SFML_RPG

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Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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- UnitFrame . . . 24

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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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File Index

3.1 File List

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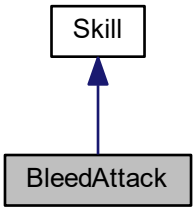
Chapter 4

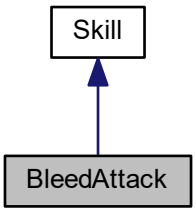
Class Documentation

4.1 BleedAttack Class Reference

Inheritance diagram for BleedAttack:



Collaboration diagram for BleedAttack:



Public Member Functions

- virtual void **Function** (**Entity** ∗target, **Entity** ∗attacker, **Random** ∗random) override

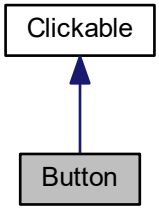
Additional Inherited Members

The documentation for this class was generated from the following files:

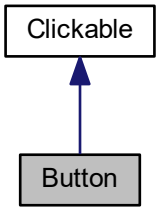
- **BleedAttack.h**
- **BleedAttack.cpp**

4.2 Button Class Reference

Inheritance diagram for Button:



Collaboration diagram for Button:



Public Member Functions

- **Button** (float x, float y, std::string type)
- void **SetAdditionalTexture** (std::string name)
- void **Render** (sf::RenderTarget ∗target)

Protected Attributes

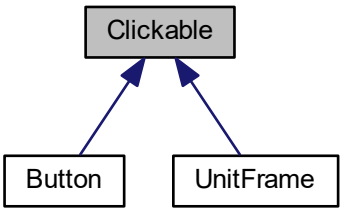
- bool **additionalTextureSet**
- int **offset**
- std::string **type**
- sf::Sprite **additionalSprite**
- sf::Texture **additionalTexture**

The documentation for this class was generated from the following files:

- **Button.h**
- **Button.cpp**

4.3 Clickable Class Reference

Inheritance diagram for Clickable:



Public Member Functions

- void **Render** (sf::RenderTarget ∗target)
- void **Update** (const sf::Vector2f mousePos)
- const bool **isPressed** ()
- void **SetButtonState** (bool state)
- **Clickable** (float x, float y)

Protected Attributes

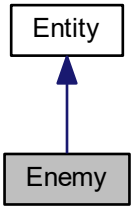
- std::string **pngSuffix** = ".png"
- short unsigned **buttonState**
- sf::Sprite **sprite**
- sf::Texture **normalTexture**
- sf::Texture **triggeredTexture**

The documentation for this class was generated from the following files:

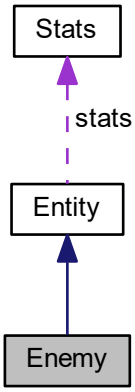
- **Clickable.h**
- **Clickable.cpp**

4.4 Enemy Class Reference

Inheritance diagram for Enemy:



Collaboration diagram for Enemy:



Public Member Functions

- **Enemy** (float x, float y, std::string name)
- void **Render** (sf::RenderTarget ∗renderTarget)
- void **Update** (const sf::Vector2f mousePos)
- void **InitializeSkill** ()

Public Attributes

- std::unique_ptr< **Skill** > **skill**

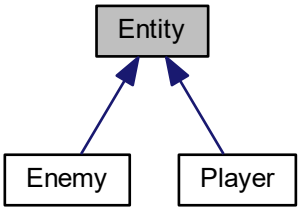
Additional Inherited Members

The documentation for this class was generated from the following files:

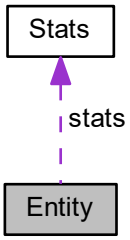
- **Enemy.h**
- **Enemy.cpp**

4.5 Entity Class Reference

Inheritance diagram for Entity:



Collaboration diagram for Entity:



Public Member Functions

- **Entity** (float x, float y, std::string name)
- void **Render** (sf::RenderTarget ∗renderTarget)
- void **Update** (const sf::Vector2f mousePos)
- void **ProcessStatuses** ()
- void **AddStatus** (int dmg, int duration, std::string type)

Public Attributes

- std::unique_ptr< **UnitFrame** > **unitFrame**
- std::unique_ptr< **HealthBar** > **healthBar**
- **Stats stats**
- std::vector< **Status** > **statuses**
- sf::Text **statsText**

Protected Attributes

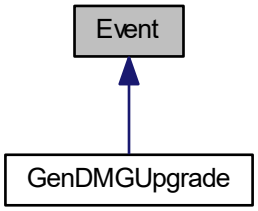
- int **textOffsetY**
- int **textOffsetX**
- sf::Font **font**
- std::string **path** = "./assets/"
- std::string **textSuffix** = "Stats.txt"
- std::fstream **file**
- std::string **spriteSuffix** = "Trans.png"

The documentation for this class was generated from the following files:

- **Entity.h**
- **Entity.cpp**

4.6 Event Class Reference

Inheritance diagram for Event:



Public Member Functions

- virtual void **Option1** (**Player** ∗player)
- virtual void **Update** (const sf::Vector2f mousePos)
- virtual void **Render** (sf::RenderTarget ∗target)

