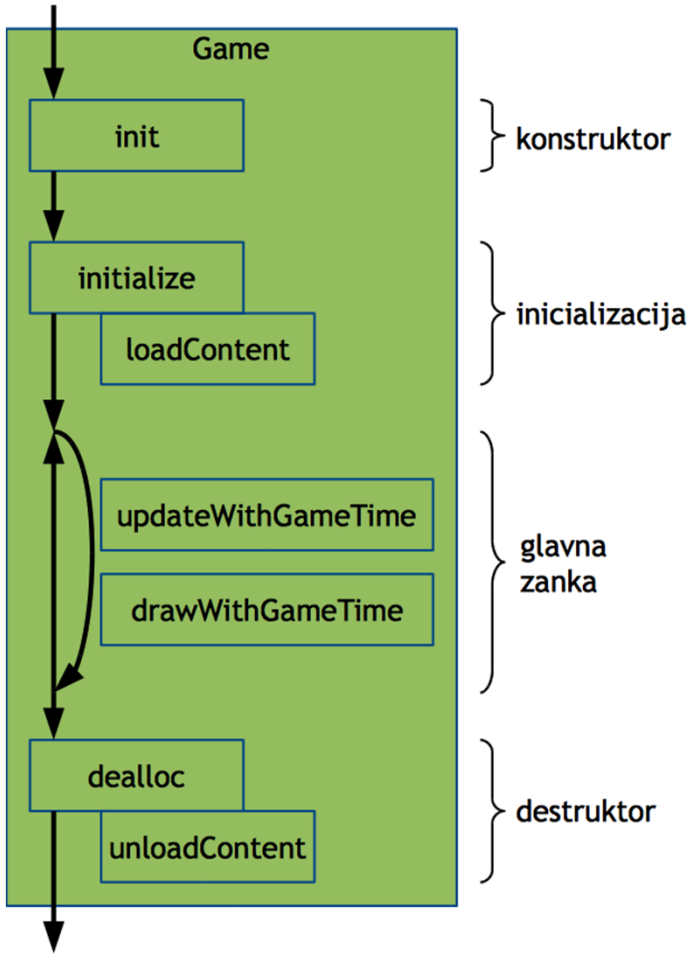
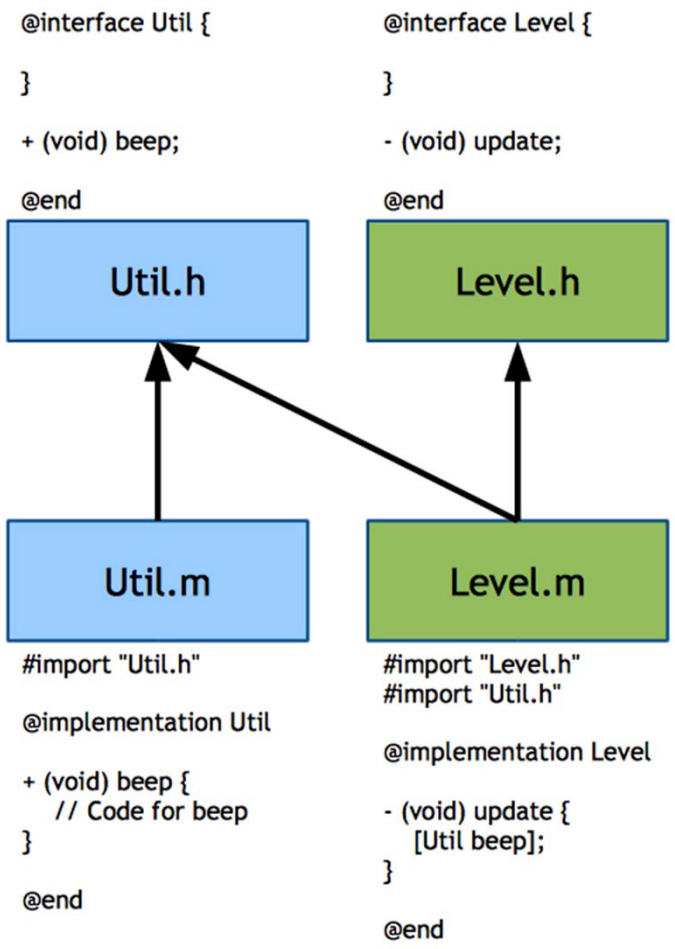
Tehnologija iger in navidezna resničnost

