

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

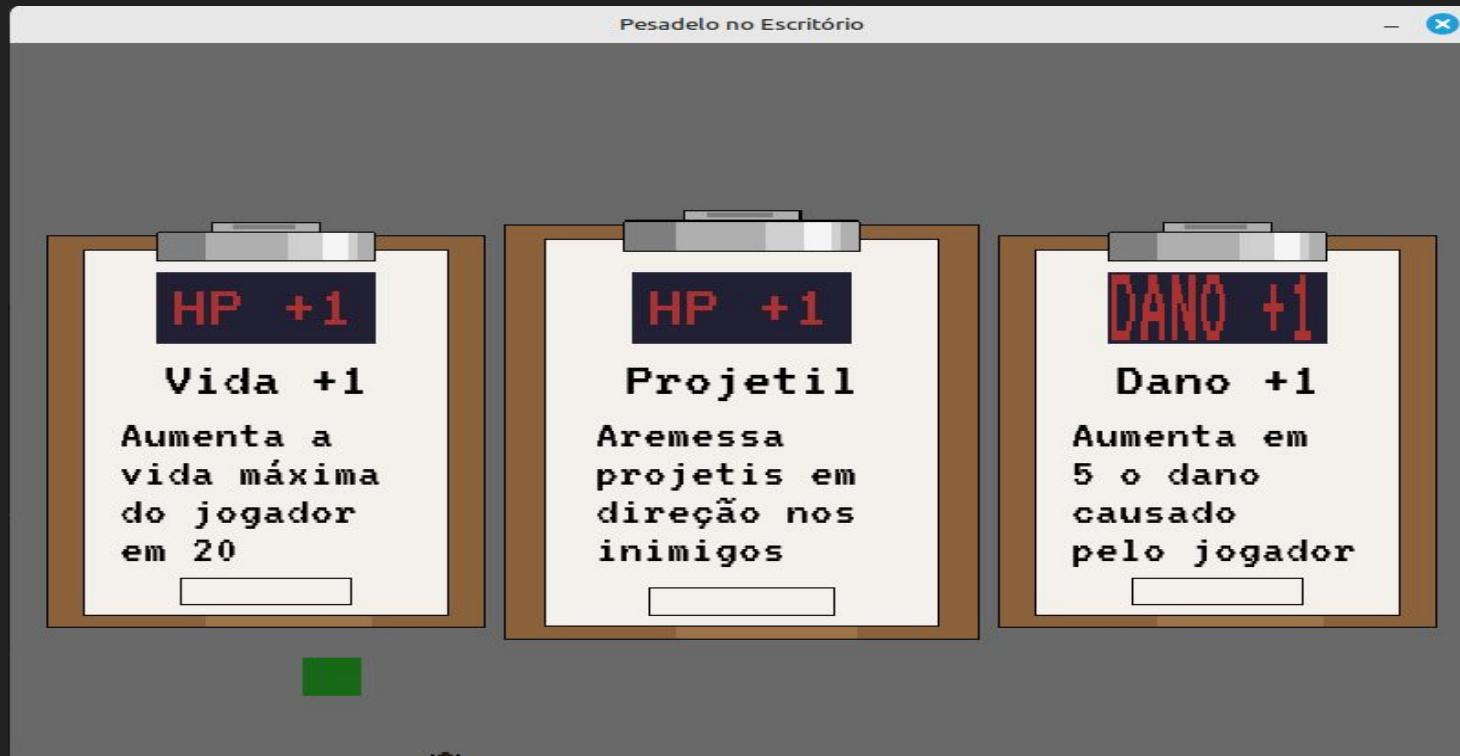
```
if (Collision_RectAndRect(&enemy->box, &selecionadas[i].box)) {
    enemy->hp -= selecionadas[i].damage;
    if (enemy->hp <= 0) {
        if (ExperienceManager_DropXp(enemy->xpBaseDropChance, player.luck)) {
            int enemyCenterX = enemy->box.x + enemy->box.w / 2;
            int enemyCenterY = 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