world, RectF(384, 160, 16, 40), nullptr);

new StaticObject(world, RectF(400, 112, 16, 72), nullptr);

new StaticObject(world, RectF(416, 144, 16, 48), nullptr);

new StaticObject(world, RectF(448, 144, 16, 48), nullptr);

new StaticObject(world, RectF(464, 128, 16, 40), nullptr);

new StaticObject(world, RectF(480, 128, 16, 24), nullptr);

new StaticObject(world, RectF(480, 48, 16, 80), nullptr);

new StaticObject(world, RectF(464, 32, 16, 40), nullptr);

new StaticObject(world, RectF(448, 16, 16, 40), nullptr);

new StaticObject(world, RectF(416, 16, 16, 40), nullptr);

new StaticObject(world, RectF(432, 16, 16, 24), nullptr);

new StaticObject(world, RectF(400, 32, 16, 56), nullptr);

new StaticObject(world, RectF(384, 16, 16, 40), nullptr);

new StaticObject(world, RectF(256, 16, 132, 24), nullptr);

new StaticObject(world, RectF(320, 40, 16, 8), nullptr);

new StaticObject(world, RectF(256, 40, 16, 8), nullptr);

new StaticObject(world, RectF(240, 32, 16, 56), nullptr);

new StaticObject(world, RectF(160, 48, 80, 24), nullptr);

new StaticObject(world, RectF(240, 112, 16, 88), nullptr);

new StaticObject(world, RectF(256, 112, 48, 24), nullptr);

new StaticObject(world, RectF(304, 96, 16, 72), nullptr);

new StaticObject(world, RectF(320, 80, 16, 40), nullptr);

new StaticObject(world, RectF(336, 96, 16, 72), nullptr);

new StaticObject(world, RectF(320, 144, 16, 24), nullptr);

new StaticObject(world, RectF(352, 112, 48, 24), nullptr);

new StaticObject(world, RectF(176, 176, 64, 24), nullptr);/\*muro sx bauli\*/

new StaticObject(world, RectF(256, 160, 16, 40), nullptr);

new StaticObject(world, RectF(272, 176, 16, 56), nullptr);

new StaticObject(world, RectF(288, 192, 16, 40), nullptr);

new StaticObject(world, RectF(304, 208, 16, 24), nullptr);

new StaticObject(world, RectF(160, 176, 16, 248), nullptr);

new StaticObject(world, RectF(96, 224, 64, 24), nullptr);

new StaticObject(world, RectF(96, 248, 16, 176), nullptr);

new StaticObject(world, RectF(112, 400, 16, 40), nullptr);

new StaticObject(world, RectF(144, 400, 16, 40), nullptr);

/\*poltrone(?)\*/

new StaticObject(world, RectF(131, 370, 12, 12), nullptr);

new StaticObject(world, RectF(131, 338, 12, 12), nullptr);

new StaticObject(world, RectF(131, 306, 12, 12), nullptr);

new StaticObject(world, RectF(131, 274, 12, 12), nullptr);

new StaticObject(world, RectF(176, 288, 16, 40), nullptr);

new StaticObject(world, RectF(192, 288, 96, 24), nullptr);

new StaticObject(world, RectF(272, 256, 32, 32), nullptr);

new StaticObject(world, RectF(304, 256, 16, 24), nullptr);

new StaticObject(world, RectF(512, 400, 0, 144), nullptr);/\*spiaggia dx\*/

new StaticObject(world, RectF(496, 400, 16, 0), nullptr);

new StaticObject(world, RectF(496, 384, 0, 16), nullptr);

new StaticObject(world, RectF(480, 384, 16, 0), nullptr);

new StaticObject(world, RectF(480, 368, 0, 16), nullptr);

new StaticObject(world, RectF(480, 368, 16, 0), nullptr);

new StaticObject(world, RectF(496, 336, 0, 32), nullptr);

new StaticObject(world, RectF(480, 336, 16, 0), nullptr);

new StaticObject(world, RectF(480, 336, 0, 16), nullptr);

new StaticObject(world, RectF(464, 352, 16, 0), nullptr);

new StaticObject(world, RectF(464, 320, 0, 32), nullptr);

new StaticObject(world, RectF(448, 320, 16, 0), nullptr);

new StaticObject(world, RectF(448, 304, 0, 16), nullptr);

new StaticObject(world, RectF(448, 304, 32, 0), nullptr);

new StaticObject(world, RectF(480, 288, 0, 16), nullptr);

new StaticObject(world, RectF(480, 288, 16, 0), nullptr);

new StaticObject(world, RectF(496, 240, 0, 48), nullptr);

new StaticObject(world, RectF(464, 240, 32, 0), nullptr);

new StaticObject(world, RectF(464, 224, 0, 16), nullptr);

new StaticObject(world, RectF(464, 224, 16, 0), nullptr);

new StaticObject(world, RectF(480, 192, 0, 32), nullptr);

