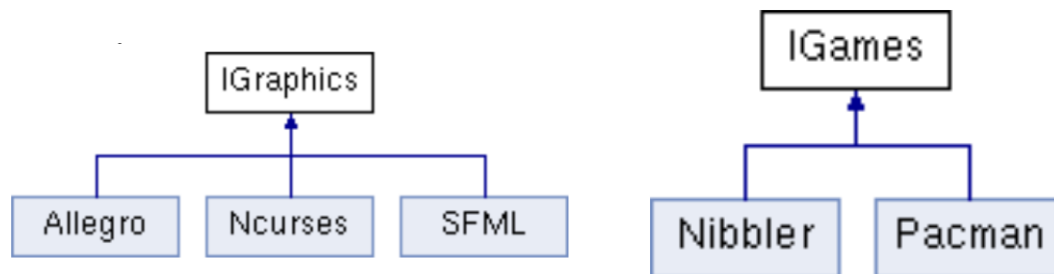# Arcade Documentation

Virtual fonctions on IGraphics :

virtual ~IGraphics() = default;

virtual void displayGame(const std::vector<std::vector<char>> &tab) = 0;

virtual void displayMenu(const Info &Info) = 0;

virtual void setPreview(std::vector<std::vector<char>> &tab) = 0;

virtual void init(const std::vector<InitTab> &tab) = 0;

virtual void setScore(const std::string &score) = 0;

virtual void setLife(const std::string &life) = 0;

virtual Input getInput() = 0;

virtual const std::string &getName(void) const = 0;

The IGraphics interface is used to initialised, setup and execute a new library in the project.

Virtual fonctions on IGames :

virtual ~IGames() = default;

virtual const std::vector<std::vector<char>> &simulate(Input key) = 0;

virtual const std::string &getScore() const = 0;

virtual const std::string &getLife() const = 0;

virtual const std::vector<InitTab> &getInit() const = 0;

virtual const float &getSpeed(void) const = 0;

The IGraphics interface is used to initialised, setup and execute a new game in the project.

Implementations :

To add a new library or a new game in the project, you have to create a directory in ./games or ./lib. In this directory you have to program the method below concerning in your library or your game. And finally you must compile it in the Makefile root of game and lib.

/!\ Don't forget to compile it in dynamic libraries (.so) /!\

Users inputs (1) :

Z and Key_Up :

1. Navigate up in the menu.
2. Move forward in the game.

Q and Key_Left :

1. Navigate left in the menu.
2. Move on the left in the game.

S and Key_Down :

1. Navigate downin the menu.
2. Move backward in the game.

D and Key_Right :

1. Navigate right the menu.
2. Move on the right in the game.

Escape :

1. In the menu, quit the program.
2. In the game, go back to menu.

Enter :

1. In the menu, launch the game with selected game and library.
2. In the menu, confirm the nickname.
3. In the game, reset the actual game.

Users inputs (2) :

W :

1. Swap for the previous library used.

X :

1. Swap for the next library.

C :

1. Swap for the previous game.

V :

1. Swap for the next game.