

## Projeto Integrador II Senac BCC

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# Chapter 1

## ProjetoPI2 - Desenvolvimento de um jogo utilizando a Allegro 5.

### LogiKiD

#### Sobre

Projeto Integrador do 2º Semestre do Bacharelado em Ciência da Computação do Centro Universitário Senac.

#### Integrantes

##### Atuais

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##### Ex

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#### Recursos

Arquivos de audio utilizados no jogo, estão sendo retirados dos seguintes links:

<http://www.freesfx.co.uk/> <http://freemusicarchive.org/>

#### Requisitos

Allegro 5.x instalado no sistema

## Como compilar

Utilizando Makefile:

-> Entrar na pasta make e escrever make: “ \$ cd LogiKid/make ; make “

“

## Chapter 2

# Data Structure Index

### 2.1 Data Structures

Here are the data structures with brief descriptions:

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## Chapter 3

# File Index

### 3.1 File List

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## Chapter 4

# Data Structure Documentation

### 4.1 `_elemento` Struct Reference

```
#include <config.h>
```

Collaboration diagram for `_elemento`:

#### Data Fields

- `char * string`
- `char * var`
- `struct \_elemento * proximo`

#### 4.1.1 Detailed Description

Definition at line 18 of file `config.h`.

#### 4.1.2 Field Documentation

##### 4.1.2.1 `struct _elemento* proximo`

Definition at line 21 of file `config.h`.

##### 4.1.2.2 `char* string`

Definition at line 19 of file `config.h`.

##### 4.1.2.3 `char* var`

Definition at line 20 of file `config.h`.

The documentation for this struct was generated from the following file:

- `J:/SENAC/LogiKid/make/src/config.h`

## 4.2 config Struct Reference

```
#include <config.h>
```

Collaboration diagram for config:

### Data Fields

- [elemento](#) \* [inicio](#)

### 4.2.1 Detailed Description

Definition at line 24 of file config.h.

### 4.2.2 Field Documentation

#### 4.2.2.1 [elemento](#)\* [inicio](#)

Definition at line 25 of file config.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[config.h](#)

## 4.3 Dialogs Struct Reference

```
#include <textBox.h>
```

### Data Fields

- char [menina\\_texto\\_1](#) [90]
- char [computador\\_texto\\_1](#) [90]
- char [menina\\_texto](#) [3][90]
- char [texto\\_generico](#) [5][100]

### 4.3.1 Detailed Description

Definition at line 17 of file textBox.h.

### 4.3.2 Field Documentation

#### 4.3.2.1 char [computador\\_texto\\_1](#)[90]

Definition at line 19 of file textBox.h.

#### 4.3.2.2 char [menina\\_texto](#)[3][90]

Definition at line 20 of file textBox.h.



#### 4.3.2.3 char menina\_texto\_1[90]

Definition at line 18 of file textBox.h.

#### 4.3.2.4 char texto\_generico[5][100]

Definition at line 21 of file textBox.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[textBox.h](#)

## 4.4 Game Struct Reference

```
#include <comum.h>
```

### Data Fields

- int [mute](#)
- int [level](#)
- ALLEGRO\_SAMPLE \* [som](#)
- ALLEGRO\_FONT \* [fonte](#)
- ALLEGRO\_FONT \* [fonte\\_menu](#)
- ALLEGRO\_FONT \* [fonte\\_logo](#)
- ALLEGRO\_TIMER \* [timer](#)
- ALLEGRO\_DISPLAY \* [janela](#)
- ALLEGRO\_EVENT\_QUEUE \* [fila\\_eventos](#)
- ALLEGRO\_SAMPLE \* [song](#)
- ALLEGRO\_SAMPLE\_INSTANCE \* [songInstance](#)
- ALLEGRO\_FONT \* [fonteKeys](#)

#### 4.4.1 Detailed Description

Definition at line 23 of file comum.h.

#### 4.4.2 Field Documentation

##### 4.4.2.1 ALLEGRO\_EVENT\_QUEUE\* fila\_eventos

Definition at line 33 of file comum.h.

##### 4.4.2.2 ALLEGRO\_FONT\* fonte

Definition at line 28 of file comum.h.

##### 4.4.2.3 ALLEGRO\_FONT\* fonte\_logo

Definition at line 30 of file comum.h.

#### 4.4.2.4 ALLEGRO\_FONT\* fonte\_menu

Definition at line 29 of file comum.h.

#### 4.4.2.5 ALLEGRO\_FONT\* fonteKeys

Definition at line 36 of file comum.h.

#### 4.4.2.6 ALLEGRO\_DISPLAY\* janela

Definition at line 32 of file comum.h.

#### 4.4.2.7 int level

Definition at line 26 of file comum.h.

#### 4.4.2.8 int mute

Definition at line 25 of file comum.h.

#### 4.4.2.9 ALLEGRO\_SAMPLE\* som

Definition at line 27 of file comum.h.

#### 4.4.2.10 ALLEGRO\_SAMPLE\* song

Definition at line 34 of file comum.h.

#### 4.4.2.11 ALLEGRO\_SAMPLE\_INSTANCE\* songInstance

Definition at line 35 of file comum.h.

#### 4.4.2.12 ALLEGRO\_TIMER\* timer

Definition at line 31 of file comum.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[comum.h](#)

## 4.5 Image Struct Reference

```
#include <Player.h>
```

### Data Fields

- ALLEGRO\_BITMAP \* [image](#)
- int [posInSprite](#)
- int [maxFrame](#)
- int [curFrame](#)

- int [frameCount](#)
- int [frameDelay](#)
- int [frameWidth](#)
- int [frameHeight](#)

#### 4.5.1 Detailed Description

Definition at line 17 of file Player.h.

#### 4.5.2 Field Documentation

##### 4.5.2.1 int curFrame

Definition at line 23 of file Player.h.

##### 4.5.2.2 int frameCount

Definition at line 24 of file Player.h.

##### 4.5.2.3 int frameDelay

Definition at line 25 of file Player.h.

##### 4.5.2.4 int frameHeight

Definition at line 27 of file Player.h.

##### 4.5.2.5 int frameWidth

Definition at line 26 of file Player.h.

##### 4.5.2.6 ALLEGRO\_BITMAP\* image

Definition at line 19 of file Player.h.

##### 4.5.2.7 int maxFrame

Definition at line 22 of file Player.h.

##### 4.5.2.8 int posInSprite

Definition at line 21 of file Player.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[Player.h](#)

## 4.6 Keys Struct Reference

```
#include <Player.h>
```

## Data Fields

- bool [keyUp](#)
- bool [keyDown](#)
- bool [keyLeft](#)
- bool [keyRight](#)

### 4.6.1 Detailed Description

Definition at line 57 of file Player.h.

### 4.6.2 Field Documentation

#### 4.6.2.1 bool keyDown

Definition at line 59 of file Player.h.

#### 4.6.2.2 bool keyLeft

Definition at line 60 of file Player.h.

#### 4.6.2.3 bool keyRight

Definition at line 61 of file Player.h.

#### 4.6.2.4 bool keyUp

Definition at line 58 of file Player.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[Player.h](#)

## 4.7 LevelCinco Struct Reference

```
#include <fase5.h>
```

## Data Fields

- ALLEGRO\_BITMAP \* [circ1\\_on](#)
- ALLEGRO\_BITMAP \* [circ2\\_on](#)
- ALLEGRO\_BITMAP \* [circ1\\_off](#)
- ALLEGRO\_BITMAP \* [circ2\\_off](#)
- ALLEGRO\_BITMAP \* [circ1](#)
- ALLEGRO\_BITMAP \* [circ2](#)
- ALLEGRO\_BITMAP \* [circ3](#)
- ALLEGRO\_BITMAP \* [circ\\_base](#)
- bool [isOn](#) [5]

### 4.7.1 Detailed Description

Definition at line 15 of file fase5.h.

### 4.7.2 Field Documentation

#### 4.7.2.1 ALLEGRO\_BITMAP\* circ1

Definition at line 22 of file fase5.h.

#### 4.7.2.2 ALLEGRO\_BITMAP\* circ1\_off

Definition at line 19 of file fase5.h.

#### 4.7.2.3 ALLEGRO\_BITMAP\* circ1\_on

Definition at line 16 of file fase5.h.

#### 4.7.2.4 ALLEGRO\_BITMAP\* circ2

Definition at line 23 of file fase5.h.

#### 4.7.2.5 ALLEGRO\_BITMAP\* circ2\_off

Definition at line 20 of file fase5.h.

#### 4.7.2.6 ALLEGRO\_BITMAP\* circ2\_on

Definition at line 17 of file fase5.h.

#### 4.7.2.7 ALLEGRO\_BITMAP\* circ3

Definition at line 24 of file fase5.h.

#### 4.7.2.8 ALLEGRO\_BITMAP\* circ\_base

Definition at line 26 of file fase5.h.

#### 4.7.2.9 bool isOn[5]

Definition at line 28 of file fase5.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/Fases/Fase5/[fase5.h](#)

## 4.8 LevelDois Struct Reference

```
#include <fase2.h>
```

## Data Fields

- ALLEGRO\_BITMAP \* [circ1\\_on](#)
- ALLEGRO\_BITMAP \* [circ2\\_on](#)
- ALLEGRO\_BITMAP \* [circ3\\_on](#)
- ALLEGRO\_BITMAP \* [circ4\\_on](#)
- ALLEGRO\_BITMAP \* [circ5\\_on](#)
- ALLEGRO\_BITMAP \* [circ1\\_off](#)
- ALLEGRO\_BITMAP \* [circ2\\_off](#)
- ALLEGRO\_BITMAP \* [circ3\\_off](#)
- ALLEGRO\_BITMAP \* [circ1](#)
- ALLEGRO\_BITMAP \* [circ2](#)
- ALLEGRO\_BITMAP \* [circ3](#)
- ALLEGRO\_BITMAP \* [circ4](#)
- ALLEGRO\_BITMAP \* [circ5](#)
- ALLEGRO\_BITMAP \* [circ6](#)
- ALLEGRO\_BITMAP \* [portas](#)
- bool [isOn](#) [5]

### 4.8.1 Detailed Description

Definition at line 15 of file fase2.h.

### 4.8.2 Field Documentation

#### 4.8.2.1 ALLEGRO\_BITMAP\* [circ1](#)

Definition at line 26 of file fase2.h.

#### 4.8.2.2 ALLEGRO\_BITMAP\* [circ1\\_off](#)

Definition at line 22 of file fase2.h.

#### 4.8.2.3 ALLEGRO\_BITMAP\* [circ1\\_on](#)

Definition at line 16 of file fase2.h.

