Project : import/export

without .css and images
by Juliette-C
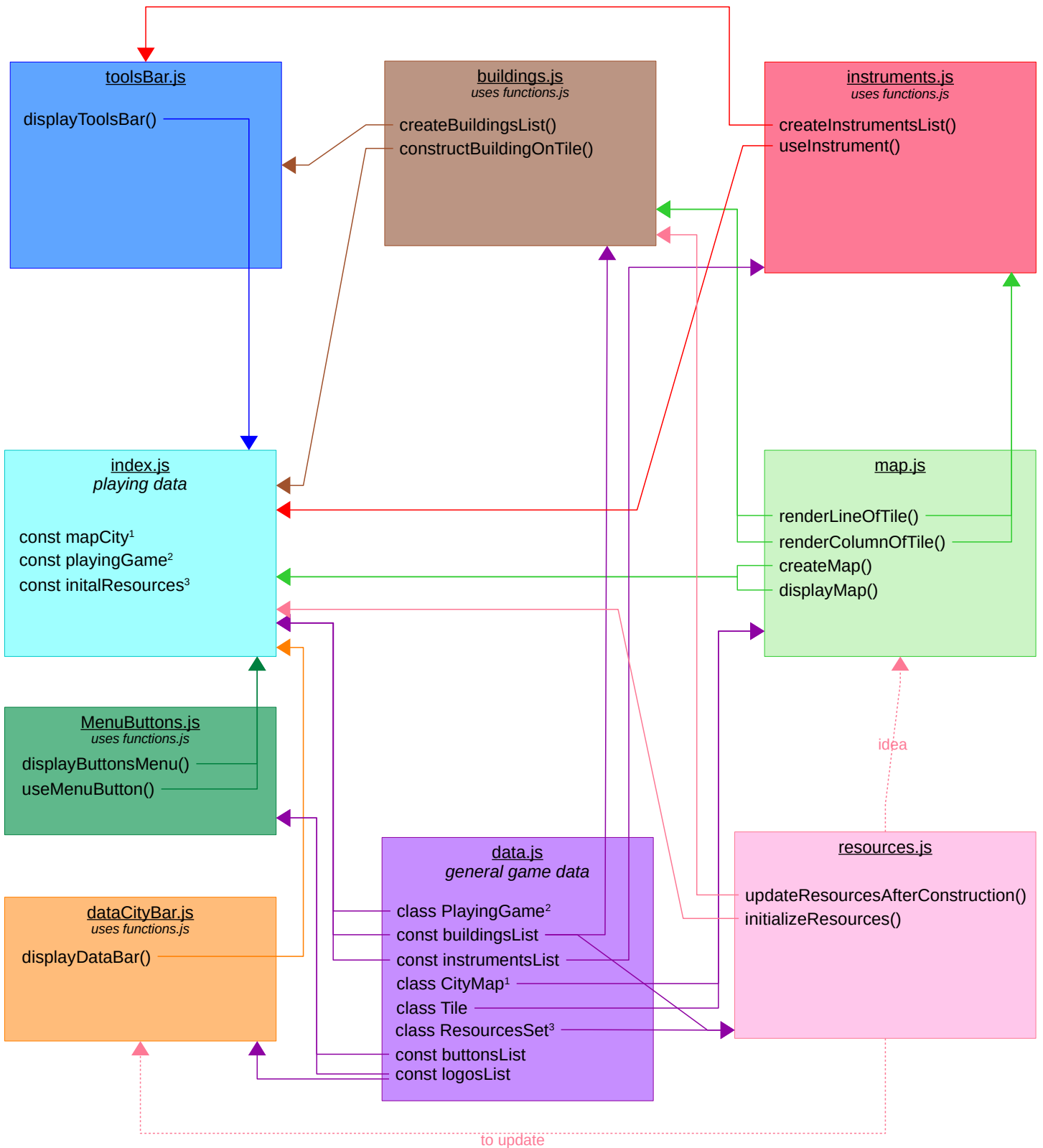
toolsBar.js

displayToolsBar()

buildings.js
uses functions.js

createBuildingsList()
constructBuildingOnTile()

instruments.js
uses functions.js

createInstrumentsList()
useInstrument()

index.js
playing data

const mapCity[1]
const playingGame[2]
const initalResources[3]

map.js

renderLineOfTile()
renderColumnOfTile()
createMap()
displayMap()

MenuButtons.js
uses functions.js

displayButtonsMenu()
useMenuButton()

data.js
general game data

class PlayingGame[2]
const buildingsList
const instrumentsList
class CityMap[1]
class Tile
class ResourcesSet[3]
const buttonsList
const logosList

resources.js

updateResourcesAfterConstruction()
initializeResources()

dataCityBar.js
uses functions.js

displayDataBar()

idea

to update

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Project : classes-objects

data.js
by Juliette-C

class CityMap
export

nbLines:	number
nbColumns:	number
nbBackgrounds:	number
arrayTiles:	array Tile (2 dim)

class PlayingGame
export

cityMap:	CityMap
constrBuildingAccount:	object {idBuilding: number}
selectedTool:	Instrument or Building
SelectedTile:	*not yet worked*
actualResources:	ResourcesSet
inPause:	boolean

class ResourcesSet
export

food:	number
log:	number
stone:	number
iron:	number

class Tile
export

background:	number
building:	Building

class Instrument

id:	string
type:	'instrument'
name:	string
descr:	string
logo:	Image

class Image

src:	require(string)
alt:	string
title:	string

class Building

id:	string
type:	'building'
name:	string
descr:	string
logo:	Image
constr:	ResourcesSet
prod:	ResourcesSet

Class MenuButtons

id : string
logo : Image

const buildingsList
object, export

attributs:	Building

const instrumentsList
object, export

attributs:	Instrument

const logosList
object, export

attributs:	Image

const buttonsList
object, export

attributs:	MenuButtons

Legend
rectangle: class

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