Vaje 4

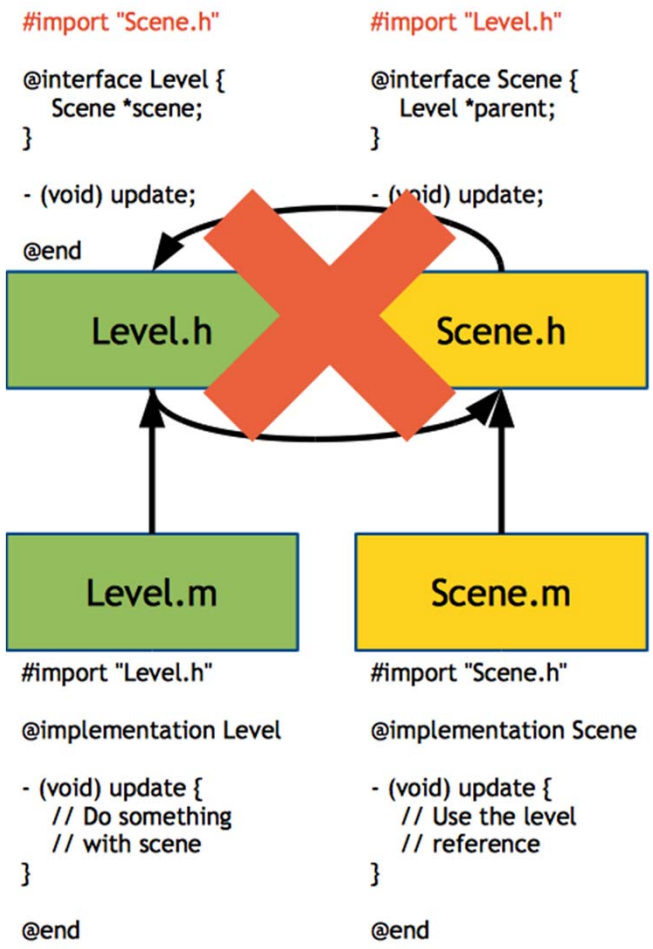
Glavna zanka igre



Organizacija razredov



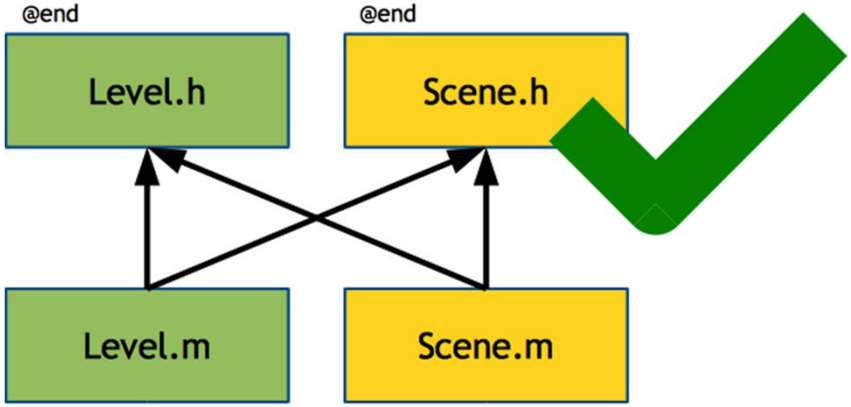
Organizacija razredov



Organizacija razredov

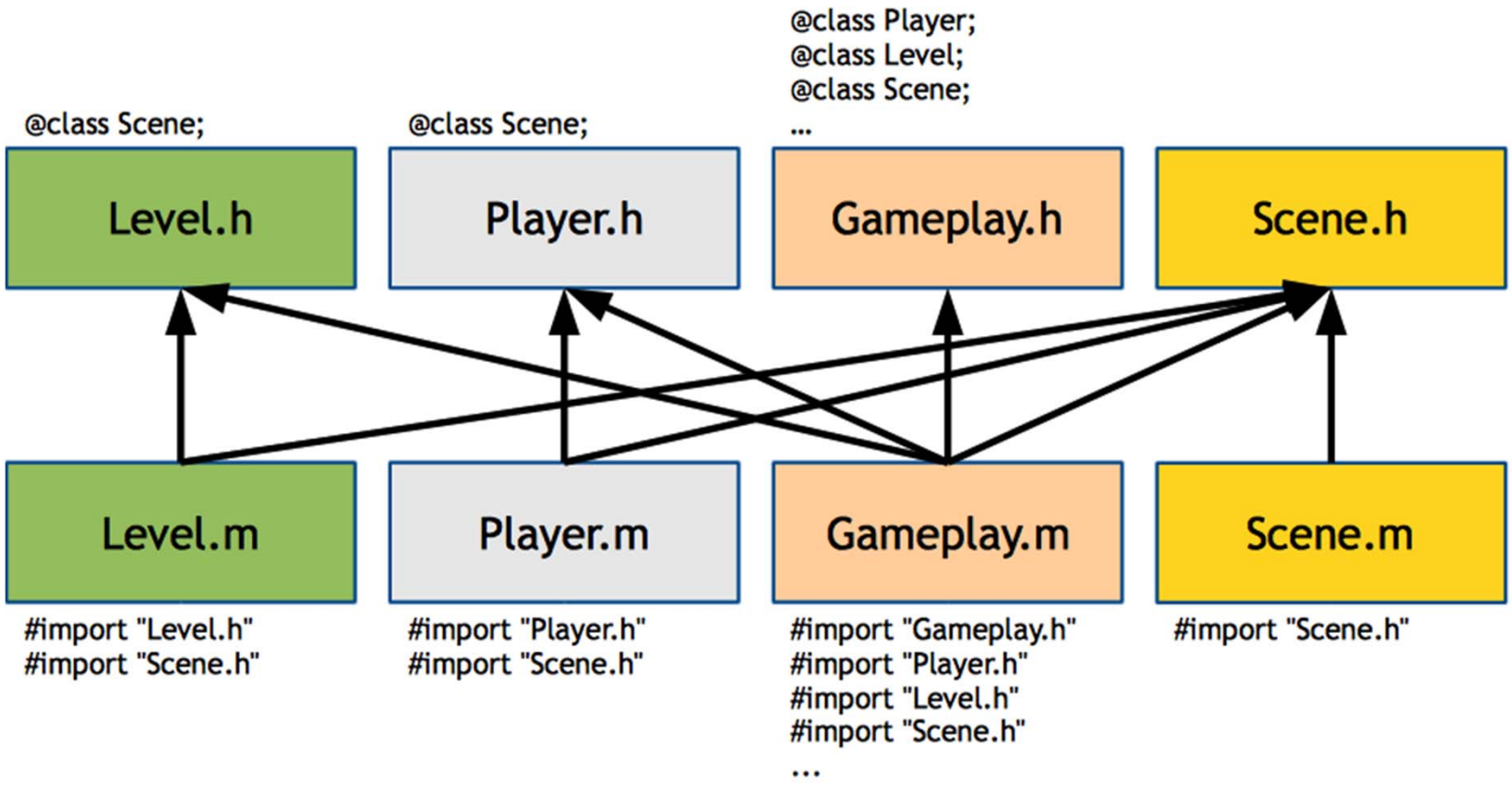
```
@class Scene;

@interface Level {
    Scene *scene;
}

- (void) update;

@end
```

```
@class Level;

@interface Scene {
    Level *parent;
}

- (void) update;

@end
```

