

# Pesadelo no Escritório

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# Experiência - Estrutura

```
typedef enum {  
    XP_SMALL,  
    XP_MEDIUM,  
    XP_LARGE  
} ExperienceType;
```

```
typedef struct {  
    int amount;  
    int active;  
    SDL_Texture* sprite;  
    SDL_Rect renderBox;  
    SDL_Rect hitBox;  
    ExperienceType type;  
} ExperiencePoint;
```

# Experiência - Lógica

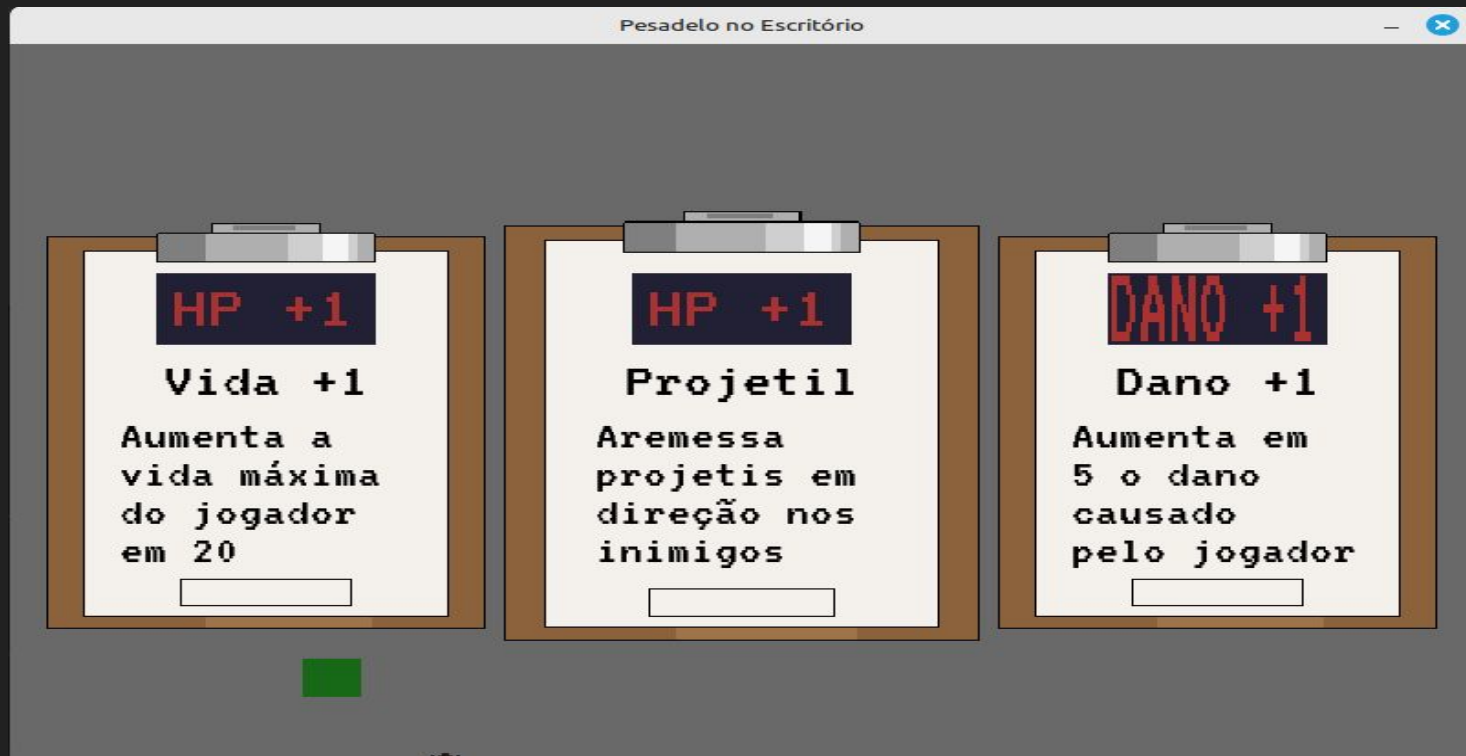
```
if (Collision_RectAndRect(&enemy->box, &seleccionadas[i].box)) {
    enemy->hp -= seleccionadas[i].damage;
    if (enemy->hp <= 0) {
        if (ExperienceManager_DropXp(enemy->xpBaseDropChance, player.luck)) {
            int enemyCenterX = enemy->box.x + enemy->box.w / 2;
            int enemyCenterY = enemy->box.y + enemy->box.h / 2;
            ExperienceManager_CreateXp(xpController, XP_SMALL, enemyCenterX, enemyCenterY);
        }
        enemy->active = 0;
    }
}

int ExperienceManager_DropXp(int baseDropChance, float luckMultiplier) {
    float roll = (rand() % 100) * luckMultiplier;
    printf("Roll: %f\n", roll);
    return roll > baseDropChance;
}
```

# Aprimoramentos - Estrutura

```
typedef struct {  
    int id;  
    const char* title;  
    const char* description;  
    SDL_Texture* icon;  
} Upgrade;
```

# Aprimoramentos - Tela



# Upgrade das Armas

```
upController->allUpgrades[upController->upgradeCount] = (Upgrade){  
    .id = 5,  
    .title = "Mochila - cooldown",  
    .description = "Diminui o tempo para poder atacar em 0.1 segundos",  
    .icon = IMG_LoadTexture(ren, "assets/images/upgrades/hp.png"),  
};
```

```
typedef struct{  
→ Uint32 is_on_screen;  
→ Uint32 is_on_screen_last;  
→ Arma *Weapon;  
→ SDL_Rect box;  
→ float dir_x;  
→ float dir_y;  
→ float speed;  
→ int pierce;  
→ int active;  
}Projectiles;
```

# Projéteis

FIM