#### 4.8.2.4 ALLEGRO\_BITMAP\* [circ2](#)

Definition at line 27 of file fase2.h.

#### 4.8.2.5 ALLEGRO\_BITMAP\* [circ2\\_off](#)

Definition at line 23 of file fase2.h.

#### 4.8.2.6 ALLEGRO\_BITMAP\* [circ2\\_on](#)

Definition at line 17 of file fase2.h.

#### 4.8.2.7 ALLEGRO\_BITMAP\* circ3

Definition at line 28 of file fase2.h.

#### 4.8.2.8 ALLEGRO\_BITMAP\* circ3\_off

Definition at line 24 of file fase2.h.

#### 4.8.2.9 ALLEGRO\_BITMAP\* circ3\_on

Definition at line 18 of file fase2.h.

#### 4.8.2.10 ALLEGRO\_BITMAP\* circ4

Definition at line 29 of file fase2.h.

#### 4.8.2.11 ALLEGRO\_BITMAP\* circ4\_on

Definition at line 19 of file fase2.h.

#### 4.8.2.12 ALLEGRO\_BITMAP\* circ5

Definition at line 30 of file fase2.h.

#### 4.8.2.13 ALLEGRO\_BITMAP\* circ5\_on

Definition at line 20 of file fase2.h.

#### 4.8.2.14 ALLEGRO\_BITMAP\* circ6

Definition at line 32 of file fase2.h.

#### 4.8.2.15 bool isOn[5]

Definition at line 35 of file fase2.h.

#### 4.8.2.16 ALLEGRO\_BITMAP\* portas

Definition at line 33 of file fase2.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/Fases/Fase2/[fase2.h](#)

## 4.9 LevelOne Struct Reference

```
#include <fase1.h>
```

## Data Fields

- ALLEGRO\_BITMAP \* [circ1\\_on](#)
- ALLEGRO\_BITMAP \* [circ2\\_on](#)
- ALLEGRO\_BITMAP \* [circ3\\_on](#)
- ALLEGRO\_BITMAP \* [circ4\\_on](#)
- ALLEGRO\_BITMAP \* [circ5\\_on](#)
- ALLEGRO\_BITMAP \* [circ1\\_off](#)
- ALLEGRO\_BITMAP \* [circ2\\_off](#)
- ALLEGRO\_BITMAP \* [circ3\\_off](#)
- ALLEGRO\_BITMAP \* [circ1](#)
- ALLEGRO\_BITMAP \* [circ2](#)
- ALLEGRO\_BITMAP \* [circ3](#)
- ALLEGRO\_BITMAP \* [circ4](#)
- ALLEGRO\_BITMAP \* [circ5](#)
- ALLEGRO\_BITMAP \* [portas](#)
- int [teste](#)
- bool [isOn](#) [5]

### 4.9.1 Detailed Description

Definition at line 16 of file fase1.h.

### 4.9.2 Field Documentation

#### 4.9.2.1 ALLEGRO\_BITMAP\* [circ1](#)

Definition at line 27 of file fase1.h.

#### 4.9.2.2 ALLEGRO\_BITMAP\* [circ1\\_off](#)

Definition at line 23 of file fase1.h.

#### 4.9.2.3 ALLEGRO\_BITMAP\* [circ1\\_on](#)

Definition at line 17 of file fase1.h.

#### 4.9.2.4 ALLEGRO\_BITMAP\* [circ2](#)

Definition at line 28 of file fase1.h.

#### 4.9.2.5 ALLEGRO\_BITMAP\* [circ2\\_off](#)

Definition at line 24 of file fase1.h.

#### 4.9.2.6 ALLEGRO\_BITMAP\* [circ2\\_on](#)

Definition at line 18 of file fase1.h.



#### 4.9.2.7 ALLEGRO\_BITMAP\* circ3

Definition at line 29 of file fase1.h.

#### 4.9.2.8 ALLEGRO\_BITMAP\* circ3\_off

Definition at line 25 of file fase1.h.

#### 4.9.2.9 ALLEGRO\_BITMAP\* circ3\_on

Definition at line 19 of file fase1.h.

#### 4.9.2.10 ALLEGRO\_BITMAP\* circ4

Definition at line 30 of file fase1.h.

#### 4.9.2.11 ALLEGRO\_BITMAP\* circ4\_on

Definition at line 20 of file fase1.h.

#### 4.9.2.12 ALLEGRO\_BITMAP\* circ5

Definition at line 31 of file fase1.h.

#### 4.9.2.13 ALLEGRO\_BITMAP\* circ5\_on

Definition at line 21 of file fase1.h.

#### 4.9.2.14 bool isOn[5]

Definition at line 37 of file fase1.h.

#### 4.9.2.15 ALLEGRO\_BITMAP\* portas

Definition at line 33 of file fase1.h.

#### 4.9.2.16 int teste

Definition at line 35 of file fase1.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/Fases/Fase1/[fase1.h](#)

## 4.10 LevelQuatro Struct Reference

```
#include <fase4.h>
```

## Data Fields

- ALLEGRO\_BITMAP \* [circ1\\_on](#)
- ALLEGRO\_BITMAP \* [circ2\\_on](#)
- ALLEGRO\_BITMAP \* [circ3\\_on](#)
- ALLEGRO\_BITMAP \* [circ4\\_on](#)
- ALLEGRO\_BITMAP \* [circ5\\_on](#)
- ALLEGRO\_BITMAP \* [circ6\\_on](#)
- ALLEGRO\_BITMAP \* [circ7\\_on](#)
- ALLEGRO\_BITMAP \* [circ1\\_off](#)
- ALLEGRO\_BITMAP \* [circ2\\_off](#)
- ALLEGRO\_BITMAP \* [circ3\\_off](#)
- ALLEGRO\_BITMAP \* [circ1](#)
- ALLEGRO\_BITMAP \* [circ2](#)
- ALLEGRO\_BITMAP \* [circ3](#)
- ALLEGRO\_BITMAP \* [circ4](#)
- ALLEGRO\_BITMAP \* [circ5](#)
- ALLEGRO\_BITMAP \* [circ6](#)
- ALLEGRO\_BITMAP \* [circ7](#)
- ALLEGRO\_BITMAP \* [circ\\_base](#)
- ALLEGRO\_BITMAP \* [portas](#)
- bool [isOn](#) [5]

### 4.10.1 Detailed Description

Definition at line 15 of file fase4.h.

### 4.10.2 Field Documentation

#### 4.10.2.1 ALLEGRO\_BITMAP\* [circ1](#)

Definition at line 28 of file fase4.h.

#### 4.10.2.2 ALLEGRO\_BITMAP\* [circ1\\_off](#)

Definition at line 24 of file fase4.h.

#### 4.10.2.3 ALLEGRO\_BITMAP\* [circ1\\_on](#)

Definition at line 16 of file fase4.h.

#### 4.10.2.4 ALLEGRO\_BITMAP\* [circ2](#)

Definition at line 29 of file fase4.h.

#### 4.10.2.5 ALLEGRO\_BITMAP\* [circ2\\_off](#)

Definition at line 25 of file fase4.h.

#### 4.10.2.6 ALLEGRO\_BITMAP\* [circ2\\_on](#)

Definition at line 17 of file fase4.h.

**4.10.2.7 ALLEGRO\_BITMAP\* circ3**

Definition at line 30 of file fase4.h.

**4.10.2.8 ALLEGRO\_BITMAP\* circ3\_off**

Definition at line 26 of file fase4.h.

**4.10.2.9 ALLEGRO\_BITMAP\* circ3\_on**

Definition at line 18 of file fase4.h.

**4.10.2.10 ALLEGRO\_BITMAP\* circ4**

Definition at line 31 of file fase4.h.

**4.10.2.11 ALLEGRO\_BITMAP\* circ4\_on**

Definition at line 19 of file fase4.h.

**4.10.2.12 ALLEGRO\_BITMAP\* circ5**

Definition at line 32 of file fase4.h.

**4.10.2.13 ALLEGRO\_BITMAP\* circ5\_on**

Definition at line 20 of file fase4.h.

**4.10.2.14 ALLEGRO\_BITMAP\* circ6**

Definition at line 33 of file fase4.h.

**4.10.2.15 ALLEGRO\_BITMAP\* circ6\_on**

Definition at line 21 of file fase4.h.

**4.10.2.16 ALLEGRO\_BITMAP\* circ7**

Definition at line 34 of file fase4.h.

**4.10.2.17 ALLEGRO\_BITMAP\* circ7\_on**

Definition at line 22 of file fase4.h.

**4.10.2.18 ALLEGRO\_BITMAP\* circ\_base**

Definition at line 36 of file fase4.h.

#### 4.10.2.19 bool isOn[5]

Definition at line 39 of file fase4.h.

#### 4.10.2.20 ALLEGRO\_BITMAP\* portas

Definition at line 37 of file fase4.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/Fases/Fase4/[fase4.h](#)

## 4.11 LevelTres Struct Reference

```
#include <fase3.h>
```

### Data Fields

- ALLEGRO\_BITMAP \* [circ1](#)
- ALLEGRO\_BITMAP \* [circ2](#)
- ALLEGRO\_BITMAP \* [circ3](#)
- ALLEGRO\_BITMAP \* [circ4](#)
- ALLEGRO\_BITMAP \* [circ5](#)
- ALLEGRO\_BITMAP \* [circ6](#)
- ALLEGRO\_BITMAP \* [circ1\\_on](#)
- ALLEGRO\_BITMAP \* [circ2\\_on](#)
- ALLEGRO\_BITMAP \* [circ3\\_on](#)
- ALLEGRO\_BITMAP \* [circ4\\_on](#)
- ALLEGRO\_BITMAP \* [circ5\\_on](#)
- ALLEGRO\_BITMAP \* [circ6\\_on](#)
- ALLEGRO\_BITMAP \* [circ1\\_off](#)
- ALLEGRO\_BITMAP \* [circ2\\_off](#)
- ALLEGRO\_BITMAP \* [circ3\\_off](#)
- ALLEGRO\_BITMAP \* [circ4\\_off](#)
- ALLEGRO\_BITMAP \* [circ\\_off](#)
- ALLEGRO\_BITMAP \* [saida](#)
- ALLEGRO\_BITMAP \* [portas](#)
- char [cChances](#) [5]
- bool [isOn](#) [5]
- int [chances](#)

#### 4.11.1 Detailed Description

Definition at line 15 of file fase3.h.

#### 4.11.2 Field Documentation

##### 4.11.2.1 char cChances[5]

Definition at line 40 of file fase3.h.

#### 4.11.2.2 int chances

Definition at line 42 of file fase3.h.

#### 4.11.2.3 ALLEGRO\_BITMAP\* circ1

Definition at line 16 of file fase3.h.

