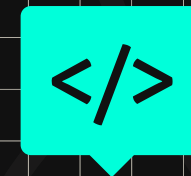
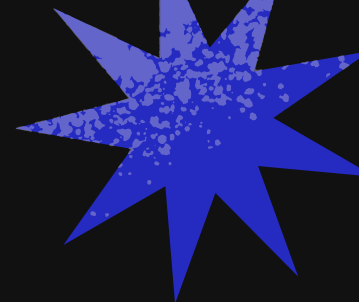


Jogo de lista

Programação Avançada - Alexandre Donizetti de
Souza



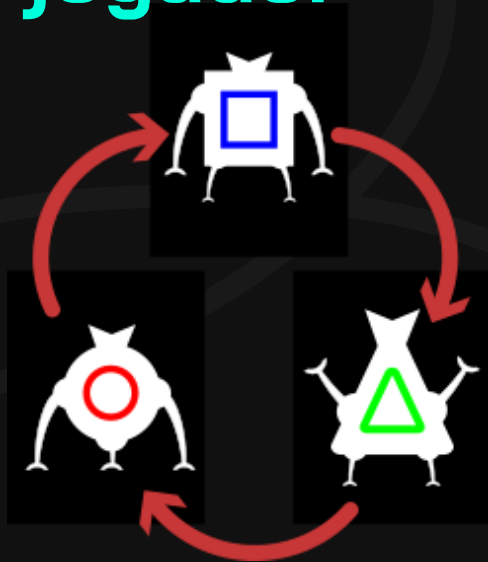


**Biblioteca
utilizada**

Raylib

Como jogar

O objetivo do jogo é
“comer” peças do outro
jogador



Codigos importantes comentados

```
void createDeck(List* deck){
    int newCardID;
    for(int i=0; i<20; i++){
        newCardID = rand()%3;
        addFirst(deck, newCardID);
    }
}
```

criar listas com valores aleatórios

```
void printHand(List* playerDeck, Texture* cards){
    Node* aux;
    if(playerDeck->front) aux = playerDeck->front;
    for(int i=0; i<4; i++){
        if(aux){
            //printCard(aux->ballType, i, cards);
            DrawTexture(cards[aux->ballType], 14+88*i, 675, WHITE);
            aux = aux->next;
        }
    }
}
```

Mostrar as cartas na mão

```
//
int removeMiddle(List* playerHand, int index){
    Node *aux = playerHand->front;
    Node *remove;
    int ballType;
    if(playerHand->front){
        if(index == 1){
            ballType = aux->ballType;
            remove = aux;
            playerHand->front = aux->next;
        }else{
            for(int i=1; i<index-1; i++){
                aux = aux->next;
            }
            remove = aux->next;
            ballType = aux->next->ballType;
            aux->next = aux->next->next;
        }

        free(remove);
        playerHand->size--;
    }

    return ballType;
}
```

Remover carta selecionada

```
if(CheckCollisionPointRec(GetMousePosition(), (Rectangle){14, 675, 70, 90}) && IsMouseButtonPressed(MOUSE_BUTTON_LEFT)){
    createBall(&ballsVector[nextInVector], 217, 626, removeMiddle(&playerDeck, 1), playerOwner);
    throwing = true;
}
if(CheckCollisionPointRec(GetMousePosition(), (Rectangle){14+88, 675, 70, 90}) && IsMouseButtonPressed(MOUSE_BUTTON_LEFT)){
    createBall(&ballsVector[nextInVector], 217, 626, removeMiddle(&playerDeck, 2), playerOwner);
    throwing = true;
}
if(CheckCollisionPointRec(GetMousePosition(), (Rectangle){14+88*2, 675, 70, 90}) && IsMouseButtonPressed(MOUSE_BUTTON_LEFT)){
    createBall(&ballsVector[nextInVector], 217, 626, removeMiddle(&playerDeck, 3), playerOwner);
    throwing = true;
}
if(CheckCollisionPointRec(GetMousePosition(), (Rectangle){14+88*3, 675, 70, 90}) && IsMouseButtonPressed(MOUSE_BUTTON_LEFT)){
    createBall(&ballsVector[nextInVector], 217, 626, removeMiddle(&playerDeck, 4), playerOwner);
    throwing = true;
}
```

Lógica por trás de clicar em uma carta e remover ela da lista

Gameplay





Integrantes

- Gustavo Fernandes
- Johann Lambert
- Victor Hugo
- Wendel Pétta