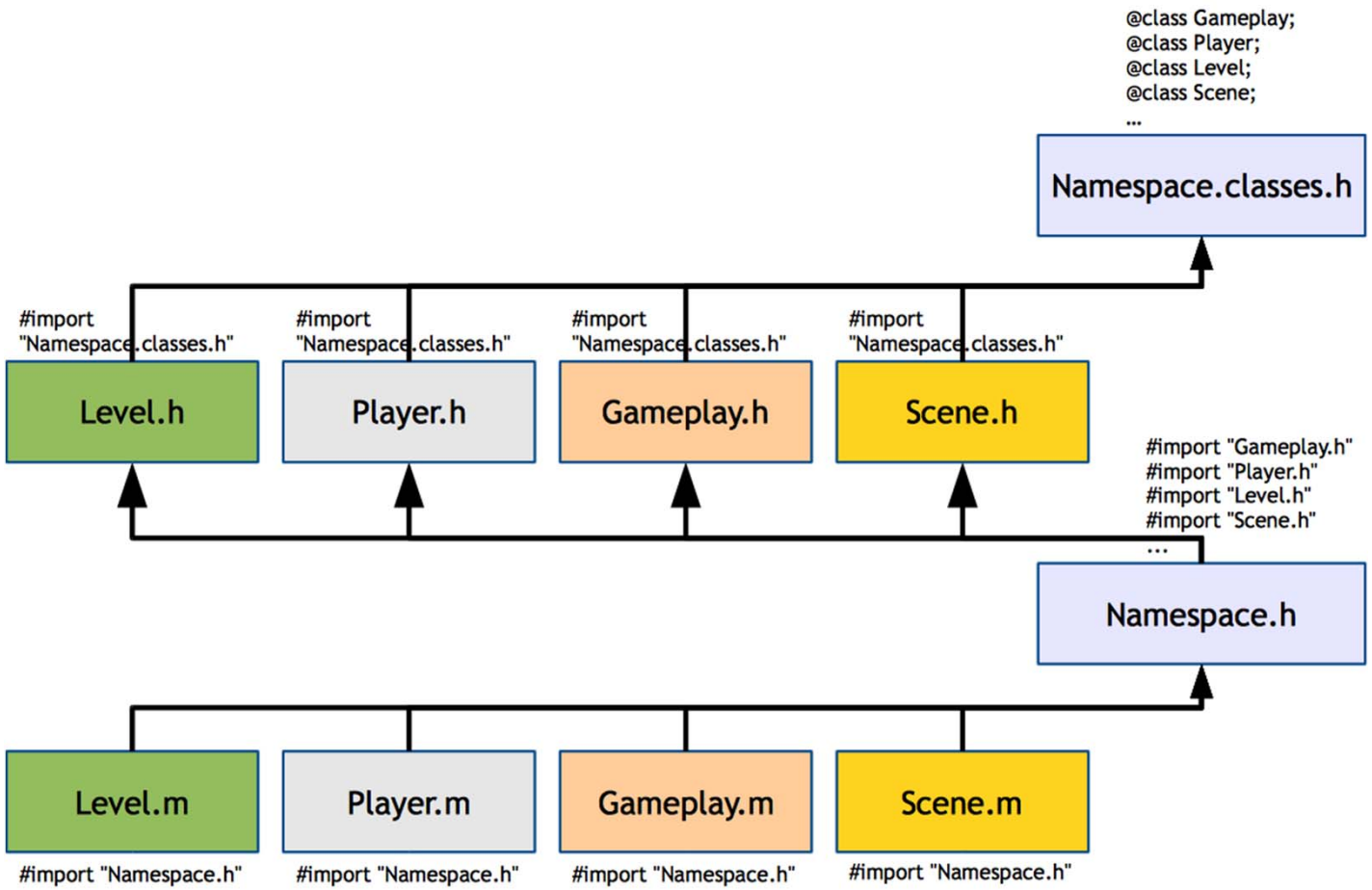



```
#import "Level.h"
#import "Scene.h"

@implementation Level

- (void) update {
    // Do something
    // with scene
}

@end
```