#### 4.11.2.4 ALLEGRO\_BITMAP\* circ1\_off

Definition at line 30 of file fase3.h.

#### 4.11.2.5 ALLEGRO\_BITMAP\* circ1\_on

Definition at line 23 of file fase3.h.

#### 4.11.2.6 ALLEGRO\_BITMAP\* circ2

Definition at line 17 of file fase3.h.

#### 4.11.2.7 ALLEGRO\_BITMAP\* circ2\_off

Definition at line 31 of file fase3.h.

#### 4.11.2.8 ALLEGRO\_BITMAP\* circ2\_on

Definition at line 24 of file fase3.h.

#### 4.11.2.9 ALLEGRO\_BITMAP\* circ3

Definition at line 18 of file fase3.h.

#### 4.11.2.10 ALLEGRO\_BITMAP\* circ3\_off

Definition at line 32 of file fase3.h.

#### 4.11.2.11 ALLEGRO\_BITMAP\* circ3\_on

Definition at line 25 of file fase3.h.

#### 4.11.2.12 ALLEGRO\_BITMAP\* circ4

Definition at line 19 of file fase3.h.

#### 4.11.2.13 ALLEGRO\_BITMAP\* circ4\_off

Definition at line 33 of file fase3.h.

#### 4.11.2.14 ALLEGRO\_BITMAP\* circ4\_on

Definition at line 26 of file fase3.h.

#### 4.11.2.15 ALLEGRO\_BITMAP\* circ5

Definition at line 20 of file fase3.h.

#### 4.11.2.16 ALLEGRO\_BITMAP\* circ5\_on

Definition at line 27 of file fase3.h.

#### 4.11.2.17 ALLEGRO\_BITMAP\* circ6

Definition at line 21 of file fase3.h.

#### 4.11.2.18 ALLEGRO\_BITMAP\* circ6\_on

Definition at line 28 of file fase3.h.

#### 4.11.2.19 ALLEGRO\_BITMAP\* circ\_off

Definition at line 35 of file fase3.h.

#### 4.11.2.20 bool isOn[5]

Definition at line 41 of file fase3.h.

#### 4.11.2.21 ALLEGRO\_BITMAP\* portas

Definition at line 38 of file fase3.h.

#### 4.11.2.22 ALLEGRO\_BITMAP\* saida

Definition at line 37 of file fase3.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/Fases/Fase3/[fase3.h](#)

## 4.12 LevelZero Struct Reference

```
#include <fase0.h>
```

### Data Fields

- int [chances](#)
- ALLEGRO\_BITMAP \* [circ1](#)
- ALLEGRO\_BITMAP \* [circ1\\_on](#)
- ALLEGRO\_BITMAP \* [circ1\\_off](#)
- bool [isOn](#) [5]

#### 4.12.1 Detailed Description

Definition at line 18 of file fase0.h.

#### 4.12.2 Field Documentation

##### 4.12.2.1 int chances

Definition at line 20 of file fase0.h.

##### 4.12.2.2 ALLEGRO\_BITMAP\* circ1

Definition at line 21 of file fase0.h.

##### 4.12.2.3 ALLEGRO\_BITMAP\* circ1\_off

Definition at line 24 of file fase0.h.

##### 4.12.2.4 ALLEGRO\_BITMAP\* circ1\_on

Definition at line 23 of file fase0.h.

##### 4.12.2.5 bool isOn[5]

Definition at line 28 of file fase0.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/Fases/Fase0/[fase0.h](#)

### 4.13 IglImages Struct Reference

```
#include <selecaomenu.h>
```

#### Data Fields

- int [itmSelX](#)
- int [itmSelY](#)
- int [currGate](#)
- ALLEGRO\_BITMAP \* [ImagemMenu](#)
- ALLEGRO\_BITMAP \* [PER1](#)
- ALLEGRO\_BITMAP \* [PER2](#)
- ALLEGRO\_BITMAP \* [PER3](#)
- ALLEGRO\_BITMAP \* [PER4](#)
- ALLEGRO\_BITMAP \* [PER5](#)
- ALLEGRO\_BITMAP \* [PER6](#)
- ALLEGRO\_BITMAP \* [PER7](#)
- ALLEGRO\_BITMAP \* [Seletor](#)
- ALLEGRO\_BITMAP \* [Seletor2](#)
- ALLEGRO\_SAMPLE \* [menuSoundOpen](#)

### 4.13.1 Detailed Description

Definition at line 18 of file selecaomenu.h.

### 4.13.2 Field Documentation

#### 4.13.2.1 int currGate

Definition at line 21 of file selecaomenu.h.

#### 4.13.2.2 ALLEGRO\_BITMAP\* ImagemMenu

Definition at line 23 of file selecaomenu.h.

#### 4.13.2.3 int itmSelX

Definition at line 20 of file selecaomenu.h.

#### 4.13.2.4 int itmSelY

Definition at line 20 of file selecaomenu.h.

#### 4.13.2.5 ALLEGRO\_SAMPLE\* menuSoundOpen

Definition at line 34 of file selecaomenu.h.

#### 4.13.2.6 ALLEGRO\_BITMAP\* PER1

Definition at line 24 of file selecaomenu.h.

#### 4.13.2.7 ALLEGRO\_BITMAP\* PER2

Definition at line 25 of file selecaomenu.h.

#### 4.13.2.8 ALLEGRO\_BITMAP\* PER3

Definition at line 26 of file selecaomenu.h.

#### 4.13.2.9 ALLEGRO\_BITMAP\* PER4

Definition at line 27 of file selecaomenu.h.

#### 4.13.2.10 ALLEGRO\_BITMAP\* PER5

Definition at line 28 of file selecaomenu.h.

#### 4.13.2.11 ALLEGRO\_BITMAP\* PER6

Definition at line 29 of file selecaomenu.h.



#### 4.13.2.12 ALLEGRO\_BITMAP\* PER7

Definition at line 30 of file selecaomenu.h.

#### 4.13.2.13 ALLEGRO\_BITMAP\* Seletor

Definition at line 31 of file selecaomenu.h.

#### 4.13.2.14 ALLEGRO\_BITMAP\* Seletor2

Definition at line 32 of file selecaomenu.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[selecaomenu.h](#)

## 4.14 LogicGates Struct Reference

```
#include <Player.h>
```

### Data Fields

- int [lgAND](#)
- int [lgOR](#)
- int [lgNAND](#)
- int [lgNOR](#)
- int [lgNOT](#)
- int [lgXOR](#)
- int [lgXNOR](#)

#### 4.14.1 Detailed Description

Definition at line 40 of file Player.h.

#### 4.14.2 Field Documentation

##### 4.14.2.1 int lgAND

Definition at line 42 of file Player.h.

##### 4.14.2.2 int lgNAND

Definition at line 42 of file Player.h.

##### 4.14.2.3 int lgNOR

Definition at line 42 of file Player.h.

##### 4.14.2.4 int lgNOT

Definition at line 43 of file Player.h.

#### 4.14.2.5 int IgOR

Definition at line 42 of file Player.h.

#### 4.14.2.6 int IgXNOR

Definition at line 43 of file Player.h.

#### 4.14.2.7 int IgXOR

Definition at line 43 of file Player.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[Player.h](#)

### 4.15 Player Struct Reference

```
#include <Player.h>
```

Collaboration diagram for Player:

#### Data Fields

- ALLEGRO\_SAMPLE \* [footstep](#)
- ALLEGRO\_FONT \* [play\\_font](#)
- [State](#) state
- [Image](#) image
- [LogicGates](#) lGates
- int [chances](#)

#### 4.15.1 Detailed Description

Definition at line 46 of file Player.h.

#### 4.15.2 Field Documentation

##### 4.15.2.1 int chances

Definition at line 53 of file Player.h.

##### 4.15.2.2 ALLEGRO\_SAMPLE\* footstep

Definition at line 48 of file Player.h.

##### 4.15.2.3 Image image

Definition at line 51 of file Player.h.

#### 4.15.2.4 LogicGates lGates

Definition at line 52 of file Player.h.

#### 4.15.2.5 ALLEGRO\_FONT\* play\_font

Definition at line 49 of file Player.h.

#### 4.15.2.6 State state

Definition at line 50 of file Player.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[Player.h](#)

## 4.16 Ranked Struct Reference

```
#include <pontuacao.h>
```

### Data Fields

- ALLEGRO\_BITMAP \* [imageExcelente](#)
- ALLEGRO\_BITMAP \* [imageBom](#)
- ALLEGRO\_BITMAP \* [imageRegular](#)
- ALLEGRO\_SAMPLE \* [somExcelente](#)
- ALLEGRO\_SAMPLE \* [somBom](#)
- ALLEGRO\_SAMPLE \* [somRegular](#)

### 4.16.1 Detailed Description

Definition at line 17 of file pontuacao.h.

### 4.16.2 Field Documentation

#### 4.16.2.1 ALLEGRO\_BITMAP\* imageBom

Definition at line 21 of file pontuacao.h.

#### 4.16.2.2 ALLEGRO\_BITMAP\* imageExcelente

Definition at line 20 of file pontuacao.h.

#### 4.16.2.3 ALLEGRO\_BITMAP\* imageRegular

Definition at line 22 of file pontuacao.h.

#### 4.16.2.4 ALLEGRO\_SAMPLE\* somBom

Definition at line 24 of file pontuacao.h.

#### 4.16.2.5 ALLEGRO\_SAMPLE\* somExcelente

Definition at line 23 of file pontuacao.h.

#### 4.16.2.6 ALLEGRO\_SAMPLE\* somRegular

Definition at line 25 of file pontuacao.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[pontuacao.h](#)

## 4.17 State Struct Reference

```
#include <Player.h>
```

### Data Fields

- int [x](#)
- int [y](#)
- int [speed](#)
- bool [direita](#)
- bool [esquerda](#)
- bool [sobe](#)
- bool [desce](#)
- bool [idleE](#)
- bool [idleD](#)
- bool [idleC](#)
- bool [idleB](#)

### 4.17.1 Detailed Description

Definition at line 30 of file Player.h.

### 4.17.2 Field Documentation

#### 4.17.2.1 bool desce

Definition at line 36 of file Player.h.

#### 4.17.2.2 bool direita

Definition at line 35 of file Player.h.

#### 4.17.2.3 bool esquerda

Definition at line 35 of file Player.h.

#### 4.17.2.4 bool idleB

Definition at line 37 of file Player.h.

#### 4.17.2.5 bool idleC

Definition at line 37 of file Player.h.

#### 4.17.2.6 bool idleD

Definition at line 37 of file Player.h.

#### 4.17.2.7 bool idleE

Definition at line 37 of file Player.h.

