



The image above represents the diagram of the interfaces used in the Arcade project.

To implement your graphics library:

- Create a class for each of the interfaces proposed in the diagram above
- Use event enums to pick up the keys on the user's keyboard
- Use vector2<T> or vector4<T> to store coordinates
- The dimensions and coordinates in all methods are in pixels, it is up to you to convert this into another physical unit in your classes
- The show method of the window interface is the step that loads the data to be displayed before it is displayed in the display method

To implement your game:

- Use the factory to instantiate the objects you want (text, sprite,...)
- "Run" method of your game class: takes as parameter the last event captured, an event that corresponds to a key pressed.
The run method will contain the core of your game and will have to call the "show" method of the objects to display.
- "Init" method of your Game class: check if the factory is null, if it is free all the elements and exit the method
- "Reset" method of your Game class: must reset the game to its initial state, this method is called in the core of the arcade