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Assignment1

The new game loop for assignment 1 now involves using member managers to perform more tasks rather than manipulating Game class members on each loop. Major new classes are UnitManager and the InputSystem. Before changes entities were members of Game class and were being updated and drawn individually within the game loop. Similarly, all inputs were being processed in the same loops following the updates and draws.

UnitManager is a container class to manage various entities in game including the addition, deletion, and updating of all entities. UnitManager is initialized with a reference to SpriteManager pointer so that the creation of new units has immediate access to sprites.

InputSystem is the means for input to be received using Allegro. InputSystem is initialized with a reference to the GameMessengerManager so that inputs are fed through the preexisting messenger system. Along with this two new message classes were created for both adding new entities and deleting them.

Game Loop has been changed to perform three separate functions in the game class that call the new manager updates. There is update that calls UnitManager update function for each entity it contains. Then Draw which does the same accept draws background information first then calls UnitManager draw function. Then there is input function that simply calls InputSystem’s update on that frame. With that the Game Loop is much simpler than previously.