L2 Documentation

L.O.S.T

Logically Oriented Software Technology

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# Class Descriptions

## Renderer

The rendering component for the game. Will handle the creating of the d3dDevice as well as other DirectX components. It then renders the ScreenHandler.

## AudioHandler

Class for handling Fmod to play different sounds and musicloops.

## Camera

Represents the view of the player. Since this is a first person game it will also represent Pacman.

## ScreenHandler

Draws the current screen to be viewed by the player. Holds an update loop which is checked continually to check if the current screen needs to be swapped for another one.

## BaseScreen

Abstract class from which the other screens(the GameScreen and DeathScreen inherit from BaseGameScreen which in turn inherits from the BaseScreen) inherit basic variables and functions.

## BaseGameScreen

Abstract class from which the GameScreen and the DeathScreen will inherit.

## GameScreen

Handles the game play view when the player is playing a level. Holds the WorldHandler and the CollisionHandler.

## MenuScreen

Handles the view of the menu that the player navigates before starting a new game. Holds MenuObjects used for interacting with the menu.

## DeathScreen

When Pacman gets eaten by a ghost this screen will be displayed to show the 2D-world and Pacman haunting the ghosts.

## EndScreen

Once the game ends this screen will be displayed to let the player enter his score into a high score list.

## MapScreen

Displays the Pause screen with a overhead map of the level.

## GameTimer

Timer used for calculating the elapsed game time in seconds and milliseconds.

## HUD

The front-end component for the game. This will be used to display game related information to the player such as, the current score, how many lives are left etc.

## CollisionHandler

Class for handling all the in game collisions between any kind of GameObject.

## WorldHandler

Holds the structure of the current level, creating WallObjects to fit with the level design.

## QuadTree

Quad tree structure used to divide the world for rendering optimization and collision checks.

## ShaderObject

Creates and handles the shader files and the input layout associated with each GameObject.

## GameObject

Abstract class from which the other Object-classes(the player, ghost objects inherit from the NonStaticObject class which in turn inherits from GameObject) inherit basic variables and functions.

## WallObject

Object used for representing pieces of walls.

## NonStaticObject

Abstract class from which Objects such as Ghosts and Player will inherit.

## Player

Only used to display Pacman during the DeathScreen.

## Ghost

Object for handling the enemy AI. Moves using a grid structure with nodes.

## Candy

The basic candy which exists in the game. Gives the player a small number of points to his score when eaten. The level is cleared once all the candy is gone.

## SuperCandy

Special candy which changes Pacman's state so that he can eat the ghosts for extra points.

## MenuObject

Represents menu components such as buttons used for interacting with the menu.