



Arcade documentation



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How to play ?

- 1) Do a make
- 2) Choose between 3 librairies

```
(...EK2/PROJECT EN COURS/B-00P-400-BDX-4-1-arcade-theo.fages) — seif desktop-ihea36b:pts/2  
(21:22:04 on main *) → ./arcade ./lib/arcade_sfml.so — (Sun, Apr 07)
```

```
(...EK2/PROJECT EN COURS/B-00P-400-BDX-4-1-arcade-theo.fages) — seif desktop-ihea36b:pts/0  
(21:24:20 on main *) → ./arcade ./lib/arcade_ncurses.so — (Sun, Apr 07)
```

```
(...EK2/PROJECT EN COURS/B-00P-400-BDX-4-1-arcade-theo.fages) — seif desktop-ihea36b:pts/0  
(21:24:27 on main *) → ./arcade ./lib/arcade_sdl2.so 1 ← (Sun, Apr 07)
```

- 3) Choose between 2 games





Interface

```
namespace Arcade {  
    enum class WINDOW {  
        OPEN,  
        CLOSE,  
        GAME_SNAKE,  
        GAME_NIBBLER,  
    };  
  
    enum class Key {  
        up,  
        down,  
        left,  
        right,  
        unknow  
    };  
}
```

1. Enum window handles events management.
2. Enum key determines which key the user has pressed.