new StaticObject(world, RectF(480, 192, 16, 0), nullptr);

new StaticObject(world, RectF(496, 160, 0, 32), nullptr);

new StaticObject(world, RectF(496, 544, 16, 0), nullptr);

new StaticObject(world, RectF(496, 544, 0, 16), nullptr);

new StaticObject(world, RectF(416, 560, 80, 0), nullptr);

new StaticObject(world, RectF(416, 544, 0, 16), nullptr);

new StaticObject(world, RectF(400, 544, 16, 0), nullptr);

new StaticObject(world, RectF(400, 496, 0, 48), nullptr);

new StaticObject(world, RectF(384, 416, 0, 16), nullptr);

new StaticObject(world, RectF(384, 416, 16, 0), nullptr);

new StaticObject(world, RectF(400, 384, 0, 32), nullptr);

new StaticObject(world, RectF(400, 384, 16, 0), nullptr);

new StaticObject(world, RectF(416, 336, 0, 48), nullptr);

new StaticObject(world, RectF(416, 336, 16, 0), nullptr);

new StaticObject(world, RectF(432, 320, 0, 16), nullptr);

new StaticObject(world, RectF(416, 320, 16, 0), nullptr);

new StaticObject(world, RectF(416, 272, 0, 48), nullptr);

new StaticObject(world, RectF(416, 272, 16, 0), nullptr);

new StaticObject(world, RectF(432, 272, 0, 16), nullptr);

new StaticObject(world, RectF(432, 288, 32, 0), nullptr);

new StaticObject(world, RectF(464, 272, 0, 16), nullptr);

new StaticObject(world, RectF(464, 272, 16, 0), nullptr);

new StaticObject(world, RectF(480, 256, 0, 16), nullptr);

new StaticObject(world, RectF(448, 256, 32, 0), nullptr);

new StaticObject(world, RectF(448, 240, 0, 16), nullptr);

new StaticObject(world, RectF(416, 240, 32, 0), nullptr);

new StaticObject(world, RectF(416, 224, 0, 16), nullptr);

new StaticObject(world, RectF(400, 224, 16, 0), nullptr);

new StaticObject(world, RectF(400, 224, 0, 16), nullptr);

new StaticObject(world, RectF(384, 240, 16, 0), nullptr);

new StaticObject(world, RectF(384, 240, 0, 32), nullptr);

new StaticObject(world, RectF(368, 272, 16, 0), nullptr);

new StaticObject(world, RectF(368, 256, 0, 16), nullptr);

new StaticObject(world, RectF(352, 256, 16, 0), nullptr);

new StaticObject(world, RectF(192, 224, 16, 16), nullptr);

new StaticObject(world, RectF(208, 224, 16, 16), nullptr);

new StaticObject(world, RectF(224, 224, 16, 16), nullptr);

new StaticObject(world, RectF(192, 240, 16, 16), nullptr);

new StaticObject(world, RectF(192, 256, 16, 16), nullptr);

new StaticObject(world, RectF(208, 256, 16, 16), nullptr);

new StaticObject(world, RectF(224, 256, 16, 16), nullptr);

new StaticObject(world, RectF(240, 256, 16, 16), nullptr);

new StaticObject(world, RectF(240, 240, 16, 16), nullptr);

new StaticObject(world, RectF(260, 452, 44, 22), nullptr);

/\*porta camera dei bauli\*/

new StaticObject(world, RectF(304, 232, 16, 24), nullptr);

/\*colonne\*/

new StaticObject(world, RectF(178, 106, 14, 4), nullptr);

new StaticObject(world, RectF(210, 106, 14, 4), nullptr);

new StaticObject(world, RectF(178, 154, 14, 4), nullptr);

new StaticObject(world, RectF(210, 154, 14, 4), nullptr);

RenderableObject\* \_col1 = new RenderableObject(world, RectF(176, 80, 16, 26), spriteLoader->get("col\_lev\_8"));

RenderableObject\* \_col2 = new RenderableObject(world, RectF(208, 80, 16, 26), spriteLoader->get("col\_lev\_8"));

RenderableObject\* \_col3 = new RenderableObject(world, RectF(176, 128, 16, 26), spriteLoader->get("col\_lev\_8"));

RenderableObject\* \_col4 = new RenderableObject(world, RectF(208, 128, 16, 26), spriteLoader->get("col\_lev\_8"));

//\_col->setLayer(1);

\_col1->setLayer(1);

\_col2->setLayer(1);

\_col3->setLayer(1);

\_col4->setLayer(1);

Hero\* \_hero = new Hero(world, PointF(176, 556));

//Hero\* \_hero = new Hero(world, PointF(129, 270));

world->setPlayer(\_hero);

//trigger

world->addTrigger(RectF(176,576,16,16),"dragonlord\_castle\_s");

return world;

}

else

{

std::cerr << "Unrecognized game scene name \"" << name << "\"\n";

return nullptr;

}

}