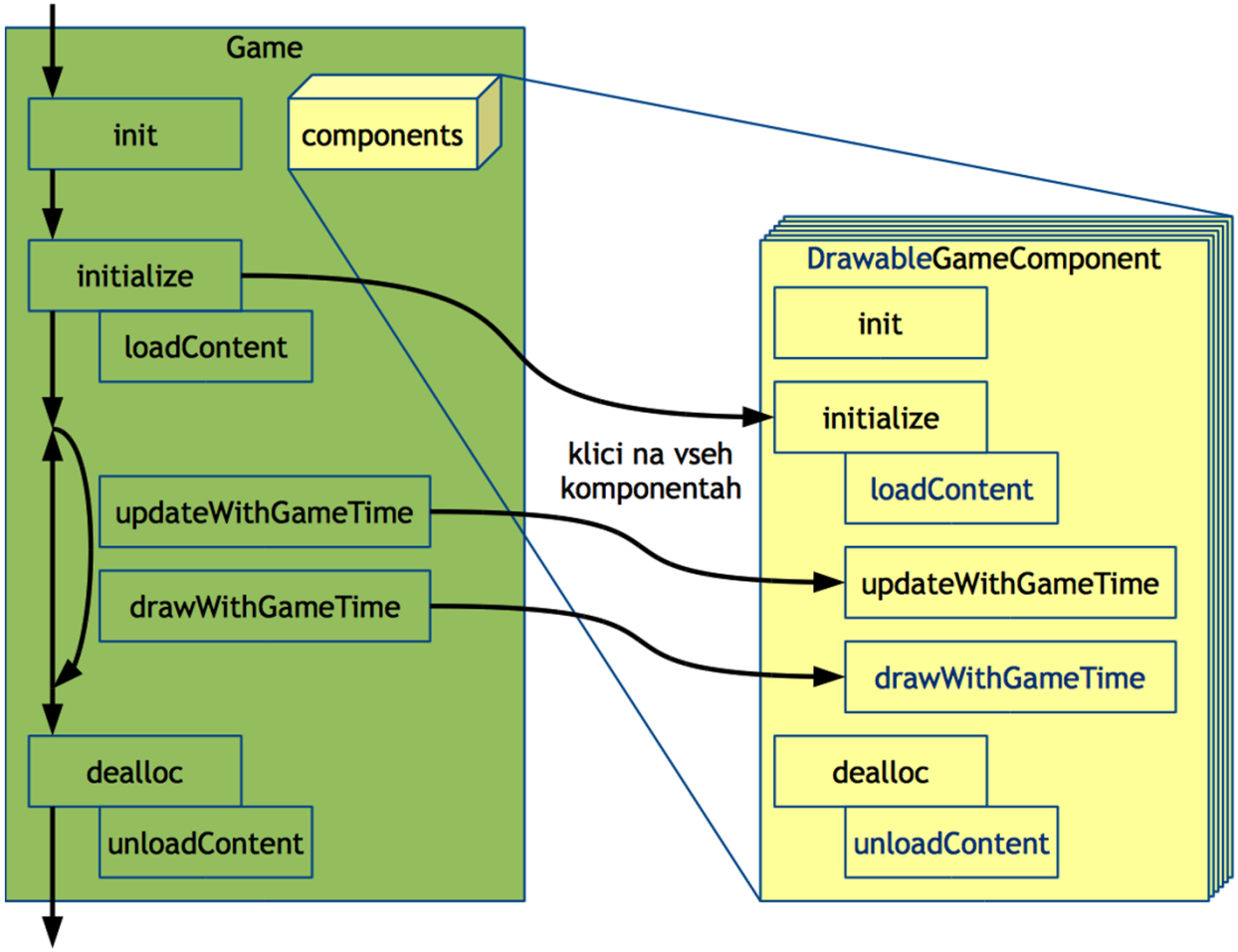
```
#import "Scene.h"
#import "Level.h"

@implementation Scene

- (void) update {
    // Use the level
    // reference
}

@end
```