#### 4.17.2.8 bool sobe

Definition at line 36 of file Player.h.

#### 4.17.2.9 int speed

Definition at line 34 of file Player.h.

#### 4.17.2.10 int x

Definition at line 32 of file Player.h.

#### 4.17.2.11 int y

Definition at line 33 of file Player.h.

The documentation for this struct was generated from the following file:

- J:/SENAC/LogiKid/make/src/[Player.h](#)



## Chapter 5

# File Documentation

### 5.1 J:/SENAC/LogiKid/make/src/comum.h File Reference

```
#include <stdio.h>
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_audio.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_acodec.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for comum.h: This graph shows which files directly or indirectly include this file:

#### Data Structures

- struct [Game](#)

#### Macros

- #define [ALTURA](#) 800
- #define [LARGURA](#) 600

#### Functions

- bool [inicializar](#) ()

#### Variables

- struct [Game](#) [game](#)

#### 5.1.1 Macro Definition Documentation

##### 5.1.1.1 #define ALTURA 800

Definition at line 20 of file comum.h.

##### 5.1.1.2 #define LARGURA 600

Definition at line 21 of file comum.h.

## 5.1.2 Function Documentation

### 5.1.2.1 bool inicializar ( )

Definition at line 11 of file init.c.

## 5.1.3 Variable Documentation

### 5.1.3.1 struct Game game

Definition at line 39 of file comum.h.

## 5.2 J:/SENAC/LogiKid/make/src/config.c File Reference

```
#include "config.h"
```

```
#include "comum.h"
```

Include dependency graph for config.c:

### Functions

- void [libera\\_string](#) (char \*string)
- [config \\* aloca](#) ()
- void [libera\\_config](#) (config \*l, int type)
- void [insere\\_config](#) (config \*l, char \*var, char \*string)
- char \* [retorna\\_config](#) (config \*l, char \*var)
- void [apaga\\_config](#) (config \*l, char \*var)
- void [imprime\\_config](#) (config \*l, FILE \*file)
- int [conta\\_linhas](#) (FILE \*entrada)
- int [conta\\_until](#) (FILE \*entrada, char until)
- bool [load\\_config](#) (char \*config\_file, int type)
- bool [load\\_configuracao](#) (char \*config\_file)
- bool [load\\_idioma](#) (char \*config\_file)
- char \* [get\\_configuracao](#) (char \*var)
- char \* [get\\_idioma](#) (char \*var)
- void [limpa\\_config](#) ()
- void [limpa\\_idioma](#) ()
- void [apaga\\_idioma](#) (char \*var)
- void [apaga\\_configuracao](#) (char \*var)
- void [imprime\\_idioma](#) ()
- void [imprime\\_configuracao](#) ()
- char \* [get\\_config\\_user](#) (char \*var)
- void [imprime\\_config\\_user](#) ()
- void [apaga\\_config\\_user](#) (char \*var)
- void [adiciona\\_config\\_user](#) (char \*string, char \*var)
- void [update\\_config\\_user](#) (char \*string, char \*var)
- void [limpa\\_config\\_user](#) ()
- bool [salva\\_config](#) (config \*l, char \*config\_file)
- bool [salva\\_config\\_user](#) (char \*config\_file)
- bool [create\\_config\\_user](#) (char \*config\_file)
- bool [load\\_config\\_user](#) (char \*config\_file)



## Variables

- `config arquivo_configuracao`
- `config arquivo_idioma`
- `config arquivo_config_user`
- `int loaded_config = 0`
- `int loaded_idioma = 0`
- `int loaded_config_user = 0`

### 5.2.1 Function Documentation

#### 5.2.1.1 `void adiciona_config_user ( char * string, char * var )`

Definition at line 309 of file config.c.

#### 5.2.1.2 `config* aloca ( )`

Definition at line 19 of file config.c.

#### 5.2.1.3 `void apaga_config ( config * l, char * var )`

Definition at line 89 of file config.c.

#### 5.2.1.4 `void apaga_config_user ( char * var )`

Definition at line 305 of file config.c.

#### 5.2.1.5 `void apaga_configuracao ( char * var )`

Definition at line 282 of file config.c.

#### 5.2.1.6 `void apaga_idioma ( char * var )`

Definition at line 278 of file config.c.

#### 5.2.1.7 `int conta_linhas ( FILE * entrada )`

Definition at line 121 of file config.c.

#### 5.2.1.8 `int conta_until ( FILE * entrada, char until )`

Definition at line 138 of file config.c.

#### 5.2.1.9 `bool create_config_user ( char * config_file )`

Definition at line 341 of file config.c.

#### 5.2.1.10 `char* get_config_user ( char * var )`

Definition at line 294 of file config.c.

5.2.1.11 `char* get_configuracao ( char * var )`

Definition at line 256 of file config.c.

5.2.1.12 `char* get_idioma ( char * var )`

Definition at line 263 of file config.c.

5.2.1.13 `void imprime_config ( config * l, FILE * file )`

Definition at line 115 of file config.c.

5.2.1.14 `void imprime_config_user ( )`

Definition at line 301 of file config.c.

5.2.1.15 `void imprime_configuracao ( )`

Definition at line 290 of file config.c.

5.2.1.16 `void imprime_idioma ( )`

Definition at line 286 of file config.c.

5.2.1.17 `void insere_config ( config * l, char * var, char * string )`

Definition at line 51 of file config.c.

5.2.1.18 `void libera_config ( config * l, int type )`

Definition at line 25 of file config.c.

5.2.1.19 `void libera_string ( char * string )`

Definition at line 12 of file config.c.

5.2.1.20 `void limpa_config ( )`

Definition at line 270 of file config.c.

5.2.1.21 `void limpa_config_user ( )`

Definition at line 318 of file config.c.

5.2.1.22 `void limpa_idioma ( )`

Definition at line 274 of file config.c.

**5.2.1.23 bool load\_config ( char \* *config\_file*, int *type* )**

Definition at line 151 of file config.c.

**5.2.1.24 bool load\_config\_user ( char \* *config\_file* )**

Definition at line 368 of file config.c.

**5.2.1.25 bool load\_configuracao ( char \* *config\_file* )**

Definition at line 242 of file config.c.

**5.2.1.26 bool load\_idioma ( char \* *config\_file* )**

Definition at line 249 of file config.c.

**5.2.1.27 char\* retorna\_config ( config \* *l*, char \* *var* )**

Definition at line 65 of file config.c.

**5.2.1.28 bool salva\_config ( config \* *l*, char \* *config\_file* )**

Definition at line 322 of file config.c.

**5.2.1.29 bool salva\_config\_user ( char \* *config\_file* )**

Definition at line 333 of file config.c.

**5.2.1.30 void update\_config\_user ( char \* *string*, char \* *var* )**

Definition at line 313 of file config.c.

**5.2.2 Variable Documentation****5.2.2.1 config arquivo\_config\_user**

Definition at line 6 of file config.c.

**5.2.2.2 config arquivo\_configuracao**

Definition at line 4 of file config.c.

**5.2.2.3 config arquivo\_idioma**

Definition at line 5 of file config.c.

**5.2.2.4 int loaded\_config = 0**

Definition at line 8 of file config.c.

#### 5.2.2.5 int loaded\_config\_user = 0

Definition at line 10 of file config.c.

#### 5.2.2.6 int loaded\_idioma = 0

Definition at line 9 of file config.c.

### 5.3 J:/SENAC/LogiKid/make/src/config.h File Reference

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include "comum.h"
```

Include dependency graph for config.h: This graph shows which files directly or indirectly include this file:

#### Data Structures

- struct [\\_elemento](#)
- struct [config](#)

#### Macros

- #define [CONFIG](#) 0
- #define [IDIOMA](#) 1
- #define [CONFIG\\_USER](#) 2

#### Typedefs

- typedef struct [\\_elemento](#) [elemento](#)

#### Functions

- void [imprime\\_config](#) ([config](#) \*, FILE \*file)
- bool [load\\_configuracao](#) (char \*config\_file)
- bool [load\\_idioma](#) (char \*config\_file)
- char \* [get\\_configuracao](#) (char \*var)
- char \* [get\\_idioma](#) (char \*var)
- void [limpa\\_config](#) ()
- void [limpa\\_idioma](#) ()
- void [apaga\\_configuracao](#) (char \*var)
- void [apaga\\_idioma](#) (char \*var)
- void [imprime\\_idioma](#) ()
- void [imprime\\_configuracao](#) ()
- char \* [get\\_config\\_user](#) (char \*var)
- void [imprime\\_config\\_user](#) ()
- void [apaga\\_config\\_user](#) (char \*var)
- void [adiciona\\_config\\_user](#) (char \*string, char \*var)
- void [update\\_config\\_user](#) (char \*string, char \*var)
- void [limpa\\_config\\_user](#) ()
- bool [create\\_config\\_user](#) (char \*config\_file)
- bool [load\\_config\\_user](#) (char \*config\_file)
- bool [salva\\_config\\_user](#) (char \*config\_file)

### 5.3.1 Macro Definition Documentation

#### 5.3.1.1 `#define CONFIG 0`

Definition at line 14 of file config.h.

#### 5.3.1.2 `#define CONFIG_USER 2`

Definition at line 16 of file config.h.

#### 5.3.1.3 `#define IDIOMA 1`

Definition at line 15 of file config.h.

### 5.3.2 Typedef Documentation

#### 5.3.2.1 `typedef struct _elemento elemento`

### 5.3.3 Function Documentation

#### 5.3.3.1 `void adiciona_config_user ( char * string, char * var )`

Definition at line 309 of file config.c.

#### 5.3.3.2 `void apaga_config_user ( char * var )`

Definition at line 305 of file config.c.

#### 5.3.3.3 `void apaga_configuracao ( char * var )`

Definition at line 282 of file config.c.

#### 5.3.3.4 `void apaga_idioma ( char * var )`

Definition at line 278 of file config.c.

#### 5.3.3.5 `bool create_config_user ( char * config_file )`

Definition at line 341 of file config.c.

#### 5.3.3.6 `char* get_config_user ( char * var )`

Definition at line 294 of file config.c.

#### 5.3.3.7 `char* get_configuracao ( char * var )`

Definition at line 256 of file config.c.

**5.3.3.8** `char* get_idioma ( char * var )`

Definition at line 263 of file config.c.

**5.3.3.9** `void imprime_config ( config * l, FILE * file )`

Definition at line 115 of file config.c.

**5.3.3.10** `void imprime_config_user ( )`

Definition at line 301 of file config.c.

**5.3.3.11** `void imprime_configuracao ( )`

Definition at line 290 of file config.c.

**5.3.3.12** `void imprime_idioma ( )`

Definition at line 286 of file config.c.

