

Functions

string : const std.string&, font : sf.Font&, colour : const sf.Color&, pos_x : float, pos_y : float, character_size : int) : void

: sf.Texture&, filename : const std.string&, pos_x : float, pos_y : float, scale_x : float, scale_y : float) : void

, object_2 : sf.Sprite&, player_offset : float, item_offset : float) : bool

, object_2 : sf.RectangleShape&, player_offset : float, item_offset : float) : bool

enemy : sf.Sprite&, player_offset : float, enemy_offset : float) : bool

e&, object_2 : sf.RectangleShape&, offset : float) : bool

object_2 : sf.RectangleShape&) : bool

ject_2 : sf.Sprite*) : bool

, timer : sf.Clock&, update_rate : float, state : int, current_frame : sf.IntRect&, top_max : int, size : int) : void

window : sf.RenderWindow&) : bool

max_window_size : float, player_offset : float) : bool

window_y : float, offset : float) : bool

) : float

data : Data&, dt : float, player : const sf.Sprite&) : void

platform : sf.RectangleShape&, dt : float, offset : float, direction : sf.Vector2f&, speed : float) : void

ite&, timer : sf.Clock&, elapsed_time : float, direction : sf.Vector2f&, dt : float) : void

sf.Text&) : bool

ates&, event : sf.Event&) : void

state : GameStates&) : void

te : GameStates&) : void

) : void

Tutorial

+Tutorial(data : Data&)

