Arcade documentation

Arcade is a gaming platform: a program that lets the user choose a game to play and keeps a register of player scores. To be able to deal with the elements of your gaming platform at run-time, your graphics libraries and your games must be implemented as dynamic libraries, loaded at runtime. Each GUI available for the program must be used as a shared library that will be loaded and used dynamically by the main program.

GRAPHIC LIBRARIES

In order to create a graphic library compatible with our Arcade project you must:

- Create an inherited class from ILibs
- Add your library's function to a Makefile and get a .so file
- Assign a value to your library in src/core/core.hpp
- Add your library's path to the functions std::string What_should_i_do_next(int &nb) and *int synchro_to_tmp(std::string s)* in main.cpp

GAME LIBRARIES

In order to create a game library compatible with our project, you must:

- Create an inherited class from IGame
- Add your library's function to a Makefile and get a .so file
- Assign a value to your library in src/core/core.hpp
- Add your library's path to the functions std::string What_should_i_do_next(int &nb) and *int synchro_to_tmp(std::string s)* in main.cpp

To access your new library you must add it to the main menu of the game: the fastest way to do so is to add your library in int SDL2::getCommand(const char *key) and int SDL2::createWindow() in lib/SLD2/SDL2.cpp

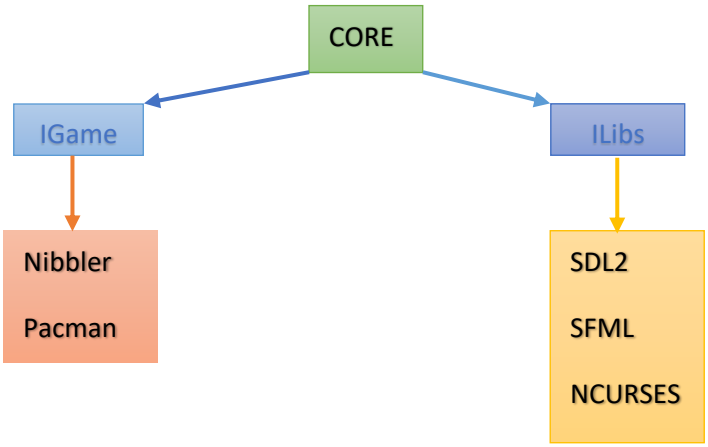

Diagram of how procedures are linked