

My Project

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Chapter 1

Todo-List

General

- Font object should be inside a extra class, i.e. fontObject inside [Game.h](#) -> im moment hat jedes Modul die gleiche Font Objekte im Speicher und auch die Logig diese zu erstellen
- Problem mit iterieren über drawable vectoren -> allg. lösung dafür finden!
- center all the stuff inside rects based on their bounds!
- die ganzen handle event sachen in ein switch case packen, wird übersichtlicher
- Mouse pos stuff in toolbox auslagern

MainMenu

- Name eingeben und möglichen übergang zur Lobbyübersicht implementieren!
- Doc weiterschreiben

GameView

- evtl eine andere Textur für die void Felder, eine etwas dunklere wäre da cooler
- Menu nicht nur game verlassen, sondern dialog implementieren, wo eine möglichkeit spiel verlassen ist
- Format score
- Doc weiter schreiben

changeNameMenu

- write entered name to file -> enter funktioniert so erstmal noch nicht

Chapter 2

Module Index

2.1 Modules

Here is a list of all modules:

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Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

ChangeNameMenu.h	??
Game.cpp	17
Game.h	18
GameView.h	??
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Chapter 5

Module Documentation

5.1 General Purpose

in this header some general purpose things, helper functions and game state are implemented

in this header some general purpose things, helper functions and game state are implemented

in this header some general purpose things, helper functions and game state are defined

Author

Marco Deuscher

Date

10.11.2019

Author

Marco Deuscher

Date

07.11.2019

5.2 Game View

All the game logic and display are inside this class.

All the game logic and display are inside this class.

Author

Marco Deuscher

Date

07.11.2019

5.3 Main Menu

Implementing Main Menu.

Files

- file [MainMenu.h](#)
defining [MainMenu](#)

5.3.1 Detailed Description

Implementing Main Menu.

Author

Marco Deuscher

Date

05.11.2019

Chapter 6

Class Documentation

6.1 ChangeNameMenu Class Reference

Public Member Functions

- **ChangeNameMenu** (sf::RenderWindow *window, const int windowWidth, const int windowHeight, gameState *gs)
- int **initChangeNameMenu** ()
- void **handleChangeNameMenu** ()

The documentation for this class was generated from the following files:

- ChangeNameMenu.h
- ChangeNameMenu.cpp

6.2 GameView Class Reference

Public Member Functions

- **GameView** (sf::RenderWindow *gameWindow, const int windowWidth, const int windowHeight, gameState *gs)
- int **initGameView** ()
- int **handleGameView** ()
- void **setScore** (int scoreRed, int scoreBlue)
- void **setMoveTracker** (bool red)

6.2.1 Constructor & Destructor Documentation

6.2.1.1 GameView()

```
GameView::GameView (
    sf::RenderWindow * gw,
    const int windowWidth,
    const int windowHeight,
    gameState * gs )
```

Parameters

<i>gameWindow</i>	
<i>windowWidth</i>	
<i>windowHeight</i>	
<i>gs</i>	

6.2.2 Member Function Documentation

6.2.2.1 initGameView()

```
int GameView::initGameView ( )
```

Returns

The documentation for this class was generated from the following files:

- GameView.h
- GameView.cpp

6.3 MainMenu Class Reference

[MainMenu](#) functionality is implemented in here.

```
#include <MainMenu.h>
```

Public Member Functions

- [MainMenu](#) (sf::RenderWindow *window, const int windowHeight, const int windowHeight, gameState *gs)
Constructor.
- int [initMainMenu](#) ()
initializing [MainMenu](#)
- int [handleMainMenu](#) ()
this function is called from the main game loop

6.3.1 Detailed Description

[MainMenu](#) functionality is implemented in here.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 MainMenu()

```
MainMenu::MainMenu (
    sf::RenderWindow * window,
    const int windowWidth,
    const int windowHeight,
    gameState * gs )
```

Constructor.

Parameters

<i>window</i>	Window in which the main menu is drawn
<i>windowWidth</i>	width of the given window
<i>windowHeight</i>	height of the given window

6.3.3 Member Function Documentation

6.3.3.1 handleMainMenu()

```
int MainMenu::handleMainMenu ( )
```

this function is called from the main game loop

in this function the sprites/text etc. are drawn, this function is called from the main thread

Returns

MAINMENU_SUCCESS if successfull

6.3.3.2 initMainMenu()

```
int MainMenu::initMainMenu ( )
```

initializing [MainMenu](#)

in this function all the objects are created, font loaded etc.

Note

in this init function the font is loaded, the text initialized

Returns

MAINMENU_FONTLOADING_ERROR if loading the font failed, MAINMENU_SUCCESS if successfull

The documentation for this class was generated from the following files:

- [MainMenu.h](#)
- [MainMenu.cpp](#)

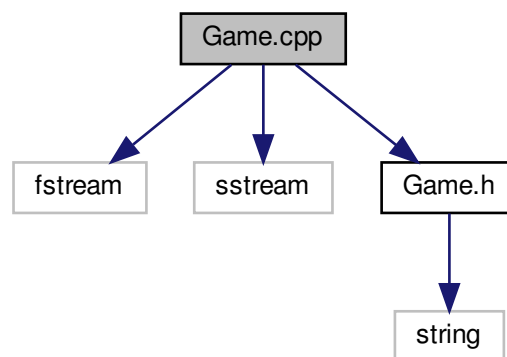
Chapter 7

File Documentation

7.1 Game.cpp File Reference

```
#include <fstream>
#include <sstream>
#include "Game.h"
```

Include dependency graph for Game.cpp:



Functions

- `std::string getStringFromFile (std::string filepath)`
reads a String form the specified file into a buffer and returns a std::string Object, can be used to get text ressources for i.e. buttons, textfields etc.