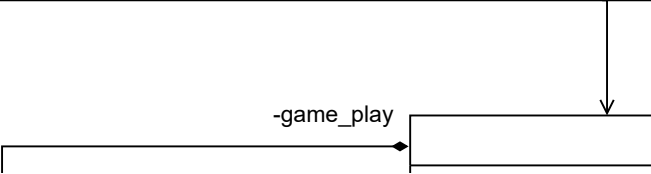
+init() : bool

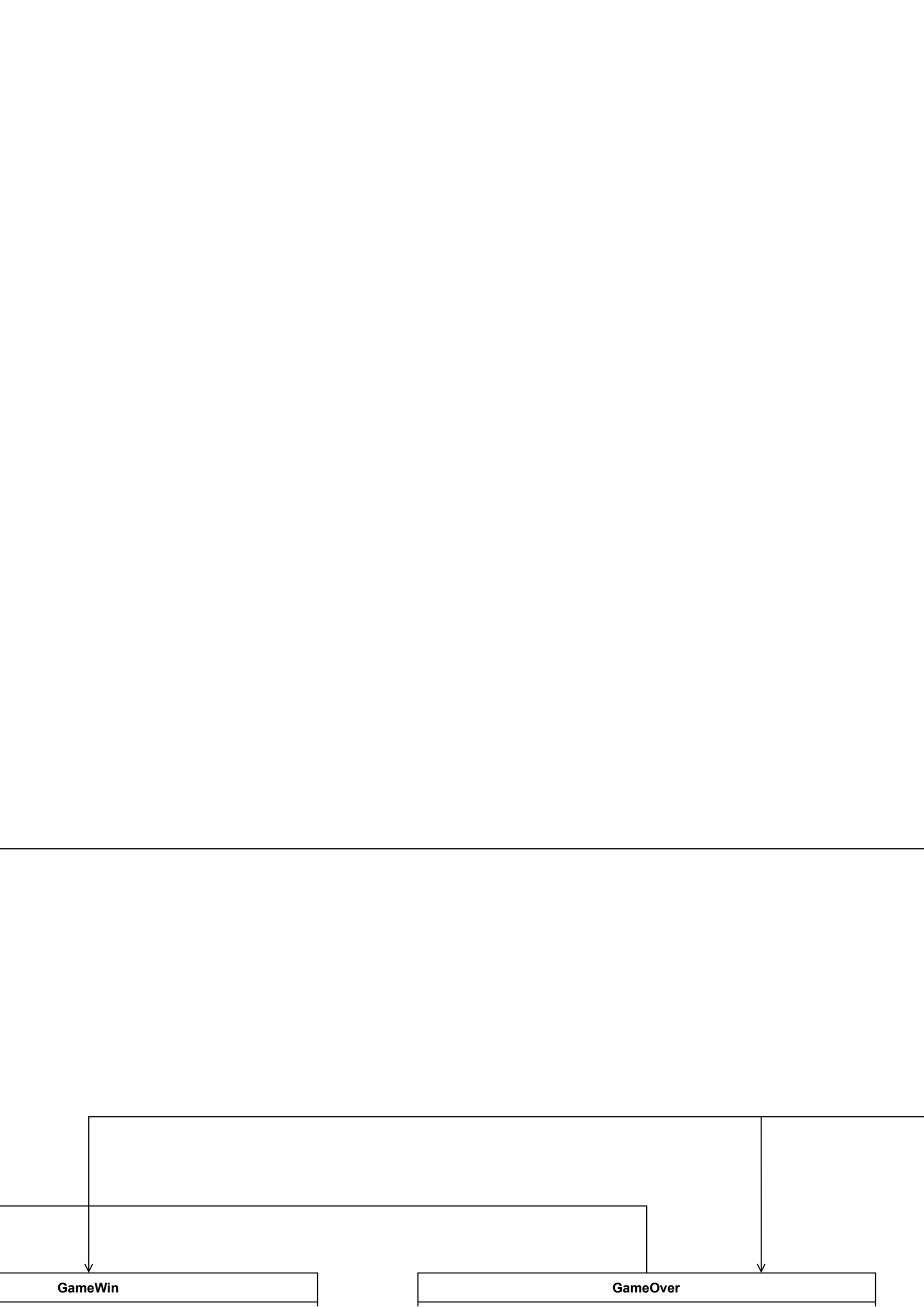
+render(event : sf.Event) : void

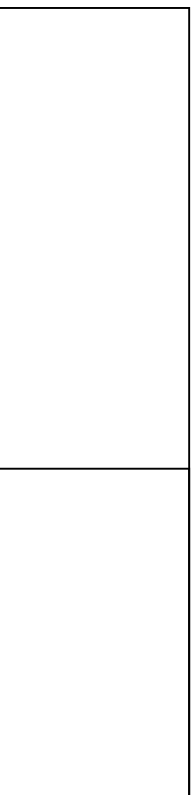
+keyPressed(event : sf.Event, current_state : GameStates&) : void

