

Documentation: Arcade Project

The purpose of the arcade project is to be extensible. This documentation describes the way to create new graphical interfaces and games to add in the project.



How to create a new graphical interface :

To implement a new graphical interface, you have to make it inherit from the `IDisplay` virtual class that can be found in our project and override every asked method.

The interface should be in the namespace « `ar` » to access some shared enumerations and structures.

A complete description of every method's parameter and process is described in the Doxygen documentation that can be found on arcade.shintaro.ovh

Your newly created graphical interface will be added automatically at launch if it respects those conditions :

- Its Makefile is called in the Makefile in the « `lib/` » directory
- Its binary is put in that same « `lib/` » directory

How to create a new game :

To implement a new game, you have to make it inherit from the IGame virtual class that can be found in our project and override every asked method.

The game should be in the namespace « ar » to access some shared enumerations and structures.

When a game is created, it's status should always be set to pause.

A complete description of every method's parameter and process is described in the Doxygen documentation that can be found on arcade.shintaro.ovh

Your newly created game will be added automatically at launch if it respects those conditions :

- Its Makefile is called in the Makefile in the « games/ » directory
- Its binary is put in that same « games/ » directory



Controls :

main controls :

- Keyboard Arrows work as expected
- Enter Key validate your choice in the menu
- P : Pauses / Unpauses the game
- M : Goes to main menu
- R : Restart the current game
- 1 : previous game
- 2 : next game
- 3 : previous graphic lib
- 4 : next graph lib
- SPACE : different actions depending on the current game
 - Solar Fox : the player shoots
 - Snake : Switch controls between asked controls and usable controls
 - Qix : Stops the player