Interface Contracts - Asteroids game

|  |  |
| --- | --- |
| SPI | IGamePlugin |
| Operation | start(Gamedata gamedata, World world) |
| Description | Called when the game is created. Adds entities to the world. |
| Parameters | gamedata - delta, width, height. world - vectordata |
| Pre-condition | GameData and World object is provided |
| Post-condition | Data is added on the installation of the component |

|  |  |
| --- | --- |
| SPI | IGamePlugin |
| Operation | stop(Gamedata gamedata, World world) |
| Description | Removes the entity from the world. |
| Parameters | gamedata - delta, width, height. world - vectordata |
| Pre-condition | The start-method has been invoked and the game is running |
| Post-condition | Data is removed/cleaned up as the component is uninstalled |

|  |  |
| --- | --- |
| SPI | IEntityProcessingService |
| Operation | process(Gamedata gamedata, World world) |
| Description | Called when the game is rendered and updated. Processes the entity in the game. |
| Parameters | gamedata - delta, width, height. world - vectordata |
| Pre-condition | GameData and World object is provided |
| Post-condition | The movement of the Entity has been processed |

|  |  |
| --- | --- |
| SPI | IEntityPostProcessingService |
| Operation | process(Gamedata gamedata, World world) |
| Description | Called after the IEntityProcessingService has run. Collision-detection can be run in this method as it runs after the Entities in the game have been moved. |
| Parameters | gamedata - delta, width, height. world - vectordata |
| Pre-condition | GameData and World object is provided |
| Post-condition | The movement of the Entity has been processed |

Et billede, der indeholder tekst

Automatisk genereret beskrivelse