**5.3.3.13** `void limpa_config ( )`

Definition at line 270 of file config.c.

**5.3.3.14** `void limpa_config_user ( )`

Definition at line 318 of file config.c.

**5.3.3.15** `void limpa_idioma ( )`

Definition at line 274 of file config.c.

**5.3.3.16** `bool load_config_user ( char * config_file )`

Definition at line 368 of file config.c.

**5.3.3.17** `bool load_configuracao ( char * config_file )`

Definition at line 242 of file config.c.

**5.3.3.18** `bool load_idioma ( char * config_file )`

Definition at line 249 of file config.c.

**5.3.3.19** `bool salva_config_user ( char * config_file )`

Definition at line 333 of file config.c.

5.3.3.20 void update\_config\_user ( char \* *string*, char \* *var* )

Definition at line 313 of file config.c.

## 5.4 J:/SENAC/LogiKid/make/src/Fases/Fase0/fase0.c File Reference

```
#include "../comum.h"
#include "../Player.h"
#include "fase0.h"
Include dependency graph for fase0.c:
```

### Functions

- void [createLevelZero](#) (LevelZero \*levelZero, Player \*player)
- void [logicLevelZero](#) (bool \*gateOne, bool \*complete, LevelZero \*levelZero, Player \*player)
- void [drawLevelZero](#) (LevelZero \*levelZero)
- void [destroyLevelZero](#) (LevelZero \*levelZero)

#### 5.4.1 Function Documentation

5.4.1.1 void [createLevelZero](#) ( LevelZero \* *levelZero*, Player \* *player* )

Definition at line 5 of file fase0.c.

5.4.1.2 void [destroyLevelZero](#) ( LevelZero \* *levelZero* )

Definition at line 38 of file fase0.c.

5.4.1.3 void [drawLevelZero](#) ( LevelZero \* *levelZero* )

Definition at line 34 of file fase0.c.

5.4.1.4 void [logicLevelZero](#) ( bool \* *gateOne*, bool \* *complete*, LevelZero \* *levelZero*, Player \* *player* )

Definition at line 12 of file fase0.c.

## 5.5 J:/SENAC/LogiKid/make/src/Fases/Fase0/fase0.h File Reference

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
#include "../Player.h"
Include dependency graph for fase0.h: This graph shows which files directly or indirectly include this file:
```

## Data Structures

- struct [LevelZero](#)

## Functions

- void [createLevelZero](#) ([LevelZero](#) \*levelZero, [Player](#) \*player)
- void [logicLevelZero](#) (bool \*gateOne, bool \*complete, [LevelZero](#) \*levelZero, [Player](#) \*player)
- void [drawLevelZero](#) ([LevelZero](#) \*levelZero)
- void [destroyLevelZero](#) ([LevelZero](#) \*levelZero)
- void [initDrawGatesLevelZero](#) ([LevelZero](#) \*levelZero)

### 5.5.1 Function Documentation

#### 5.5.1.1 void createLevelZero ( [LevelZero](#) \* *levelZero*, [Player](#) \* *player* )

Definition at line 5 of file fase0.c.

#### 5.5.1.2 void destroyLevelZero ( [LevelZero](#) \* *levelZero* )

Definition at line 38 of file fase0.c.

#### 5.5.1.3 void drawLevelZero ( [LevelZero](#) \* *levelZero* )

Definition at line 34 of file fase0.c.

#### 5.5.1.4 void initDrawGatesLevelZero ( [LevelZero](#) \* *levelZero* )

#### 5.5.1.5 void logicLevelZero ( bool \* *gateOne*, bool \* *complete*, [LevelZero](#) \* *levelZero*, [Player](#) \* *player* )

Definition at line 12 of file fase0.c.

## 5.6 J:/SENAC/LogiKid/make/src/Fases/Fase1/fase1.c File Reference

```
#include "../comum.h"
#include "fase1.h"
#include "../Player.h"
Include dependency graph for fase1.c:
```

## Functions

- void [createLevelOne](#) ([LevelOne](#) \*levelOne, [Player](#) \*player)
- void [logicLevelOne](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, [Player](#) \*player)
- void [drawLogicLevelOne](#) (bool gateOne, bool gateTwo, bool gateThree, [LevelOne](#) \*levelOne, bool \*complete)
- void [initDrawGatesLevelOne](#) ([LevelOne](#) \*levelOne)
- void [drawLevelOne](#) ([LevelOne](#) \*levelOne)
- void [destroyLevelOne](#) ([LevelOne](#) \*levelOne)



### 5.6.1 Function Documentation

#### 5.6.1.1 void createLevelOne ( LevelOne \* levelOne, Player \* player )

Definition at line 5 of file fase1.c.

#### 5.6.1.2 void destroyLevelOne ( LevelOne \* levelOne )

Definition at line 126 of file fase1.c.

#### 5.6.1.3 void drawLevelOne ( LevelOne \* levelOne )

Definition at line 117 of file fase1.c.

#### 5.6.1.4 void drawLogicLevelOne ( bool gateOne, bool gateTwo, bool gateThree, LevelOne \* levelOne, bool \* complete )

Definition at line 60 of file fase1.c.

#### 5.6.1.5 void initDrawGatesLevelOne ( LevelOne \* levelOne )

Definition at line 109 of file fase1.c.

#### 5.6.1.6 void logicLevelOne ( bool \* gateOne, bool \* gateTwo, bool \* gateThree, Player \* player )

Definition at line 20 of file fase1.c.

## 5.7 J:/SENAC/LogiKid/make/src/Fases/Fase1/fase1.h File Reference

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include "../Player.h"
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for fase1.h: This graph shows which files directly or indirectly include this file:

### Data Structures

- struct [LevelOne](#)

### Functions

- void [createLevelOne](#) (LevelOne \*levelOne, [Player](#) \*player)
- void [logicLevelOne](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, [Player](#) \*player)
- void [drawLogicLevelOne](#) (bool gateOne, bool gateTwo, bool gateThree, [LevelOne](#) \*levelOne, bool \*complete)
- void [drawLevelOne](#) (LevelOne \*levelOne)
- void [destroyLevelOne](#) (LevelOne \*levelOne)
- void [initDrawGatesLevelOne](#) (LevelOne \*levelOne)

### 5.7.1 Function Documentation

#### 5.7.1.1 void createLevelOne ( LevelOne \* levelOne, Player \* player )

Definition at line 5 of file fase1.c.

#### 5.7.1.2 void destroyLevelOne ( LevelOne \* levelOne )

Definition at line 126 of file fase1.c.

#### 5.7.1.3 void drawLevelOne ( LevelOne \* levelOne )

Definition at line 117 of file fase1.c.

#### 5.7.1.4 void drawLogicLevelOne ( bool gateOne, bool gateTwo, bool gateThree, LevelOne \* levelOne, bool \* complete )

Definition at line 60 of file fase1.c.

#### 5.7.1.5 void initDrawGatesLevelOne ( LevelOne \* levelOne )

Definition at line 109 of file fase1.c.

#### 5.7.1.6 void logicLevelOne ( bool \* gateOne, bool \* gateTwo, bool \* gateThree, Player \* player )

Definition at line 20 of file fase1.c.

## 5.8 J:/SENAC/LogiKid/make/src/Fases/Fase2/fase2.c File Reference

```
#include "../comum.h"
#include "fase2.h"
#include "../Player.h"
Include dependency graph for fase2.c:
```

### Functions

- void [createLevelDois](#) (LevelDois \*levelDois, [Player](#) \*player)
- void [logicLevelDois](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, [Player](#) \*player)
- void [drawLogicLevelDois](#) (bool gateOne, bool gateTwo, bool gateThree, [LevelDois](#) \*levelDois, bool \*complete)
- void [initDrawGatesLevelDois](#) (LevelDois \*LevelDois)
- void [drawLevelDois](#) (LevelDois \*LevelDois)
- void [destroyLevelDois](#) (LevelDois \*LevelDois)

### 5.8.1 Function Documentation

#### 5.8.1.1 void createLevelDois ( LevelDois \* levelDois, Player \* player )

Definition at line 5 of file fase2.c.

#### 5.8.1.2 void destroyLevelDois ( LevelDois \* LevelDois )

Definition at line 125 of file fase2.c.

#### 5.8.1.3 void drawLevelDois ( LevelDois \* LevelDois )

Definition at line 115 of file fase2.c.

#### 5.8.1.4 void drawLogicLevelDois ( bool gateOne, bool gateTwo, bool gateThree, LevelDois \* levelDois, bool \* complete )

Definition at line 61 of file fase2.c.

#### 5.8.1.5 void initDrawGatesLevelDois ( LevelDois \* LevelDois )

Definition at line 107 of file fase2.c.

#### 5.8.1.6 void logicLevelDois ( bool \* gateOne, bool \* gateTwo, bool \* gateThree, Player \* player )

Definition at line 21 of file fase2.c.

## 5.9 J:/SENAC/LogiKid/make/src/Fases/Fase2/fase2.h File Reference

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include "../Player.h"
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for fase2.h: This graph shows which files directly or indirectly include this file:

### Data Structures

- struct [LevelDois](#)

### Functions

- void [createLevelDois](#) (LevelDois \*levelDois, Player \*player)
- void [logicLevelDois](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, Player \*player)
- void [initDrawGatesLevelDois](#) (LevelDois \*LevelDois)
- void [drawLevelDois](#) (LevelDois \*LevelDois)
- void [drawLogicLevelDois](#) (bool gateOne, bool gateTwo, bool gateThree, LevelDois \*LevelDois, bool \*complete)
- void [destroyLevelDois](#) (LevelDois \*LevelDois)

### 5.9.1 Function Documentation

#### 5.9.1.1 void createLevelDois ( LevelDois \* levelDois, Player \* player )

Definition at line 5 of file fase2.c.

#### 5.9.1.2 void destroyLevelDois ( LevelDois \* LevelDois )

Definition at line 125 of file fase2.c.

#### 5.9.1.3 void drawLevelDois ( LevelDois \* LevelDois )

Definition at line 115 of file fase2.c.

#### 5.9.1.4 void drawLogicLevelDois ( bool gateOne, bool gateTwo, bool gateThree, LevelDois \* LevelDois, bool \* complete )

Definition at line 61 of file fase2.c.

#### 5.9.1.5 void initDrawGatesLevelDois ( LevelDois \* LevelDois )

Definition at line 107 of file fase2.c.

#### 5.9.1.6 void logicLevelDois ( bool \* gateOne, bool \* gateTwo, bool \* gateThree, Player \* player )

Definition at line 21 of file fase2.c.

## 5.10 J:/SENAC/LogiKid/make/src/Fases/Fase3/fase3.c File Reference