@class Player;
@class Level;
@class Scene;
...
@class Scene;
@class Scene;
Level.h
Player.h
Gameplay.h
Scene.h
Level.m
Player.m
Gameplay.m
Scene.m
#import "Level.h"
#import "Scene.h"
#import "Player.h"
#import "Scene.h"
#import "Gameplay.h"
#import "Player.h"
#import "Level.h"
#import "Scene.h"
...
#import "Scene.h"

Imenski prostor



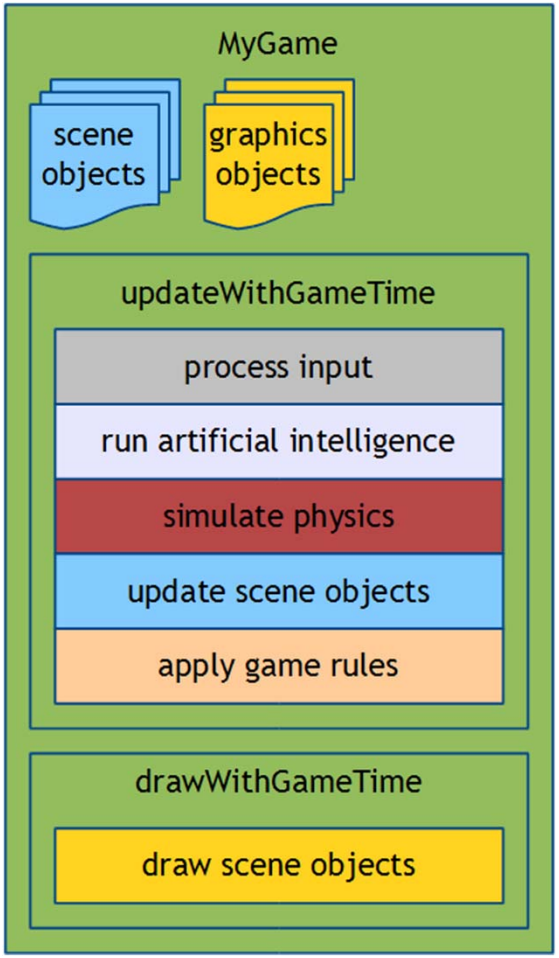
Komponente igre



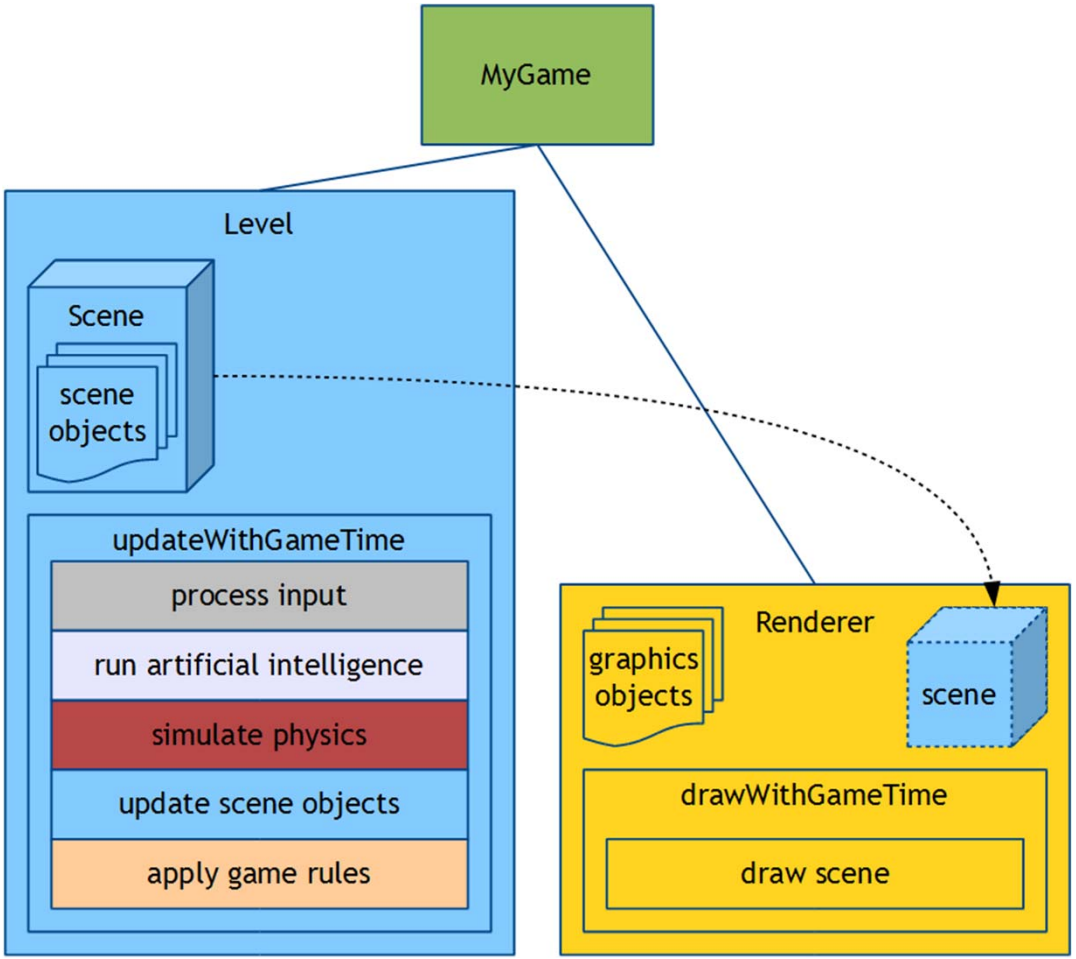
