State :

SUCCESS

FAILURE

Action :

QUIT_PROG

GO_TO_GAME

GO_TO_MENU

SWITCH_LIB

GO_TO_NIBBLER

GO_TO_SOLARFOX

SWITCH_SFML

SWITCH_SDL

SWITCH_NCURS

NOTHING

SUCCESS = a typical return when functions succeed

FAILURE = a typical return when functions fails

QUIT_PROG = a typical return by game's libs to order the core program to terminate

GO_TO_GAME = a typical return by game's libs to order the core program to go in the game

GO_TO_MENU = a typical return by game's libs to order the core program to go to menu

SWITCH_LIB = a typical return by game's libs to order the core program to switch to the next graphic lib

GO_TO_NIBBLER = a typical return by game's libs to order the core program to go to Nibbler game

GO_TO_SOLARFOX = a typical return by game's libs to order the core program to go to Solarfox game

SWITCH_SFML = a typical return by game's libs to order the core program to go in SFML graphical lib

SWITCH_SDL = a typical return by game's libs to order the core program to go in SDL graphical lib

SWITCH_NCURS = a typical return by game's libs to order the core program to go in ncurses graphical lib

NOTHING = a typical return by game's libs to say that there is nothing to report