7.1.1 Function Documentation

7.1.1.1 getStringFromFile()

```
std::string getStringFromFile (
    std::string filepath )
```

reads a String from the specified file into a buffer and returns a std::string Object, can be used to get text resources for i.e. buttons, textfields etc.

Parameters

<i>filepath</i>	specifies path to text file that is supposed to be read
-----------------	---

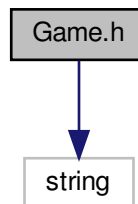
Returns

String read in String

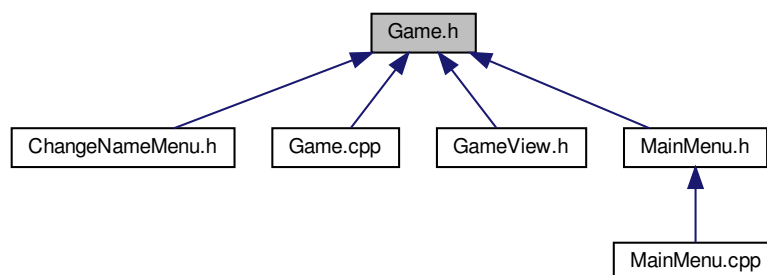
7.2 Game.h File Reference

```
#include <string>
```

Include dependency graph for Game.h:



This graph shows which files directly or indirectly include this file:



Enumerations

- enum **gameState** { **MAINMENU**, **INGAME**, **CHANGENAME** }

Functions

- std::string **getStringFromFile** (std::string filepath)
reads a String form the specified file into a buffer and returns a std::string Object, can be used to get text ressources for i.e. buttons, textfields etc.

7.2.1 Function Documentation

7.2.1.1 getStringFromFile()

```
std::string getStringFromFile (
    std::string filepath )
```

reads a String form the specified file into a buffer and returns a std::string Object, can be used to get text ressources for i.e. buttons, textfields etc.

read String from File to a String. Can be used for text Ressources

Parameters

<i>filepath</i>	specifies path to text file that is supposed to be read
-----------------	---

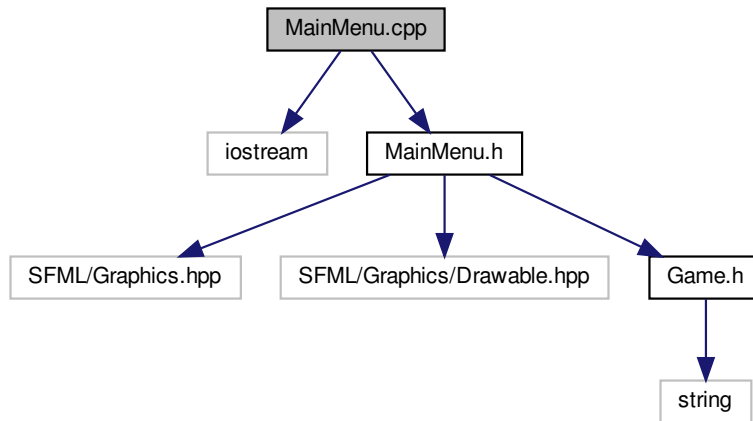
Returns

String read in String

7.3 MainMenu.cpp File Reference

```
#include <iostream>
#include "MainMenu.h"
```

Include dependency graph for MainMenu.cpp:



Macros

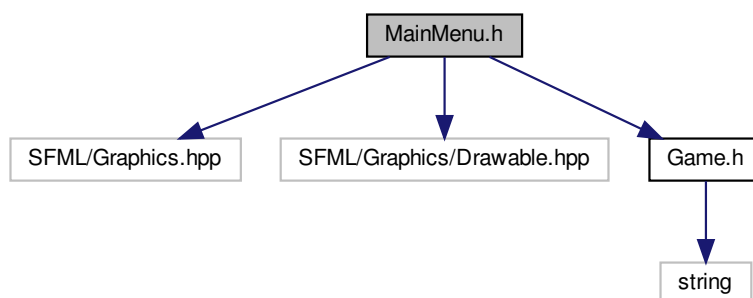
- #define **FONTS_MAINMENU_PATH** ("Fonts/arial.ttf")
- #define **FONTS_TITLE_PATH** ("Fonts/orange juice 2.0.ttf")
- #define **BACKGROUNDIMAGE_MAINMENU_PATH** ("images/MainMenu/background.jpg")
- #define **IMAGE_MAINMENU_MENU_PATH** ("images/MainMenu/menu.png")

7.4 MainMenu.h File Reference

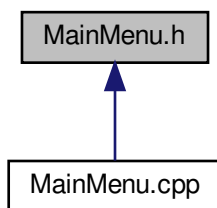
defining [MainMenu](#)

```
#include <SFML/Graphics.hpp>
#include <SFML/Graphics/Drawable.hpp>
#include "Game.h"
```

Include dependency graph for MainMenu.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [MainMenu](#)
[MainMenu](#) functionality is implemented in here.

Macros

- #define **MAINMENU_FONTLOADING_ERROR** ((-1))
- #define **MAINMENU_IMAGELOADING_ERROR** ((-2))
- #define **MAINMENU_SUCCESS** ((0))

7.4.1 Detailed Description

defining [MainMenu](#)

Author

Marco Deuscher

Date

05.11.2019

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