```
#include "../comum.h"
#include "fase3.h"
#include "../Player.h"
Include dependency graph for fase3.c:
```

### Functions

- void [createLevelTres](#) (LevelTres \*levelTres, [Player](#) \*player)
- void [logicLevelTres](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, bool \*gateFour, [Player](#) \*player)
- void [drawLogicLevelTres](#) (bool gateOne, bool gateTwo, bool gateThree, bool gateFour, bool \*complete, [LevelTres](#) \*levelTres)
- void [initDrawGatesLevelTres](#) (LevelTres \*LevelTres)
- void [drawLevelTres](#) (LevelTres \*levelTres)
- void [destroyLevelTres](#) (LevelTres \*levelTres)

### 5.10.1 Function Documentation

#### 5.10.1.1 void createLevelTres ( LevelTres \* levelTres, Player \* player )

Definition at line 5 of file fase3.c.

**5.10.1.2 void destroyLevelTres ( LevelTres \* levelTres )**

Definition at line 165 of file fase3.c.

**5.10.1.3 void drawLevelTres ( LevelTres \* levelTres )**

Definition at line 153 of file fase3.c.

**5.10.1.4 void drawLogicLevelTres ( bool gateOne, bool gateTwo, bool gateThree, bool gateFour, bool \* complete, LevelTres \* levelTres )**

Definition at line 82 of file fase3.c.

**5.10.1.5 void initDrawGatesLevelTres ( LevelTres \* LevelTres )**

Definition at line 145 of file fase3.c.

**5.10.1.6 void logicLevelTres ( bool \* gateOne, bool \* gateTwo, bool \* gateThree, bool \* gateFour, Player \* player )**

Definition at line 25 of file fase3.c.

**5.11 J:/SENAC/LogiKid/make/src/Fases/Fase3/fase3.h File Reference**

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include "../Player.h"
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for fase3.h: This graph shows which files directly or indirectly include this file:

**Data Structures**

- struct [LevelTres](#)

**Functions**

- void [createLevelTres](#) (LevelTres \*levelTres, Player \*player)
- void [logicLevelTres](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, bool \*gateFour, Player \*player)
- void [initDrawGatesLevelTres](#) (LevelTres \*LevelTres)
- void [drawLevelTres](#) (LevelTres \*LevelTres)
- void [drawLogicLevelTres](#) (bool gateOne, bool gateTwo, bool gateThree, bool gateFour, bool \*complete, LevelTres \*LevelTres)
- void [destroyLevelTres](#) (LevelTres \*LevelTres)

### 5.11.1 Function Documentation

#### 5.11.1.1 void createLevelTres ( LevelTres \* *levelTres*, Player \* *player* )

Definition at line 5 of file fase3.c.

#### 5.11.1.2 void destroyLevelTres ( LevelTres \* *LevelTres* )

Definition at line 165 of file fase3.c.

#### 5.11.1.3 void drawLevelTres ( LevelTres \* *LevelTres* )

Definition at line 153 of file fase3.c.

#### 5.11.1.4 void drawLogicLevelTres ( bool *gateOne*, bool *gateTwo*, bool *gateThree*, bool *gateFour*, bool \* *complete*, LevelTres \* *LevelTres* )

Definition at line 82 of file fase3.c.

#### 5.11.1.5 void initDrawGatesLevelTres ( LevelTres \* *LevelTres* )

Definition at line 145 of file fase3.c.

#### 5.11.1.6 void logicLevelTres ( bool \* *gateOne*, bool \* *gateTwo*, bool \* *gateThree*, bool \* *gateFour*, Player \* *player* )

Definition at line 25 of file fase3.c.

## 5.12 J:/SENAC/LogiKid/make/src/Fases/Fase4/fase4.c File Reference

```
#include "../comum.h"
#include "fase4.h"
#include "../Player.h"
Include dependency graph for fase4.c:
```

### Functions

- void [createLevelQuatro](#) (LevelQuatro \*levelQuatro, Player \*player)
- void [logicLevelQuatro](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, Player \*player)
- void [drawLogicLevelQuatro](#) (bool gateOne, bool gateTwo, bool gateThree, LevelQuatro \*levelQuatro, bool \*complete)
- void [initDrawGatesLevelQuatro](#) (LevelQuatro \*LevelQuatro)
- void [drawLevelQuatro](#) (LevelQuatro \*LevelQuatro)
- void [destroyLevelQuatro](#) (LevelQuatro \*LevelQuatro)

### 5.12.1 Function Documentation

#### 5.12.1.1 void createLevelQuatro ( LevelQuatro \* *levelQuatro*, Player \* *player* )

Definition at line 5 of file fase4.c.

## 5.12.1.2 void destroyLevelQuatro ( LevelQuatro \* LevelQuatro )

Definition at line 144 of file fase4.c.

## 5.12.1.3 void drawLevelQuatro ( LevelQuatro \* LevelQuatro )

Definition at line 132 of file fase4.c.

## 5.12.1.4 void drawLogicLevelQuatro ( bool gateOne, bool gateTwo, bool gateThree, LevelQuatro \* levelQuatro, bool \* complete )

Definition at line 64 of file fase4.c.

## 5.12.1.5 void initDrawGatesLevelQuatro ( LevelQuatro \* LevelQuatro )

Definition at line 124 of file fase4.c.

## 5.12.1.6 void logicLevelQuatro ( bool \* gateOne, bool \* gateTwo, bool \* gateThree, Player \* player )

Definition at line 24 of file fase4.c.

## 5.13 J:/SENAC/LogiKid/make/src/Fases/Fase4/fase4.h File Reference

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include "../Player.h"
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for fase4.h: This graph shows which files directly or indirectly include this file:

## Data Structures

- struct [LevelQuatro](#)

## Functions

- void [createLevelQuatro](#) (LevelQuatro \*levelQuatro, Player \*player)
- void [logicLevelQuatro](#) (bool \*gateOne, bool \*gateTwo, bool \*gateThree, Player \*player)
- void [initDrawGatesLevelQuatro](#) (LevelQuatro \*LevelQuatro)
- void [drawLevelQuatro](#) (LevelQuatro \*LevelQuatro)
- void [drawLogicLevelQuatro](#) (bool gateOne, bool gateTwo, bool gateThree, LevelQuatro \*LevelQuatro, bool \*complete)
- void [destroyLevelQuatro](#) (LevelQuatro \*LevelQuatro)

### 5.13.1 Function Documentation

#### 5.13.1.1 void createLevelQuatro ( LevelQuatro \* *levelQuatro*, Player \* *player* )

Definition at line 5 of file fase4.c.

#### 5.13.1.2 void destroyLevelQuatro ( LevelQuatro \* *LevelQuatro* )

Definition at line 144 of file fase4.c.

#### 5.13.1.3 void drawLevelQuatro ( LevelQuatro \* *LevelQuatro* )

Definition at line 132 of file fase4.c.

#### 5.13.1.4 void drawLogicLevelQuatro ( bool *gateOne*, bool *gateTwo*, bool *gateThree*, LevelQuatro \* *LevelQuatro*, bool \* *complete* )

Definition at line 64 of file fase4.c.

#### 5.13.1.5 void initDrawGatesLevelQuatro ( LevelQuatro \* *LevelQuatro* )

Definition at line 124 of file fase4.c.

#### 5.13.1.6 void logicLevelQuatro ( bool \* *gateOne*, bool \* *gateTwo*, bool \* *gateThree*, Player \* *player* )

Definition at line 24 of file fase4.c.

## 5.14 J:/SENAC/LogiKid/make/src/Fases/Fase5/fase5.c File Reference

```
#include "../comum.h"
#include "fase5.h"
#include "../Player.h"
Include dependency graph for fase5.c:
```

### Functions

- void [createLevelCinco](#) (LevelCinco \**levelCinco*, [Player](#) \**player*)
- void [logicLevelCinco](#) (bool \**gateOne*, bool \**gateTwo*, [Player](#) \**player*)
- void [drawLogicLevelCinco](#) (bool *gateOne*, bool *gateTwo*, [LevelCinco](#) \**levelCinco*, bool \**complete*)
- void [initDrawGatesLevelCinco](#) ([LevelCinco](#) \**levelCinco*)
- void [drawLevelCinco](#) ([LevelCinco](#) \**levelCinco*)
- void [destroyLevelCinco](#) ([LevelCinco](#) \**levelCinco*)

### 5.14.1 Function Documentation

#### 5.14.1.1 void createLevelCinco ( LevelCinco \* *levelCinco*, Player \* *player* )

Definition at line 5 of file fase5.c.



**5.14.1.2 void destroyLevelCinco ( LevelCinco \* levelCinco )**

Definition at line 115 of file fase5.c.

**5.14.1.3 void drawLevelCinco ( LevelCinco \* levelCinco )**

Definition at line 105 of file fase5.c.

**5.14.1.4 void drawLogicLevelCinco ( bool gateOne, bool gateTwo, LevelCinco \* levelCinco, bool \* complete )**

Definition at line 46 of file fase5.c.

**5.14.1.5 void initDrawGatesLevelCinco ( LevelCinco \* levelCinco )**

Definition at line 97 of file fase5.c.

**5.14.1.6 void logicLevelCinco ( bool \* gateOne, bool \* gateTwo, Player \* player )**

Definition at line 18 of file fase5.c.

**5.15 J:/SENAC/LogiKid/make/src/Fases/Fase5/fase5.h File Reference**

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include "../Player.h"
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for fase5.h: This graph shows which files directly or indirectly include this file:

**Data Structures**

- struct [LevelCinco](#)

**Functions**

- void [createLevelCinco](#) ([LevelCinco](#) \*levelCinco, [Player](#) \*player)
- void [logicLevelCinco](#) (bool \*gateOne, bool \*gateTwo, [Player](#) \*player)
- void [initDrawGatesLevelCinco](#) ([LevelCinco](#) \*LevelCinco)
- void [drawLevelCinco](#) ([LevelCinco](#) \*LevelCinco)
- void [drawLogicLevelCinco](#) (bool gateOne, bool gateTwo, [LevelCinco](#) \*levelCinco, bool \*complete)
- void [destroyLevelCinco](#) ([LevelCinco](#) \*LevelCinco)

**5.15.1 Function Documentation****5.15.1.1 void createLevelCinco ( LevelCinco \* levelCinco, Player \* player )**

Definition at line 5 of file fase5.c.

#### 5.15.1.2 void destroyLevelCinco ( LevelCinco \* LevelCinco )

Definition at line 115 of file fase5.c.

#### 5.15.1.3 void drawLevelCinco ( LevelCinco \* LevelCinco )

Definition at line 105 of file fase5.c.

#### 5.15.1.4 void drawLogicLevelCinco ( bool gateOne, bool gateTwo, LevelCinco \* levelCinco, bool \* complete )

Definition at line 46 of file fase5.c.

#### 5.15.1.5 void initDrawGatesLevelCinco ( LevelCinco \* LevelCinco )

Definition at line 97 of file fase5.c.

#### 5.15.1.6 void logicLevelCinco ( bool \* gateOne, bool \* gateTwo, Player \* player )

Definition at line 18 of file fase5.c.

## 5.16 J:/SENAC/LogiKid/make/src/gameloop.c File Reference

