ARCADE: INTERFACES

Our arcade's interfaces are used as such:

- The IGame interface for the games

- The IGraph interface for the graphic libraries

They provide numerous virtual methods, which are used by both groups' libraries. They were created at the beginning of the project and constantly modified.

IGame:

The IGame interface defines the virtual methods:

- runGame which computes the board and adds score / moves enemies accordingly.

- createMap which creates the map depending on the game, and then sets the player and if necessary, the enemies.

- goUp, goDown, goLeft, goRight are methods used to move the player around.

IGraph:

The IGraph interface defines the virtual methods:

- startMenu which starts the launch menu, and lets the user choose which game and which graphical library use, as well as the user name.

- startWindow which starts the game window in the defined graphical library.

- displayMap which displays the board, and then displays the player and if necessary, the enemies.

- closeWindow closes the game window.