

Notes for Helicopter

Helicopter

Adding .gitignore file
Creating SFML in Visual Studio. (Don't forget to
turn x86)

Adding to ASSETS/IMAGES folders an image
of Helicopters. I should change function in
~~m-window draw~~ void Game::setup Sprite()
if (Im_heloTexture.loadFromFile
ASSETS\\IMAGES\\Helicopte
in Game.h

and sf::Texture m_heloTexture;

sf::Sprite m_helicopter;

In void Game::update (sf::Time t_deltaTime)
add animateHelo();

Add function Game::animateHelo() —
creating frames and animate in

Adding to the Game::processEvents()
if (sf::Event::MouseButtonPressed == newEvent.type)
processMouse(newEvent);

will call the function Game::processMouse(sf::Event t_event)

that will react when to the clicking mouse and
will make helicopter to move to the mouse.

We should add `setPosition(m_location);`
that will get the helicopter's position on the
screen.

\Rightarrow +
in `void Game::move()`
in `Sprite` { `m_location += m_velocity;`
`m_helicopter.setPosition(m_location);`
}

3) Add enum class Direction that will
where I should write direction of movement
for helicopter.

\Rightarrow
Add in the `void Game::processMouse(sf::Event &e)`
function that will help helicopter stop in the
place where was clicked by mouse.
`displacement.x = static_cast<float>(t_event.mouse.Button -
m_location.x);` same for y.

4) \Rightarrow
Creating `void Game::setUpAudio()` where will be the address
of sound file

5) + `#include <SFML/Audio.hpp>` - in `Game.h`