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Implement a library.

To implement a library, you must put the library in a folder. It would be preferable to put the libraries in their correct folder :

./games is for games, *./lib* for graphical libraries.

Then you will need to add the path of the library in a text file (*already implemented*) which regroup all the selectable libraries :

./core/libraries_information/graphical_information

For a game library, do the same :

./core/libraries_information/game_information

Compatible groups :

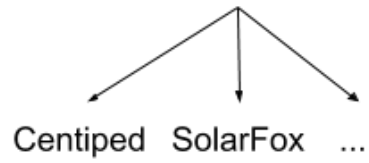
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Interfaces overview

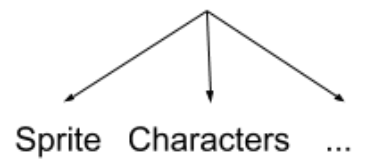
IGraphicalInterface



IGameInterface



IObjectToDraw



IObjectToDraw

The IObjectToDraw is the interface for the objects containing information, for the game and graphical libraries. This interface is composed of 7 functions and 2 enumeration :

Enumeration :

Type : objects, text.

Command : no_input, prev_graph, next_graph, prev_game, next_game, restart, pause, main_menu, game, exit, up, right, down, left, action.

Functions :

- `getID()` : get the id of the Instance.
- `getPath()` : get the path of the asset folder.
- `getType()` : getType of the instance which is an enumeration : objects or text.
- `getValue()` : get the value of the instance, mainly used for the text object.
- `getCoords()` : get the coordinates of the instance.
- `getSpritePos()` : get the position of a 2D sprite for the animations, textures.
- `getColor()` : get the color of the instance.

IGraphicalInterface

The IGraphicalInterface is the interface of the graphical libraries. She is composed of 7 functions :

Functions :

- `init()` : Initialize the window.
- `initAssets()` : Initialize the assets that the library is going to use
- `destroyAssets()` : Free the memory of the current assets loaded.
- `destroy()` : Free the memory of the window.
- `getInput()` : get the user input.
- `Draw()` : draw objects to the screen.

IGameInterface

The IGameInterface is the interface of the game libraries, composed of 6 functions :

Functions :

- setUsername() : set the name of the user.
- start() : Initialize the game.
- end() : Free the memory of the game.
- getAssets() : Return the assets needed for the game.
- applyInput() : Apply the input of the user.
- compute() : Calculate the next frame.