MainScreen

```
+MainScreen ( )
+MainScreen ( )
+drawScreen ( fileImageAvatar : const char *, numRound : int, maxRounds : int, namePlayer : const char *, methodologyPla... ) : int
+drawScreen ( fileImageAvatar : const char *, numRound : int, maxRounds : int, namePlayer : const char *, methodologyPla... ) : int
+showMessage ( caption : const char *, header : const char *, text : const char *, error : bool ) : void
+showMessage ( caption : const char *, header : const char *, text : const char *, error : bool ) : void
+waitForEvent ( ) : int
+waitForEvent ( ) : int
-confirmCertification ( ) : int
-confirmCertification ( ) : int
-confirmPurchase ( ) : int
-confirmPurchase ( ) : int
-drawAvatar ( filename : const char * ) : int
-drawAvatar ( filename : const char * ) : int
-drawBackground ( ) : int
-drawBackground ( ) : int
-drawButtons ( ) : int
-drawButtons ( ) : int
-drawLegendArrow ( ) : int
-drawLegendArrow ( ) : int
-drawLinesText ( ) : int
-drawLinesText ( ) : int
-drawOtherPlayers ( otherPlayers : const std::list< std::pair< const char *, int > > & ) : int
-drawOtherPlayers ( otherPlayers : const std::list< std::pair< const char *, int > > & ) : int
-drawPlayerInfo ( playerName : const char *, methodology : const char *, currentPoints : int, currentMoney : int, compan... ) : int
-drawPlayerInfo ( playerName : const char *, methodology : const char *, currentPoints : int, currentMoney : int, compan... ) : int
-drawRoullete ( angle : float ) : int
-drawRoullete ( angle : float ) : int
-drawRounds ( roundNumber : int, totalRounds : int ) : int
-drawRounds ( roundNumber : int, totalRounds : int ) : int
-drawScreen ( ) : int
-drawScreen ( ) : int
-rotateRoullete ( ) : int
-rotateRoullete ( ) : int
-showCard ( lucky : bool ) : int
-showCard ( lucky : bool ) : int
-showQuestion ( specific : bool ) : int
-showQuestion ( specific : bool ) : int
```
```
-angle : float
-companiesPlayer : std::list< std::pair< const char *, int > >
-disp_data : ALLEGRO_DISPLAY_MODE
-display : ALLEGRO_DISPLAY *
-fileImageAvatar : std::string
-height : int
-imageRoullete : ALLEGRO_BITMAP *
-maxRounds : int
-methodologyPlayer : std::string
-namePlayer : std::string
-numRound : int
-otherPlayers : std::list< std::pair< const char *, int > >
-pointsPlayer : int
-resourcePlayer : int
-width : int
```

Question

```
+Question ( text : std::string, options : const std::vector< std::string > & )
+getCorrectOption ( ) : int
+getOptions ( option : int ) : char *
+getText ( ) : char *
+getType ( ) : int
```
```
-correct : int
-options : std::vector< std::string >
-text : std::string
-type : int
```

Player

```
+Player ( namePlayer : const char *, methodologyPlayer : const char *, fileAvatar : const char * )
+addResources ( resources : int ) : void
+buyCompany ( nameCompany : const char * ) : int
+certifyCompany ( nameCompany : const char * ) : int
+getCompanies ( ) : const std::list< Company > &
+getFileAvatar ( ) : const char *
+getMethodology ( ) : const char *
+getName ( ) : const char *
+getNumEmpresas ( ) : int
+getPoints ( ) : int
+getResources ( ) : int
+removeResources ( resources : int, force : bool ) : int
-updatePoints ( ) : void
```
```
-fileAvatar : std::string
-listCompanies : std::list< Company >
-methodologyPlayer : std::string
-namePlayer : std::string
-pointsPlayer : int
-resourcesPlayer : int
```

Company

```
+Company ( name : const char * )
+downLevel ( ) : void
+getCertificationCost ( ) : int
+getLevel ( ) : int
+getName ( ) : const char *
+upLevel ( ) : void
```
```
-levelCMMI : int
-nameCompany : std::string
```

Game

```
+Game ( infoPlayers : const std::list< std::pair< std::pair< const char *, const char * >, const char * > > &, numRounds... )
+startGame ( ) : void
-endGame ( ) : void
-round ( screen : MainScreen & ) : void
```
```
-cards : std::vector< Card >
-currentRound : int
-numberRounds : int
-players : std::vector< Player >
-questions : std::vector< Question >
```

Card

```
+Card ( image : const char *, effect : int, magnitude : int, id : int )
+getEffect ( ) : int
+getId ( ) : int
+getMagnitude ( ) : int
```
```
-effect : int
-id : int
-image : std::string
-magnitude : int
```