Komponente igre

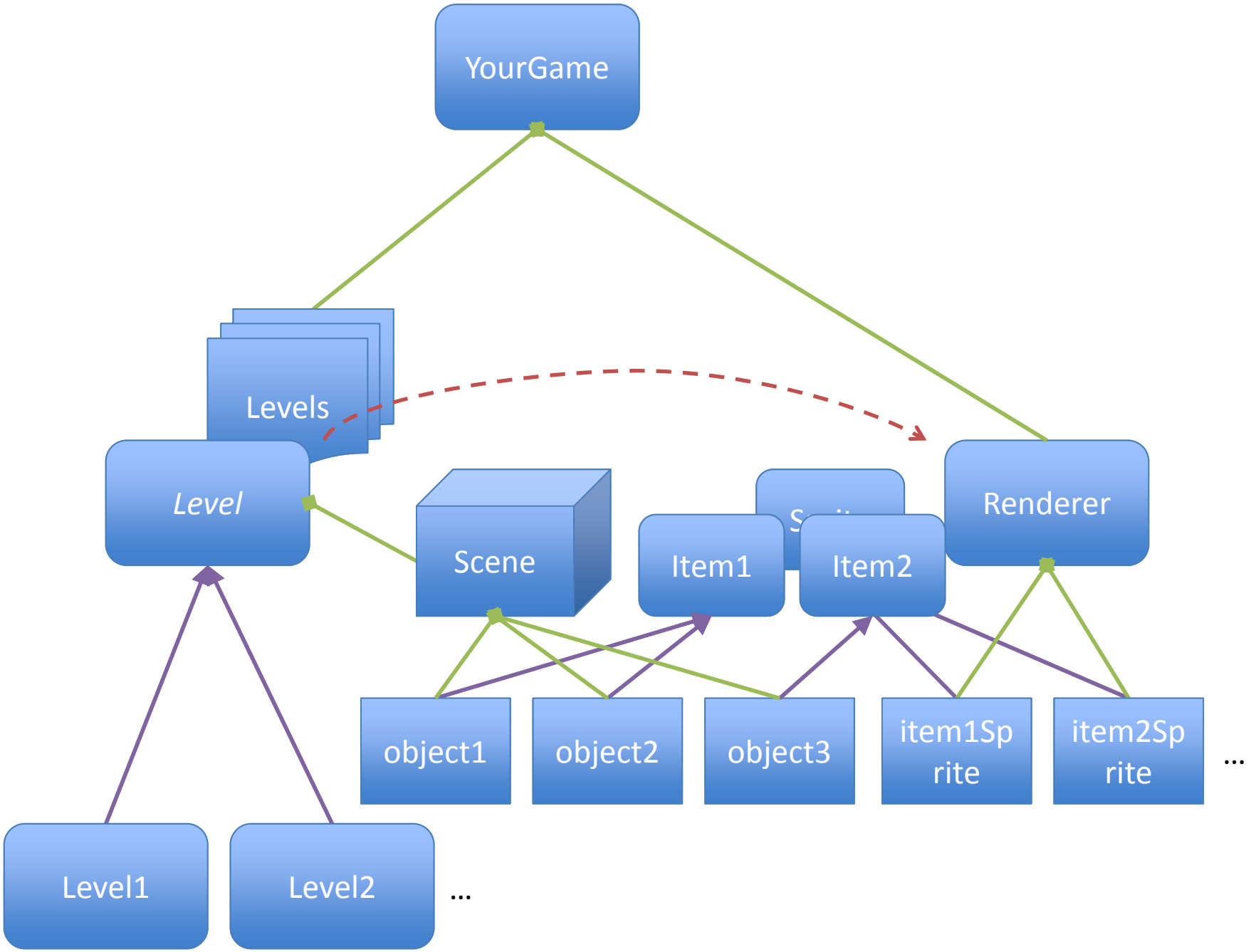
- Podobne razredu game:
  - GameComponent
    - **`initialize`**
    - **`updateWithGameTime`**
    - **`component.enabled (BOOL)`**
    - **`component.updateOrder (int)`**
  - DrawableGameComponent
    - podeduje od GameComponent
    - **`loadContent`**
    - **`drawWithGameTime`**
    - **`component.visible (BOOL)`**
    - **`component.drawOrder (int)`**

