

Lib.Model.Game

To begin, note that we are using `Text` in place of `String` for the obvious reasons. Additionally, to support proper blending of colours into the game sprites – to differentiate the teams – we require the use of the `Colour` package.

The `DuplicateRecordFields` language extension is enabled as many of the components of the model have conflicting names, but I feel they are most easily manageable when laid out in a single file as it is done here.

```
{-# LANGUAGE DuplicateRecordFields #-}
{-# LANGUAGE DeriveGeneric #-}
{-# LANGUAGE MultiParamTypeClasses #-}
{-# LANGUAGE FlexibleInstances #-}
```

```
module Lib.Model.Game where
import GHC.Generics
import qualified SDL
import Data.Text (Text)
import Data.Colour (Colour)
```

The `Game` is what holds everything together, and serves as the model that is used to represent the current state of the game at any given time. As in the usual fashion, this is an immutable data structure, which when applied an `Action` becomes the next state of our game. In that sense, an `Action` can be simply thought of as a mapping from one state to another.

```
data Game = Game
  { settings :: Settings
  , graphics :: [Sprite]
  , room     :: Room
  }

newtype Action = Action (Game → IO Game)
```

The `Settings` are pretty self explanatory. They can be set and should affect the player's experience accordingly.

```
data Settings = Settings
  -- TODO
  { combatAnimations :: Bool
```

```
, movementAnimations :: Bool
, autoEnd             :: Bool
}
```

A **Sprite** exists solely for rendering purposes. Though some elements of the game can be rendered based simply on the state of the **Room**, the more complex items require the use of a **Sprite** – things such as animations and special effects.

```
newtype Sprite = Sprite SpriteEffect

data SpriteBase
  = Static SDL.Texture (Rectangle Int)
  | Animation SDL.Texture [Rectangle Int] Int
  | AnimationCycle SDL.Texture [Rectangle Int] Int

data SpriteEffect
  = Base SpriteBase
  | Position (Point Int) SpriteEffect
  | Movement (Point Int) (Point Int) SpriteEffect
  | ColourBlend (Colour Double) SpriteEffect -- TODO: does this require
      a blend mode
  | ParticleSystem (Point Int) [Point Int] SpriteEffect
  | Sequence [Sprite]
```

At a very high level, a game consists of just a few **Rooms**. Each room has an almost entirely distinct set of relevant updaters to manage its own internal state, so they are broken up and a currently visible room is stored at the highest level of the **Game** structure.

In this case, the **Menu** rooms are rather similar so they hold a shared record format, the **Menu**, while a **Battlefield** room is the more interesting one in which the gameplay actually takes place.

```
data Room
  = MainMenu Menu
  | PauseMenu Menu Room
  | Battlefield Battle

data Battle = Battle
  { players      :: [Player]
  , board        :: Board
  , turnCount    :: Int
  }
```

A **Menu** can be thought of, generally, as a set of named **options**, each of which perform a different **Action**. The currently selected option is determined by the **selection** and **submenu** (as menus may have many levels).

```
data Menu = Menu
  { options  :: [(Text, Action)]
  , selection :: Int
  , submenu  :: Maybe Menu
  }
```

A **Player** represents a particular team in a battle. There are just two types of **Player**:

Human A human controlled player, choosing **Actions** to apply based on the player's inputs.

CPU A computer controlled player, choosing **Actions** by following a prescribed **Strategy**.

In either case, a player chooses a colour to differentiate their units on the battlefield, and has a set of **Units** available to them.

```
data Player
  = Human
    { name    :: Text
    , colour  :: Colour Double
    , units   :: [Unit]
    }
  | CPU
    { strategy :: Strategy
    , colour    :: Colour Double
    , units     :: [Unit]
    }

data Strategy = Strategy -- TODO
```

The **Unit** is probably the most complicated part of the whole model. Each unit represents a single unit on the battlefield, capable of moving around, at-

tacking things, and interacting with others. To determine all the specifics of each unit, they are made up of a number of other components.

The first is the role, which defines what kind of unit they are. “Class” would have been a better name for them, but sadly `class` is a keyword in Haskell, so we’ll have to settle for role.

Next is the name, which is pretty self explanatory and exists solely for the player’s benefit.

The stats are what determines the unit’s abilities in battle and other areas. There are many individual stats which make up the `Stats` record, all of which will be explained elsewhere.

Next is the unit’s equipment. That is, what they are holding or wearing. Equipment affects units’ stats, as well as their skills.

The units skills help differentiate units, giving them their own strategic values beyond raw stats. There are lots of skills available, so these are listed and described separately.

Finally, a unit has a sprite. Though the sprite exists only for rendering purposes, the unit needs to be able to perform updates on the sprite so that it provides an adequate representation of the unit’s state to the player.

```
data Unit = Unit
  { role      :: Role
  , name      :: Text
  , stats     :: Stats
  , equipment :: Maybe Equipment
  , skills    :: [Skill]
  , sprite    :: Sprite
  }

data Role
  = Tank
  | Infantry
  | Archer
  | Cavalry
  | Flyer
  | CavalryArcher
  | CavalryTank
  | FlyerArcher
  -- TODO

data Stats = Stats
  -- TODO: which of these are relevant, and what else needs to be added
  ?
  { mhp :: Int
  , chp :: Int
  , atk :: Int
  , mag :: Int
```

```

    , def :: Int
    , res :: Int
    , spd :: Int
    , mov :: Int
    , lck :: Int
    , skl :: Int
  }

data Equipment = Equipment -- TODO
data Skill = Skill -- TODO

```

The **Board** is a representation of the actual battlefield. It is composed of a grid of tiles.

A **Tile**, then, represents one space on the **Board**. Each space has a **Terrain**, which affects the units that are passing over it, and sometimes a **Unit** when there should be one at this location.

The actual terrain types are varied and each have different effects which will be explained elsewhere.

```

newtype Board = Board (Grid Tile)

data Grid a = Grid
  { width  :: Int
  , height :: Int
  , cells  :: [a]
  }

data Tile = Tile
  { terrain :: Terrain
  , unit    :: Maybe (GameRef Unit)
  }

data Terrain
  = Plain
  | Mountain
  | Forest
  | Swamp
  | River
  | Water
  | Hill
  | Road
  -- TODO

```

A `GameRef` simply provides a view into the `Game` model allowing a particular element to be quickly retrieved. This provides a sort of weak reference mechanism specific to this model, which may or may not actually be useful when it comes time to implement this stuff.

The other helper types, `Point`, `Direction` and `Rectangle` represent what you would expect.

```
newtype GameRef a = GameRef (Game → a)

data Point a      = Point      a a
    deriving (Show, Generic, Eq)
data Direction a = Direction a a
    deriving (Show, Generic, Eq)
data Rectangle a = Rectangle a a a a
    deriving (Show, Generic, Eq)

class ToSDL a b where
    toSDL :: a → b

instance ToSDL (Point a) (SDL.Point SDL.V2 a) where
    toSDL (Point x y) = SDL.P (SDL.V2 x y)
instance ToSDL (Rectangle a) (SDL.Rectangle a) where
    toSDL (Rectangle x y w h) = SDL.Rectangle (SDL.P (SDL.V2 x y)) (SDL.V2 w h)
```