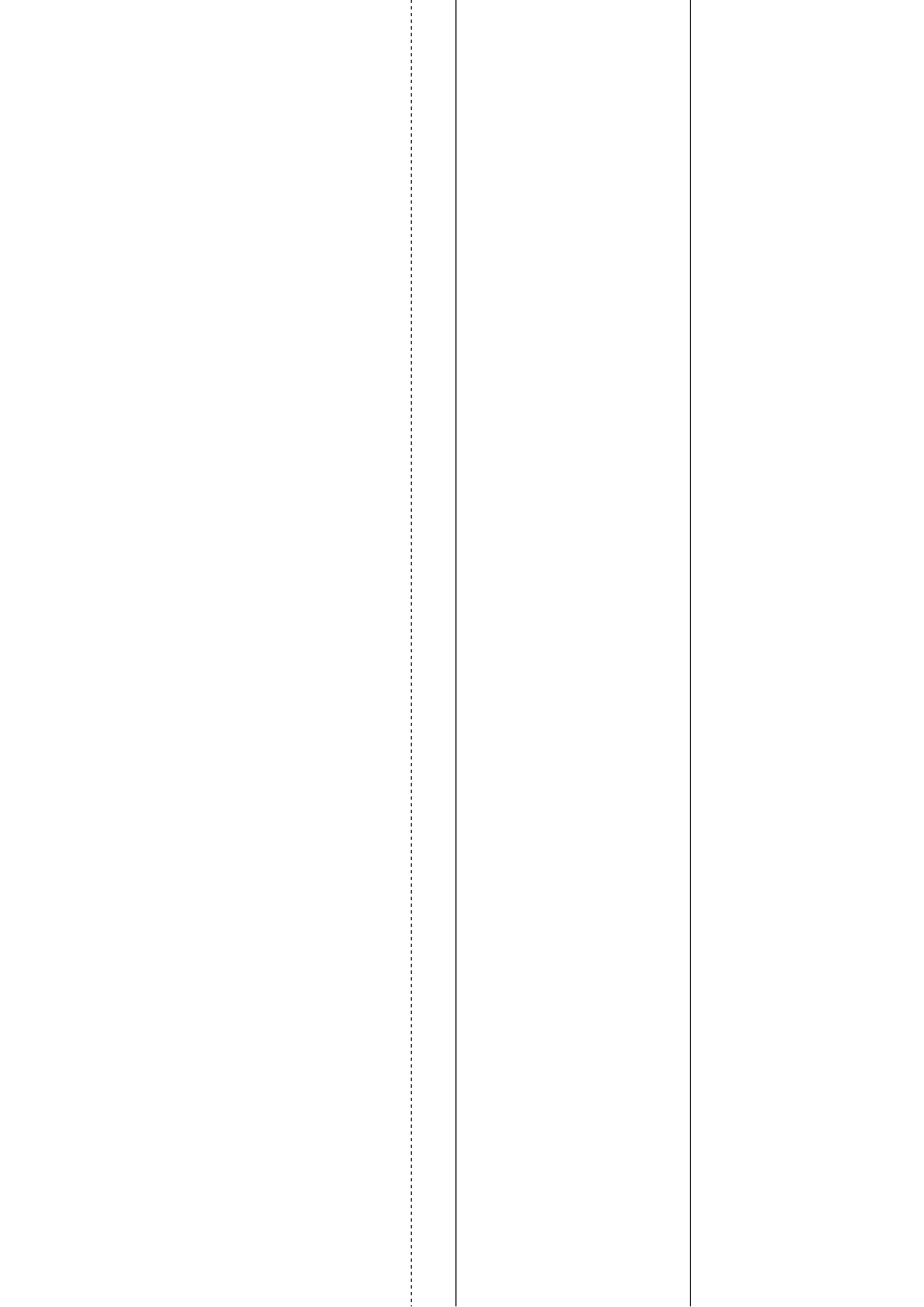
-tutorial_sprite : sf.Sprite

-tutorial_texture : sf.Texture









+MainMenu(data : Data&)

+~MainMenu()