```
#include "gameloop.h"
#include "comum.h"
#include "Player.h"
#include "ItensMenu.h"
#include "textBox.h"
#include "pontuacao.h"
#include "config.h"
#include "selecaomenu.h"
#include "../src/Fases/Fase0/fase0.h"
#include "../src/Fases/Fase1/fase1.h"
#include "../src/Fases/Fase2/fase2.h"
#include "../src/Fases/Fase3/fase3.h"
#include "../src/Fases/Fase4/fase4.h"
#include "../src/Fases/Fase5/fase5.h"
```

Include dependency graph for gameloop.c:

### Functions

- ALLEGRO\_BITMAP \* [SetBackGroundImage](#) (const char \*bk\_path)
- bool [isColliding](#) (int boxPosX, int boxPosY, int boxWidth, int boxHeight, [Player](#) \*player)
- bool [isCollidingGlobal](#) ([Player](#) \*player, int level)
- void [musicPlayer](#) (int mute)
- void [GameLoop](#) (ALLEGRO\_EVENT ev)

### Variables

- ALLEGRO\_SAMPLE \* [launch\\_song](#)
- ALLEGRO\_SAMPLE \* [synth\\_song](#)
- int [i](#)

- bool `isDestroyed` = false
- bool `redraw` = false
- bool `complete` = false
- ALLEGRO\_BITMAP \* `textBox`
- bool `inputs` [8] = {false, false, false, false, false, false, false, false}

## 5.16.1 Function Documentation

### 5.16.1.1 void GameLoop ( ALLEGRO\_EVENT *ev* )

Definition at line 31 of file gameloop.c.

### 5.16.1.2 bool isColliding ( int *boxPosX*, int *boxPosY*, int *boxWidth*, int *boxHeight*, Player \* *player* )

Definition at line 374 of file gameloop.c.

### 5.16.1.3 bool isCollidingGlobal ( Player \* *player*, int *level* )

Definition at line 393 of file gameloop.c.

### 5.16.1.4 void musicPlayer ( int *mute* )

Definition at line 430 of file gameloop.c.

### 5.16.1.5 ALLEGRO\_BITMAP\* SetBackGroundImage ( const char \* *bk\_path* )

## 5.16.2 Variable Documentation

### 5.16.2.1 bool complete = false

Definition at line 27 of file gameloop.c.

### 5.16.2.2 int i

Definition at line 23 of file gameloop.c.

### 5.16.2.3 bool inputs[8] = {false, false, false, false, false, false, false, false}

Definition at line 29 of file gameloop.c.

### 5.16.2.4 bool isDestroyed = false

Definition at line 25 of file gameloop.c.

### 5.16.2.5 ALLEGRO\_SAMPLE\* launch\_song

Definition at line 20 of file gameloop.c.

#### 5.16.2.6 bool redraw = false

Definition at line 26 of file gameloop.c.

#### 5.16.2.7 ALLEGRO\_SAMPLE\* synth\_song

Definition at line 21 of file gameloop.c.

#### 5.16.2.8 ALLEGRO\_BITMAP\* textBox

Definition at line 28 of file gameloop.c.

### 5.17 J:/SENAC/LogiKid/make/src/gameloop.h File Reference

```
#include <stdio.h>
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for gameloop.h: This graph shows which files directly or indirectly include this file:

#### Functions

- void [GameLoop](#) (ALLEGRO\_EVENT ev)
- bool [GameOverScreen](#) ()

#### 5.17.1 Function Documentation

##### 5.17.1.1 void GameLoop ( ALLEGRO\_EVENT ev )

Definition at line 31 of file gameloop.c.

##### 5.17.1.2 bool GameOverScreen ( )

### 5.18 J:/SENAC/LogiKid/make/src/init.c File Reference

```
#include "comum.h"
#include "config.h"
```

Include dependency graph for init.c:

#### Functions

- bool [inicializar](#) ()

#### 5.18.1 Function Documentation

##### 5.18.1.1 bool inicializar ( )

Definition at line 11 of file init.c.

## 5.19 J:/SENAC/LogiKid/make/src/ItensMenu.c File Reference

```
#include "Player.h"
#include "comum.h"
#include "ItensMenu.h"
Include dependency graph for ItensMenu.c:
```

## 5.20 J:/SENAC/LogiKid/make/src/ItensMenu.h File Reference

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

## 5.21 J:/SENAC/LogiKid/make/src/main.c File Reference

```
#include "comum.h"
#include "StartMenu.h"
Include dependency graph for main.c:
```

### Functions

- void [QuitGame](#) ()
- void [fadeout](#) (int velocidade)
- void [fadein](#) (ALLEGRO\_BITMAP \*imagem, int velocidade)
- void [InitScreens](#) ()
- int [main](#) (void)

### 5.21.1 Function Documentation

#### 5.21.1.1 void [fadein](#) ( *ALLEGRO\_BITMAP* \* *imagem*, int *velocidade* )

Definition at line 46 of file main.c.

#### 5.21.1.2 void [fadeout](#) ( int *velocidade* )

Definition at line 17 of file main.c.

#### 5.21.1.3 void [InitScreens](#) ( )

Definition at line 67 of file main.c.

#### 5.21.1.4 int [main](#) ( void )

Definition at line 97 of file main.c.

#### 5.21.1.5 void [QuitGame](#) ( )

Definition at line 10 of file main.c.

## 5.22 J:/SENAC/LogiKid/make/src/Player.c File Reference

```
#include "Player.h"
#include "comum.h"
#include "ItensMenu.h"
#include <stdio.h>
Include dependency graph for Player.c:
```

### Functions

- void [CreatePlayer](#) ([Player](#) \*player, int hStartPosition, int wStartPosition, int spritePersonagem)
- void [moveDireita](#) ([Player](#) \*player)
- void [moveEsquerda](#) ([Player](#) \*player)
- void [moveCima](#) ([Player](#) \*player)
- void [moveBaixo](#) ([Player](#) \*player)
- void [ProcessaMovimentoEsquerda](#) ([Player](#) \*player)
- void [ProcessaMovimentoDireita](#) ([Player](#) \*player)
- void [ProcessaMovimentoCima](#) ([Player](#) \*player)
- void [ProcessaMovimentoBaixo](#) ([Player](#) \*player)
- void [ValidaMovimento\\_CK\\_UP](#) ([Player](#) \*player)
- void [ValidaMovimento](#) ([Player](#) \*player)
- void [createKeys](#) ([Keys](#) \*keys)
- void [setKeys](#) ([Keys](#) \*keys, [Player](#) \*player, ALLEGRO\_EVENT \*ev)
- void [movePlayer](#) ([Keys](#) \*keys, [Player](#) \*player)

### 5.22.1 Function Documentation

#### 5.22.1.1 void createKeys ( [Keys](#) \* *keys* )

Definition at line 260 of file Player.c.

#### 5.22.1.2 void CreatePlayer ( [Player](#) \* *player*, int *hStartPosition*, int *wStartPosition*, int *spritePersonagem* )

Definition at line 10 of file Player.c.

#### 5.22.1.3 void moveBaixo ( [Player](#) \* *player* )

Definition at line 99 of file Player.c.

#### 5.22.1.4 void moveCima ( [Player](#) \* *player* )

Definition at line 83 of file Player.c.

#### 5.22.1.5 void moveDireita ( [Player](#) \* *player* )

Definition at line 53 of file Player.c.

#### 5.22.1.6 void moveEsquerda ( [Player](#) \* *player* )

Definition at line 68 of file Player.c.

#### 5.22.1.7 void movePlayer ( Keys \* keys, Player \* player )

Definition at line 328 of file Player.c.

#### 5.22.1.8 void ProcessaMovimentoBaixo ( Player \* player )

Definition at line 165 of file Player.c.

#### 5.22.1.9 void ProcessaMovimentoCima ( Player \* player )

Definition at line 148 of file Player.c.

#### 5.22.1.10 void ProcessaMovimentoDireita ( Player \* player )

Definition at line 131 of file Player.c.

#### 5.22.1.11 void ProcessaMovimentoEsquerda ( Player \* player )

Definition at line 114 of file Player.c.

#### 5.22.1.12 void setKeys ( Keys \* keys, Player \* player, ALLEGRO\_EVENT \* ev )

Definition at line 272 of file Player.c.

#### 5.22.1.13 void ValidaMovimento ( Player \* player )

Definition at line 239 of file Player.c.

#### 5.22.1.14 void ValidaMovimento\_CK\_UP ( Player \* player )

Definition at line 182 of file Player.c.