Komponente igre

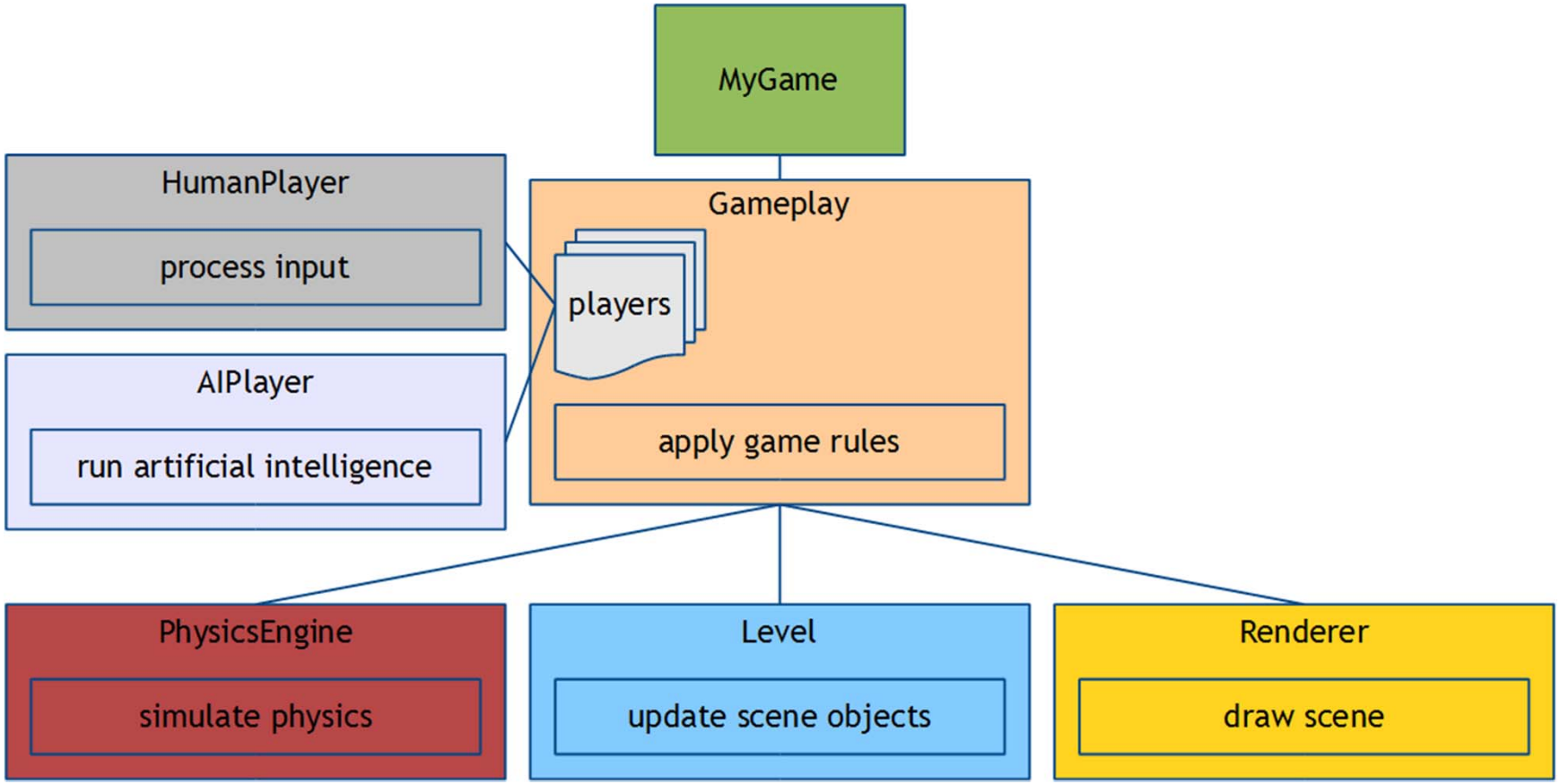


Komponente igre

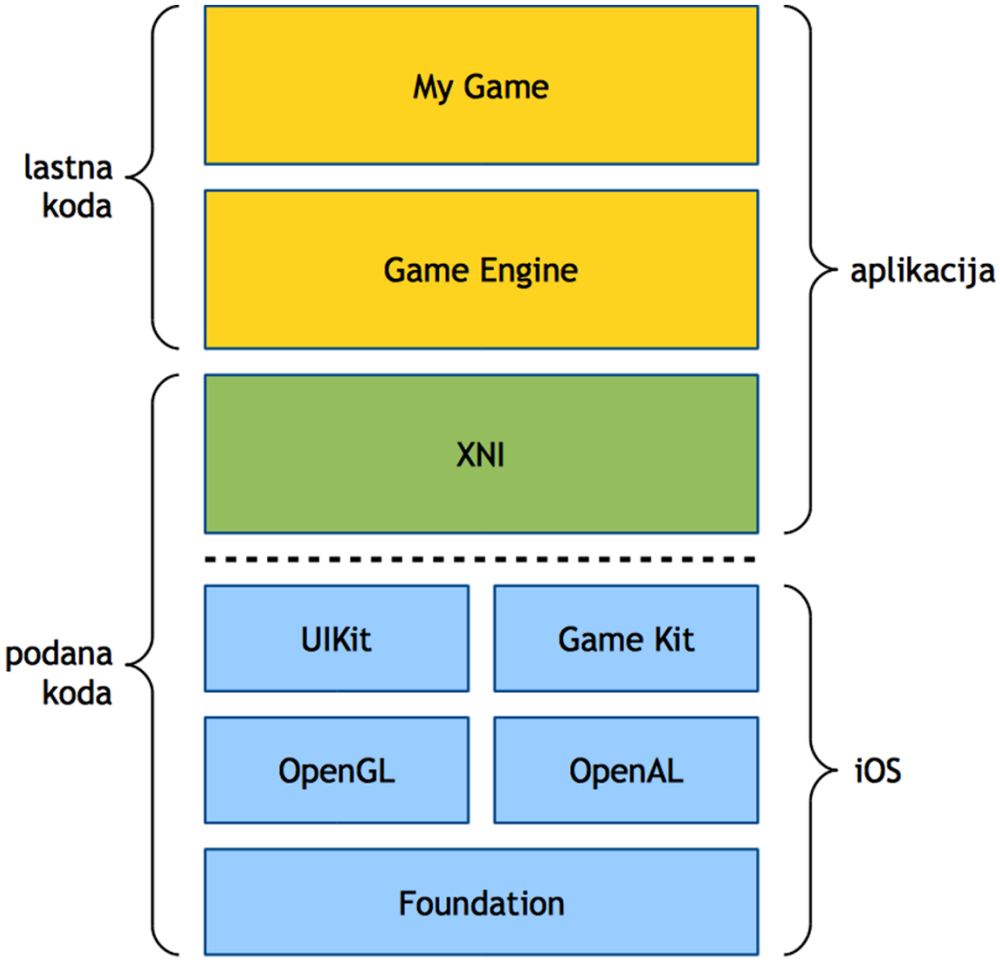
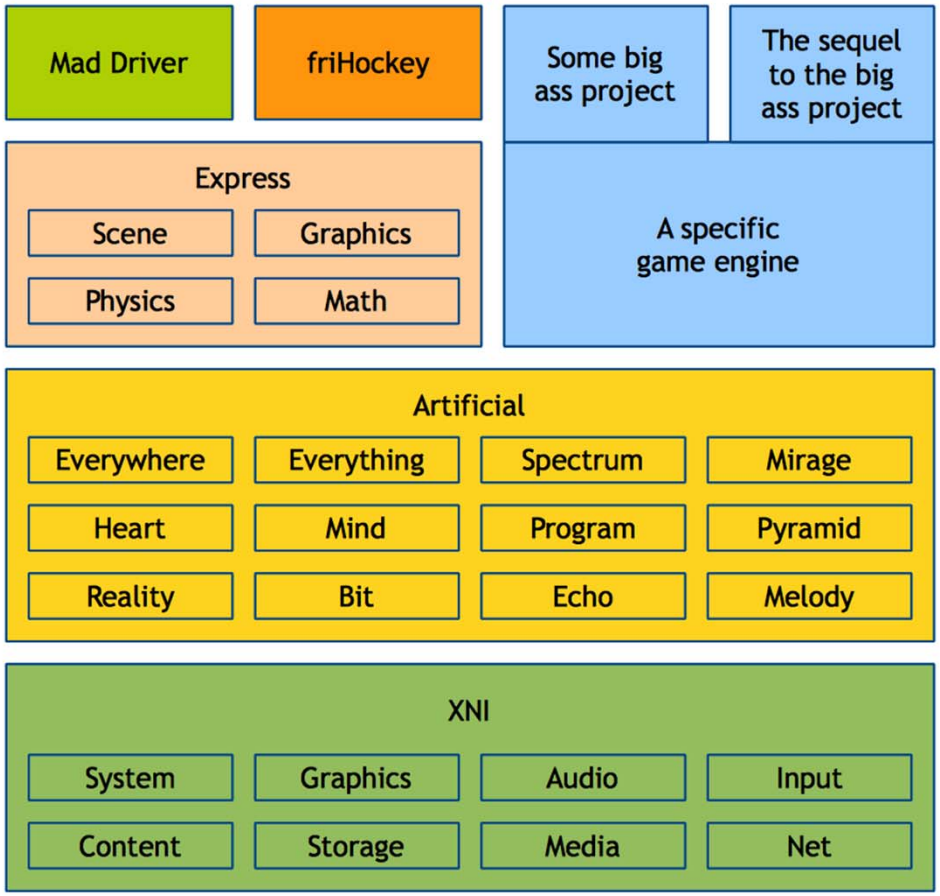



YourGame
Levels
Level
Scene
Item1
Item2
Renderer
object1
object2
object3
item1Sprite
item2Sprite
...
Level1
Level2
...

Komponente igre



Ločitev pogona



Ločitev pogona