+init() : bool

+update(dt : float, current_state : GameStates&, event : sf.Event&) : void

+render(event : sf.Event) : void

+mouseClicked(event : sf.Event, current_state : GameStates&) : void

+keyPressed(event : sf.Event, current_state : GameStates&) : void

+resetState(current_state : GameStates&) : void

+clicked_play : bool = false

+clicked_exit : bool = false

+bg_audio : sf.Music

+select_buffer : sf.SoundBuffer

+select_audio : sf.Sound

-event : sf.Event

-times_played : float

-play_now : bool

-game_title : sf.Text

-game_title_shadow : sf.Text

-background : sf.Sprite

-background_blocks : sf.Sprite

-background_deco : sf.Sprite

-background_texture : sf.Texture

-background_texture_blocks : sf.Texture

-background_texture_deco : sf.Texture

-main_font : sf.Font

-sun_font : sf.Font

-play_text : sf.Text

-exit_text : sf.Text

-inside_play : bool

-inside_exit : bool

-delay : sf.Clock

-player : sf.Sprite

-player_sheet : sf.Texture

-animation_clock : sf.Clock

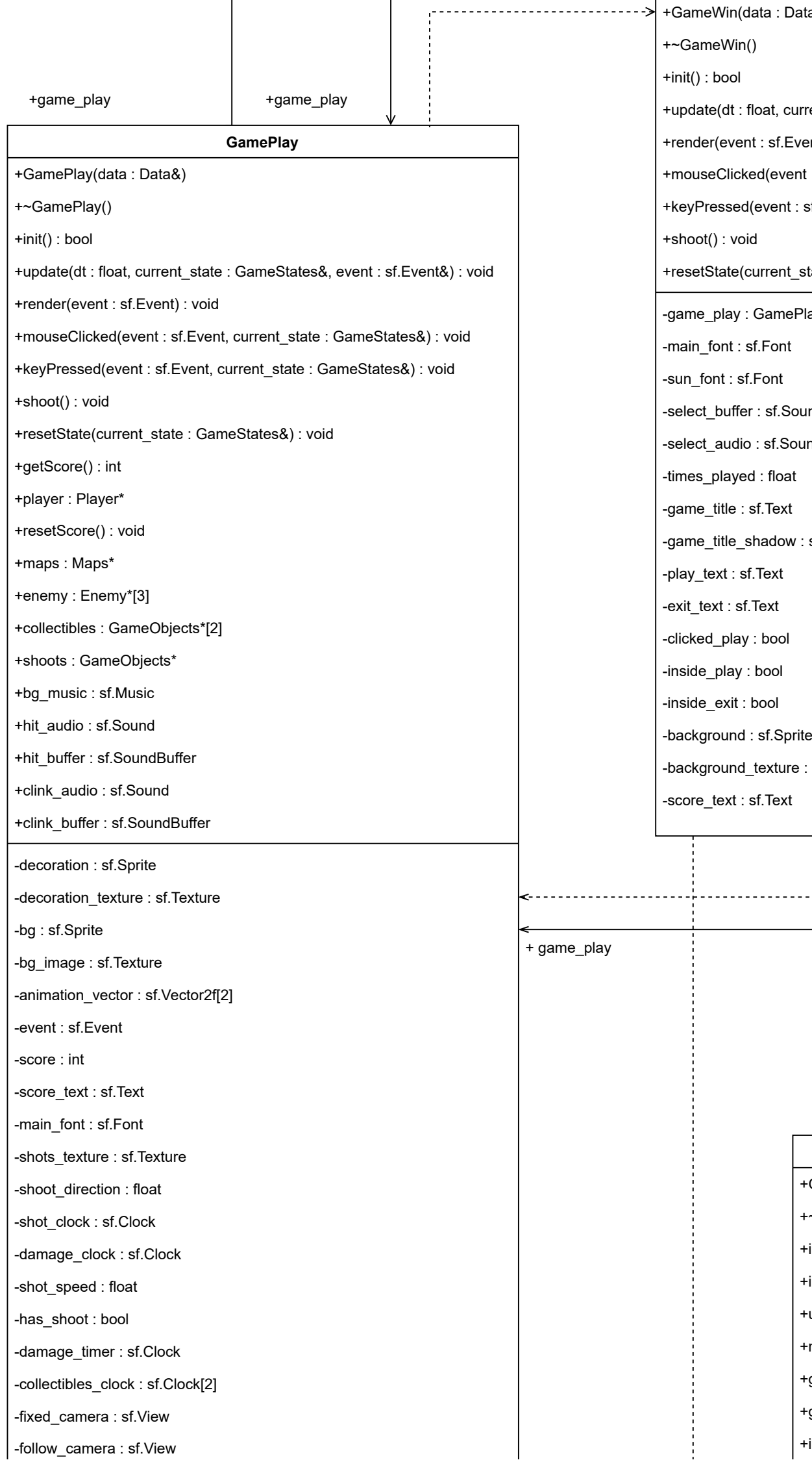
-current_frame : sf.IntRect

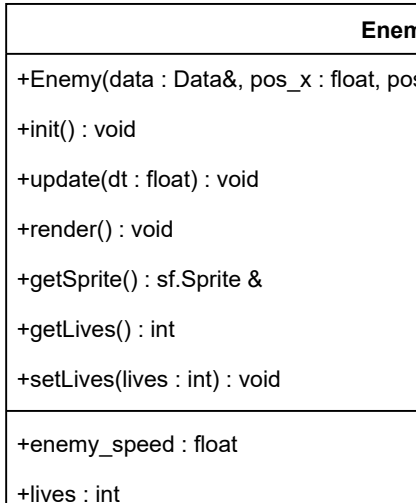
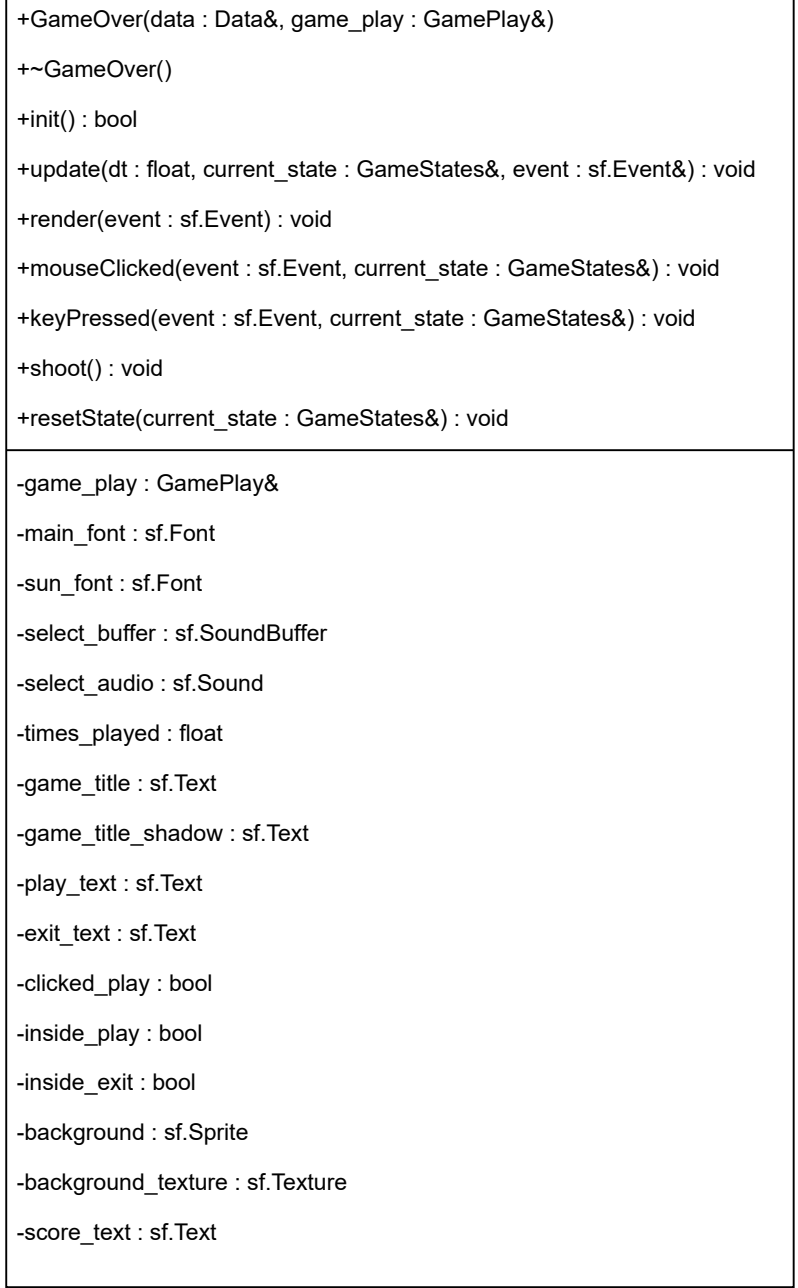
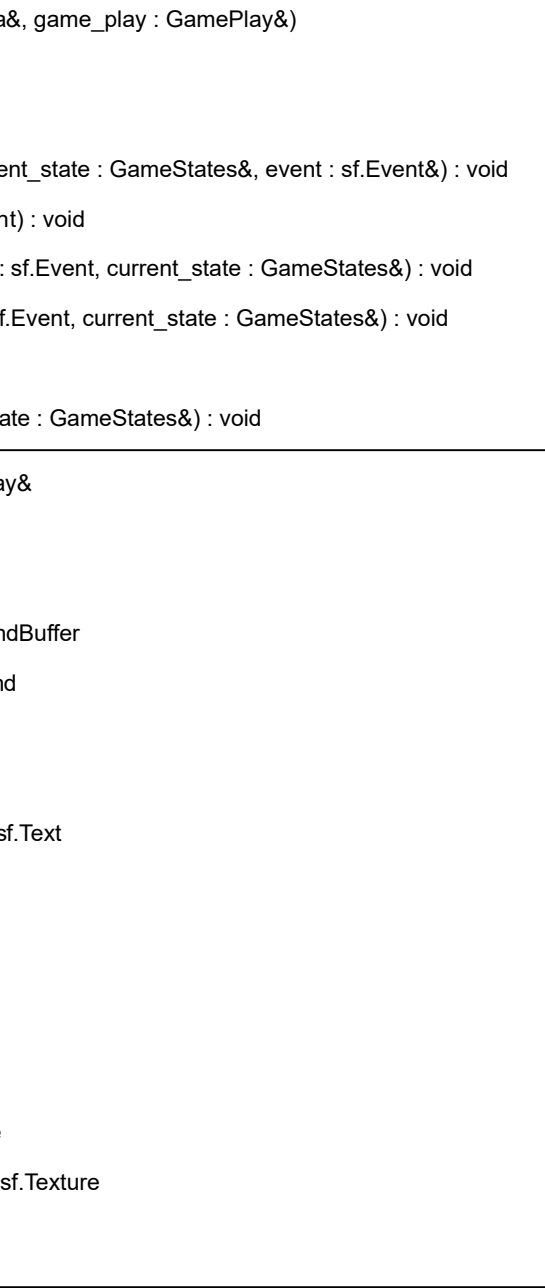
-scale_value : float