## 5.23 J:/SENAC/LogiKid/make/src/Player.h File Reference

```
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_audio.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_acodec.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for Player.h: This graph shows which files directly or indirectly include this file:

### Data Structures

- struct [Image](#)
- struct [State](#)
- struct [LogicGates](#)
- struct [Player](#)
- struct [Keys](#)

## Functions

- void [CreatePlayer](#) ([Player](#) \*player, int hStartPosition, int wStartPosition, int spritePersonagem)
- void [moveDireita](#) ([Player](#) \*player)
- void [moveEsquerda](#) ([Player](#) \*player)
- void [moveCima](#) ([Player](#) \*player)
- void [moveBaixo](#) ([Player](#) \*player)
- void [ProcessaMovimentoEsquerda](#) ([Player](#) \*player)
- void [ProcessaMovimentoDireita](#) ([Player](#) \*player)
- void [ProcessaMovimentoCima](#) ([Player](#) \*player)
- void [ProcessaMovimentoBaixo](#) ([Player](#) \*player)
- void [ValidaMovimento\\_CK\\_UP](#) ([Player](#) \*player)
- void [ValidaMovimento](#) ([Player](#) \*player)
- void [setKeys](#) ([Keys](#) \*keys, [Player](#) \*player, ALLEGRO\_EVENT \*ev)
- void [createKeys](#) ([Keys](#) \*keys)
- void [movePlayer](#) ([Keys](#) \*keys, [Player](#) \*player)

### 5.23.1 Function Documentation

#### 5.23.1.1 void createKeys ( [Keys](#) \* *keys* )

Definition at line 260 of file Player.c.

#### 5.23.1.2 void CreatePlayer ( [Player](#) \* *player*, int *hStartPosition*, int *wStartPosition*, int *spritePersonagem* )

Definition at line 10 of file Player.c.

#### 5.23.1.3 void moveBaixo ( [Player](#) \* *player* )

Definition at line 99 of file Player.c.

#### 5.23.1.4 void moveCima ( [Player](#) \* *player* )

Definition at line 83 of file Player.c.

#### 5.23.1.5 void moveDireita ( [Player](#) \* *player* )

Definition at line 53 of file Player.c.

#### 5.23.1.6 void moveEsquerda ( [Player](#) \* *player* )

Definition at line 68 of file Player.c.

#### 5.23.1.7 void movePlayer ( [Keys](#) \* *keys*, [Player](#) \* *player* )

Definition at line 328 of file Player.c.

#### 5.23.1.8 void ProcessaMovimentoBaixo ( [Player](#) \* *player* )

Definition at line 165 of file Player.c.



5.23.1.9 void ProcessaMovimentoCima ( Player \* *player* )

Definition at line 148 of file Player.c.

5.23.1.10 void ProcessaMovimentoDireita ( Player \* *player* )

Definition at line 131 of file Player.c.

5.23.1.11 void ProcessaMovimentoEsquerda ( Player \* *player* )

Definition at line 114 of file Player.c.

5.23.1.12 void setKeys ( Keys \* *keys*, Player \* *player*, ALLEGRO\_EVENT \* *ev* )

Definition at line 272 of file Player.c.

5.23.1.13 void ValidaMovimento ( Player \* *player* )

Definition at line 239 of file Player.c.

5.23.1.14 void ValidaMovimento\_CK\_UP ( Player \* *player* )

Definition at line 182 of file Player.c.

## 5.24 J:/SENAC/LogiKid/make/src/pontuacao.c File Reference

```
#include "Player.h"
#include "comum.h"
#include "pontuacao.h"
#include <string.h>
Include dependency graph for pontuacao.c:
```

### Functions

- void [criaQualificacao](#) (Ranked \**ranking*)
- void [loopQualifica](#) (ALLEGRO\_EVENT \**ev*)
- int [qualificaJogador](#) (Player \**player*, int *gameLevel*, ALLEGRO\_EVENT \**ev*)

### Variables

- [Ranked](#) \* *ranking*

### 5.24.1 Function Documentation

5.24.1.1 void [criaQualificacao](#) ( Ranked \* *ranking* )

Definition at line 15 of file pontuacao.c.

#### 5.24.1.2 void loopQualifica ( ALLEGRO\_EVENT \* ev )

Definition at line 29 of file pontuacao.c.

#### 5.24.1.3 int qualificaJogador ( Player \* player, int gameLevel, ALLEGRO\_EVENT \* ev )

Definition at line 62 of file pontuacao.c.

### 5.24.2 Variable Documentation

#### 5.24.2.1 Ranked\* ranking

Definition at line 10 of file pontuacao.c.

## 5.25 J:/SENAC/LogiKid/make/src/pontuacao.h File Reference

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
#include <allegro5/allegro_audio.h>
#include <allegro5/allegro_acodec.h>
```

Include dependency graph for pontuacao.h: This graph shows which files directly or indirectly include this file:

### Data Structures

- struct [Ranked](#)

### Functions

- void [loopQualifica](#) (ALLEGRO\_EVENT \*ev)
- void [criaQualificacao](#) ([Ranked](#) \*ranking)
- int [qualificaJogador](#) ([Player](#) \*player, int gameLevel, ALLEGRO\_EVENT \*ev)

#### 5.25.1 Function Documentation

##### 5.25.1.1 void criaQualificacao ( Ranked \* ranking )

Definition at line 15 of file pontuacao.c.

##### 5.25.1.2 void loopQualifica ( ALLEGRO\_EVENT \* ev )

Definition at line 29 of file pontuacao.c.

##### 5.25.1.3 int qualificaJogador ( Player \* player, int gameLevel, ALLEGRO\_EVENT \* ev )

Definition at line 62 of file pontuacao.c.

## 5.26 J:/SENAC/LogiKid/make/src/selecaomenu.c File Reference

```
#include "Player.h"
#include "comum.h"
#include "config.h"
#include "pontuacao.h"
#include "StartMenu.h"
#include "gameloop.h"
#include "selecaomenu.h"
#include <string.h>
Include dependency graph for selecaomenu.c:
```

### Functions

- void [menuSelecao](#) ()
- void [mk\\_right](#) ([IgImages](#) \*[IgDados](#))
- void [mk\\_left](#) ([IgImages](#) \*[IgDados](#))
- void [DrawImages](#) ([IgImages](#) \*[IgDados](#))
- [Personagem GetPersonagem](#) ([IgImages](#) \*[IgDados](#), [Player](#) \*[player](#))
- [Personagem MenuLoadPerson](#) ([ALLEGRO\\_EVENT](#) \*[ev](#), [Player](#) \*[player](#))

### 5.26.1 Function Documentation

#### 5.26.1.1 void [DrawImages](#) ( [IgImages](#) \* [IgDados](#) )

Definition at line 47 of file [selecaomenu.c](#).

#### 5.26.1.2 [Personagem GetPersonagem](#) ( [IgImages](#) \* [IgDados](#), [Player](#) \* [player](#) )

Definition at line 69 of file [selecaomenu.c](#).

#### 5.26.1.3 [Personagem MenuLoadPerson](#) ( [ALLEGRO\\_EVENT](#) \* [ev](#), [Player](#) \* [player](#) )

Definition at line 99 of file [selecaomenu.c](#).

#### 5.26.1.4 void [menuSelecao](#) ( )

Definition at line 13 of file [selecaomenu.c](#).

#### 5.26.1.5 void [mk\\_left](#) ( [IgImages](#) \* [IgDados](#) )

Definition at line 33 of file [selecaomenu.c](#).

#### 5.26.1.6 void [mk\\_right](#) ( [IgImages](#) \* [IgDados](#) )

Definition at line 23 of file [selecaomenu.c](#).

## 5.27 J:/SENAC/LogiKid/make/src/selecaomenu.h File Reference

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
#include <allegro5/allegro_audio.h>
#include <allegro5/allegro_acodec.h>
#include "Player.h"
```

Include dependency graph for selecaomenu.h: This graph shows which files directly or indirectly include this file:

### Data Structures

- struct [lgImages](#)

### Enumerations

- enum [Personagem](#) {  
[PERS1](#), [PERS2](#), [PERS3](#), [PERS4](#),  
[PERS5](#), [PERS6](#), [PERS7](#) }

### Functions

- void [menuSelecao](#) ()
- [Personagem MenuLoadPerson](#) (ALLEGRO\_EVENT \*ev, [Player](#) \*player)

### 5.27.1 Enumeration Type Documentation

#### 5.27.1.1 enum [Personagem](#)

Enumerator

***PERS1***  
***PERS2***  
***PERS3***  
***PERS4***  
***PERS5***  
***PERS6***  
***PERS7***

Definition at line 37 of file selecaomenu.h.

### 5.27.2 Function Documentation

#### 5.27.2.1 [Personagem MenuLoadPerson](#) ( [ALLEGRO\\_EVENT](#) \* ev, [Player](#) \* player )

Definition at line 99 of file selecaomenu.c.

### 5.27.2.2 void menuSelecao ( )

Definition at line 13 of file selecaoMenu.c.

## 5.28 J:/SENAC/LogiKid/make/src/StartMenu.c File Reference

```
#include "StartMenu.h"
#include "comum.h"
#include "config.h"
#include "gameloop.h"
#include "selecaoMenu.h"
Include dependency graph for StartMenu.c:
```

### Functions

- void [PrintMenu](#) (int MenuPosition)
- void [StartMenu](#) ()

#### 5.28.1 Function Documentation

##### 5.28.1.1 void PrintMenu ( int MenuPosition )

Definition at line 7 of file StartMenu.c.

##### 5.28.1.2 void StartMenu ( )

Definition at line 40 of file StartMenu.c.

## 5.29 J:/SENAC/LogiKid/make/src/StartMenu.h File Reference

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

### Functions

- void [StartMenu](#) ()

#### 5.29.1 Function Documentation

##### 5.29.1.1 void StartMenu ( )

Definition at line 40 of file StartMenu.c.

## 5.30 J:/SENAC/LogiKid/make/src/textBox.c File Reference

```
#include "Player.h"
#include "comum.h"
#include "textBox.h"
#include <string.h>
Include dependency graph for textBox.c:
```

## Functions

- void [createDialogs](#) ([Dialogs](#) \*dialog)
- void [TextBoxLoad](#) (ALLEGRO\_EVENT \*ev, char dialog[])
- void [TextBoxLoad\\_matrix](#) (ALLEGRO\_EVENT \*ev, char \*dialog[], int textYPos)

### 5.30.1 Function Documentation

#### 5.30.1.1 void createDialogs ( Dialogs \* dialog )

Definition at line 6 of file textBox.c.

#### 5.30.1.2 void TextBoxLoad ( ALLEGRO\_EVENT \* ev, char dialog[] )

Definition at line 18 of file textBox.c.

#### 5.30.1.3 void TextBoxLoad\_matrix ( ALLEGRO\_EVENT \* ev, char \* dialog[], int textYPos )

Definition at line 44 of file textBox.c.

## 5.31 J:/SENAC/LogiKid/make/src/textBox.h File Reference

```
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include <stdio.h>
#include <allegro5/allegro.h>
#include <allegro5/allegro_ttf.h>
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_primitives.h>
#include <allegro5/allegro_audio.h>
#include <allegro5/allegro_acodec.h>
```

Include dependency graph for textBox.h: This graph shows which files directly or indirectly include this file:

## Data Structures

- struct [Dialogs](#)

## Functions

- void [TextBoxLoad](#) (ALLEGRO\_EVENT \*ev, char dialog[])
- void [TextBoxLoad\\_matrix](#) (ALLEGRO\_EVENT \*ev, char \*dialog[], int textYPos)
- void [createDialogs](#) ([Dialogs](#) \*dialog)

### 5.31.1 Function Documentation

#### 5.31.1.1 void createDialogs ( Dialogs \* dialog )

Definition at line 6 of file textBox.c.

5.31.1.2 void TextBoxLoad ( ALLEGRO\_EVENT \* *ev*, char \* *dialog*[] )

Definition at line 18 of file textBox.c.

5.31.1.3 void TextBoxLoad\_matriz ( ALLEGRO\_EVENT \* *ev*, char \* *dialog*[], int *textYPos* )

Definition at line 44 of file textBox.c.

## 5.32 J:/SENAC/LogiKid/README.markdown File Reference

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