

class IGame :

State initialiseGame(ILib \*lib):

Initialise everything needed for the game

State launchGame(ILib \*lib):

Start the game

State closeGame(ILib \*lib):

Close the game

State refreshWindow(ILib \*lib):

Refresh game screen/window

State gameMechanics(ILib \*lib):

Handle every game features such as events, condition for actions, ect ...

Action gamelsFinished(ILib \*lib):

Return an Action enum depending on what to do in the core or nothing if no actions needed

State gameEvents(ILib \*lib):

Handle all game events

std::string getName():

Return the game's name