-anim_state : short = {}

-jump_audio : sf.Sound

-jump_buffer : sf.SoundBuffer





+GameOver(data : Data&, game_play : GamePlay&)

+~GameOver()

+init() : bool

+update(dt : float, current_state : GameStates&, event : sf.Event&) : void

+render(event : sf.Event) : void

+mouseClicked(event : sf.Event, current_state : GameStates&) : void

+keyPressed(event : sf.Event, current_state : GameStates&) : void

+shoot() : void

+resetState(current_state : GameStates&) : void

-game_play : GamePlay&

-main_font : sf.Font

-sun_font : sf.Font

-select_buffer : sf.SoundBuffer

-select_audio : sf.Sound

-times_played : float

-game_title : sf.Text

-game_title_shadow : sf.Text

-play_text : sf.Text

-exit_text : sf.Text

-clicked_play : bool

-inside_play : bool

-inside_exit : bool

-background : sf.Sprite

-background_texture : sf.Texture

-score_text : sf.Text

+Player

-maps

ny

s_y : float)

Maps

+Maps(data : Data&)

+~Maps()

+init() : void

+update() : void

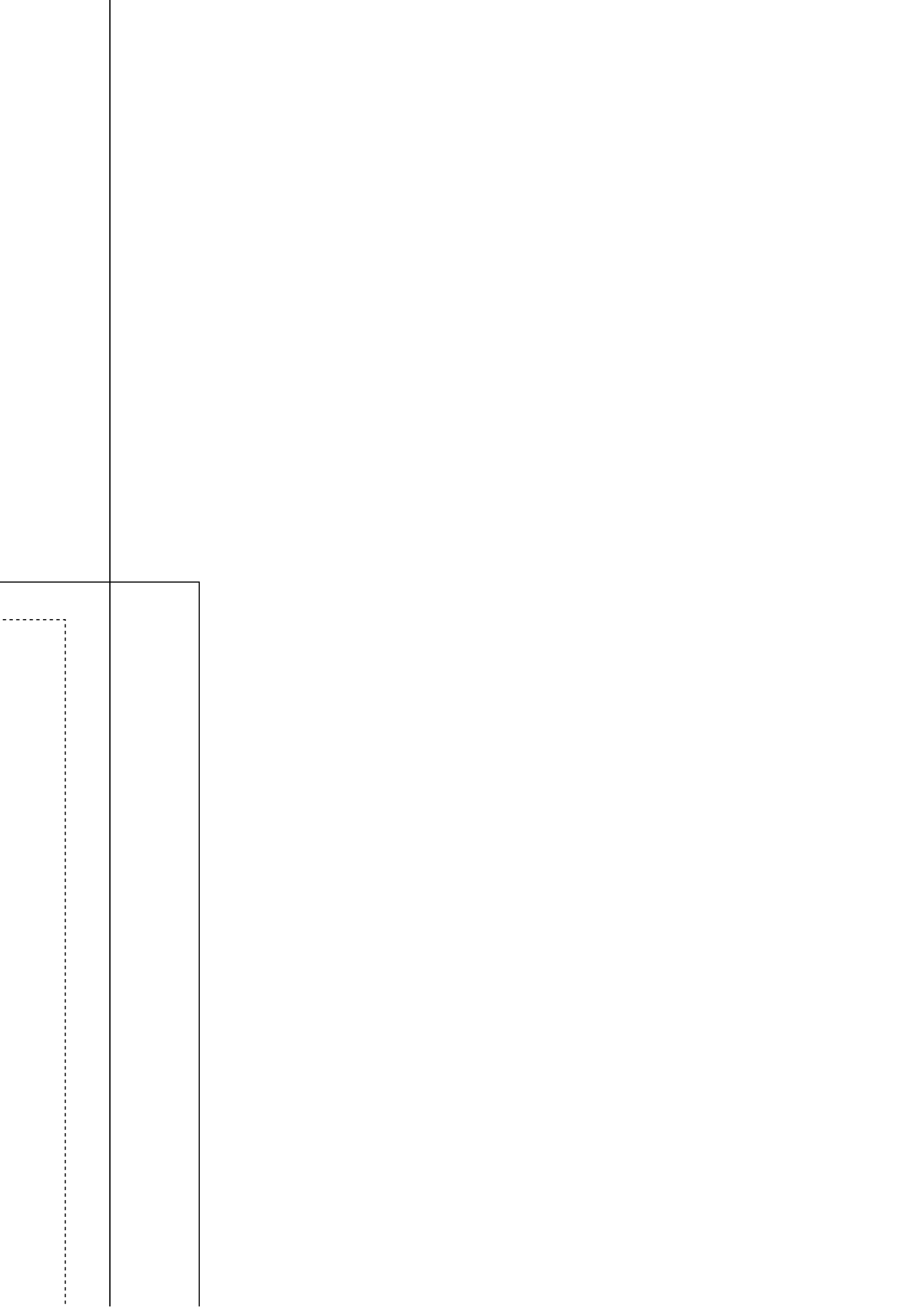
+render() : void

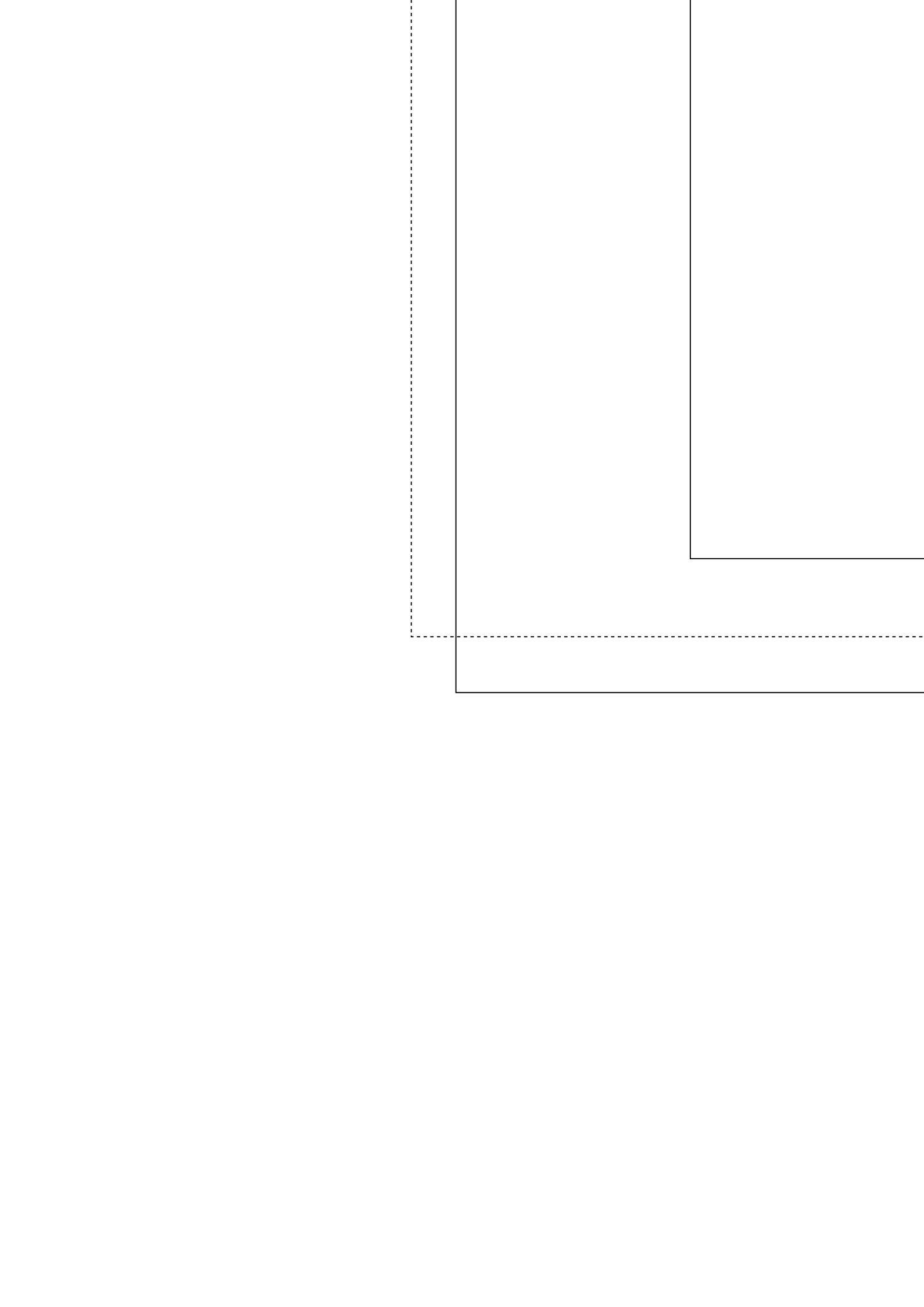
+rectangles() : void

+rectangle : sf.RectangleShape[17]

-background : sf.Sprite

-background image : sf.Texture





<<Enumeration>> FakeState
fake_idle
fake_moving

<<Enumeration>> PlayerAnimState
idle
moving_left
moving_right
jump
fall
charging
attack
damage

<<Enumeration>> GoAnimState
ENEMY_IDLE
ENEMY_MOVING
ENEMY_ATTACK
ENEMY_DAMAGE

GLOBAL
+main()

-direction : sf.Vector2f[4]
-n_enemies : int
-lives : int
-health_size : int
-health_frame : sf.RectangleShape
-health_bar : sf.RectangleShape
-heart : sf.Sprite
-heart_texture : sf.Texture
-collectibles_texture : sf.Texture
-collected : bool
-potions_collected : int
-magic_wall : sf.RectangleShape[2][7]
-magic_wall_col : sf.RectangleShape[2]
-zg_rect : sf.RectangleShape
-zero_gravity_on : bool
-tiny_potions : sf.Sprite[2]
-tiny_potion_texture : sf.Texture

+collectibles



