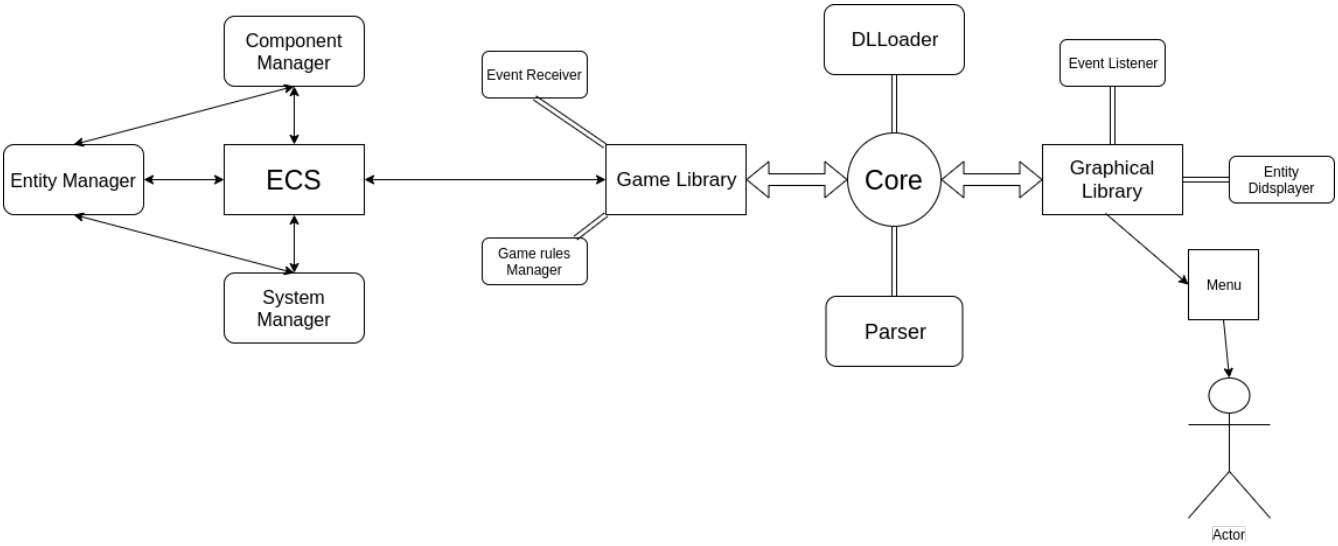
Core Sytem

The core is a module of the arcade project which aims to manage the interactions between the graphic library and the game library. This module is the central core of the project. It is through this Module that all actions begin.



The core initializes the graphic libraries and the game libraries thanks to the DLLoader module.

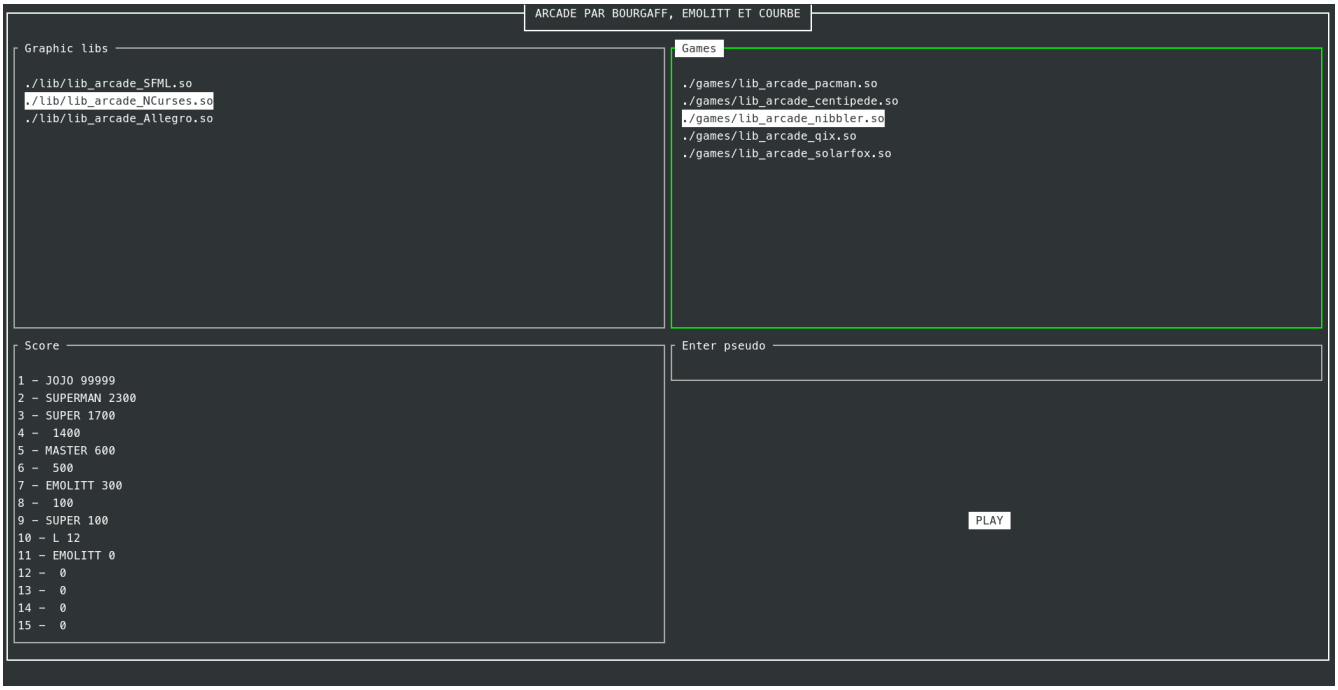
It verifies the good existence of the files and the recovery of information from the data thanks to the Parser module. Once the core is initialized, it uses the default library requested by the user.

The user can therefore access the menu in the graphic format of his choice.

From here, he can choose the graphics library to use during his game session, as well as choose the game of his choice. At the same time, the user can view the listed game scores.

Once his choices have been made, he can enter his nickname in the corresponding box.

Finally, he just has to press the "PLAY" button to start his game session.



Here are the Keybind need to manipulate the core during the game:

- F1: previous graphic library
- F2: next graphic library
- F3: previous game library
- F4: next game library
- F5: restart game
- F6: go back to menu
- F7: pause game