Public Attributes

- sf::Text **text**
- std::unique_ptr< **Button** > **bFirst**

Protected Attributes

- sf::Font **font**

The documentation for this class was generated from the following files:

- **Event.h**
- **Event.cpp**

4.7 EventInstance Class Reference

Public Member Functions

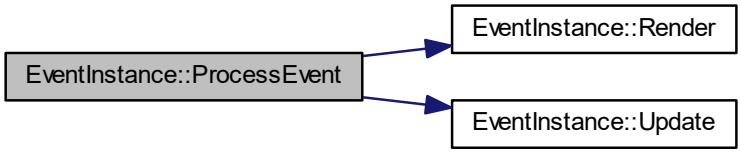
- **EventInstance** (sf::RenderWindow &window, **Player** *player, **Random** *random)
- void **GenerateNewEvent** ()
- void **Render** ()
- void **Update** ()
- void **ProcessEvent** ()

4.7.1 Member Function Documentation

4.7.1.1 ProcessEvent()

```
void EventInstance::ProcessEvent ( )
```

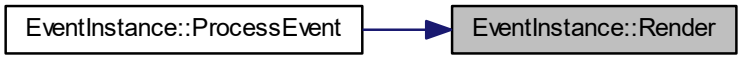
Generacja nowego Eventu Here is the call graph for this function:



4.7.1.2 Render()

```
void EventInstance::Render ( )
```

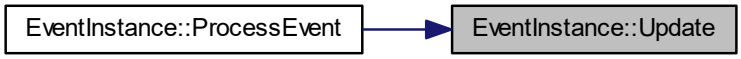
Aktualizacja Eventu Here is the caller graph for this function:



4.7.1.3 Update()

```
void EventInstance::Update ( )
```

Obsuga Eventu Here is the caller graph for this function:



The documentation for this class was generated from the following files:

- **EventInstance.h**
- **EventInstance.cpp**

4.8 FightInstance Class Reference

Public Member Functions

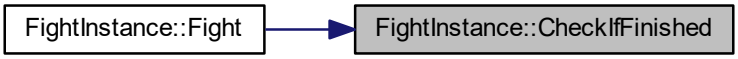
- **FightInstance** (sf::RenderWindow &window, **Player** ∗player, **Random** ∗random)
- void **Update** ()
- void **Render** ()
- void **Fight** ()
- void **UpdateEntities** ()
- void **OnPressedAttackButton** ()
- void **CounterAttack** ()
- bool **CheckIfFinished** ()
- void **GenerateEnemy** ()
- void **InitializeText** ()

4.8.1 Member Function Documentation

4.8.1.1 CheckIfFinished()

```
bool FightInstance::CheckIfFinished ( )
```

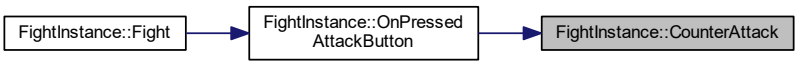
Kontratak przeciwnika Here is the caller graph for this function:



4.8.1.2 CounterAttack()

```
void FightInstance::CounterAttack ( )
```

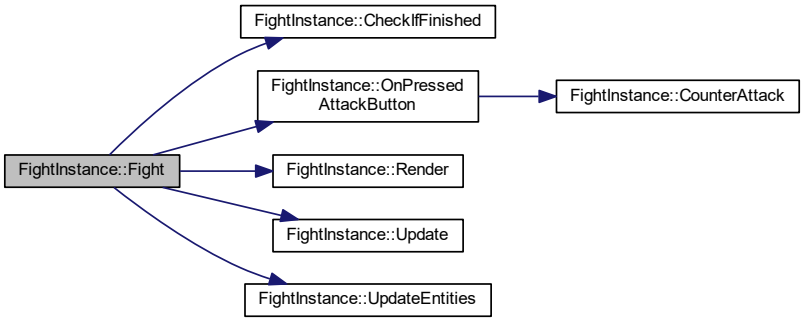
Wykonanie Ataku Here is the caller graph for this function:



4.8.1.3 Fight()

```
void FightInstance::Fight ( )
```

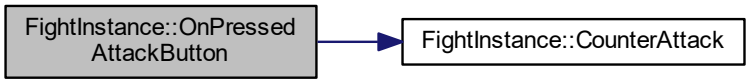
Sprawdzenie czy walka zostala zakonczona Here is the call graph for this function:



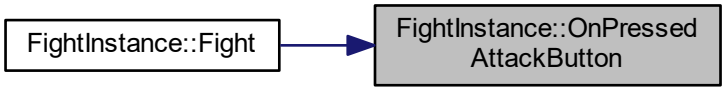
4.8.1.4 OnPressedAttackButton()

```
void FightInstance::OnPressedAttackButton ( )
```

Aktualizacja jednostek Here is the call graph for this function:



Here is the caller graph for this function:



4.8.1.5 Render()

```
void FightInstance::Render ( )
```

Aktualizacja Ekranu Walki Here is the caller graph for this function:

4.8.1.6 Update()

```
void FightInstance::Update ( )
```

Generacja nowego przeciwnika Here is the caller graph for this function:

4.8.1.7 UpdateEntities()

```
void FightInstance::UpdateEntities ( )
```

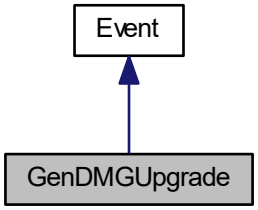
Rysowanie Ekranu Here is the caller graph for this function:

The documentation for this class was generated from the following files:

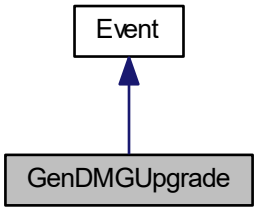
- **FightInstance.h**
- **FightInstance.cpp**

4.9 GenDMGUpgrade Class Reference

Inheritance diagram for GenDMGUpgrade:



Collaboration diagram for GenDMGUpgrade:



Public Member Functions

- virtual void **Render** (sf::RenderTarget ∗target) override
- virtual void **Update** (const sf::Vector2f mousePos) override
- virtual void **Option1** (**Player** ∗player) override

Additional Inherited Members

The documentation for this class was generated from the following files:

- **GenDMGUpgrade.h**
- **GenDMGUpgrade.cpp**

4.10 HealthBar Class Reference

Public Member Functions

- **HealthBar** (float x, float y)
- void **Render** (sf::RenderTarget ∗target)
- void **Update** (float percentage)

The documentation for this class was generated from the following files:

- **HealthBar.h**
- **HealthBar.cpp**

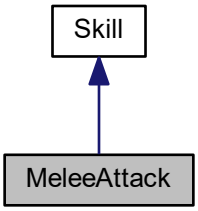
4.11 Interactive Class Reference

The documentation for this class was generated from the following file:

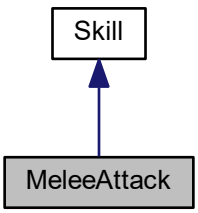
- Interactive.h

4.12 MeleeAttack Class Reference

Inheritance diagram for MeleeAttack:



Collaboration diagram for MeleeAttack:



Public Member Functions

- virtual void **Function** (**Entity** ∗target, **Entity** ∗attacker, **Random** ∗random) override

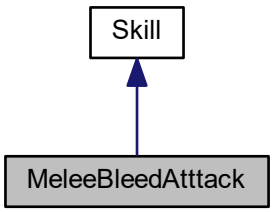
Additional Inherited Members

The documentation for this class was generated from the following files:

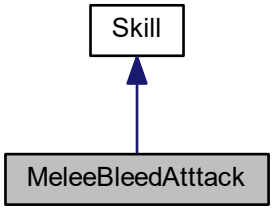
- **MeleeAttack.h**
- **MeleeAttack.cpp**

4.13 MeleeBleedAtttack Class Reference

Inheritance diagram for MeleeBleedAtttack:



Collaboration diagram for MeleeBleedAtttack:



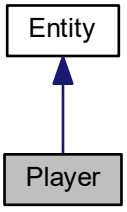
Additional Inherited Members

The documentation for this class was generated from the following file:

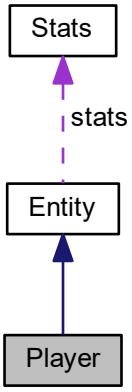
- MeleeBleedAtttack.h

4.14 Player Class Reference

Inheritance diagram for Player:



Collaboration diagram for Player:



Public Member Functions

- **Player** (float x, float y, std::string name)
- void **Render** (sf::RenderTarget ∗renderTarget)
- void **Update** (const sf::Vector2f mousePos)
- void **UpdateButtons** ()
- void **initializeSkills** ()
- int **CheckCooldown** (int index)
- void **DecrementCooldowns** ()
- void **SetCooldown** (int index, int cooldown)

Public Attributes

- int **activeButtonIndex**
- std::vector< std::unique_ptr< **Skill** > > **skills**
- std::vector< int > **cooldowns**

Additional Inherited Members

The documentation for this class was generated from the following files:

- **Player.h**
- **Player.cpp**

4.15 Random Class Reference

Public Member Functions

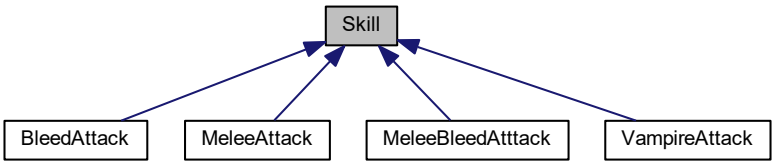
- int **RandomInt** (int min, int ma)
- bool **IfHitLanded** (int effectiveAcc)

The documentation for this class was generated from the following files:

- **Random.h**
- **Random.cpp**

4.16 Skill Class Reference

Inheritance diagram for Skill:



Public Member Functions

- virtual void **Function** (**Entity** *target, **Entity** *attacker, **Random** *random)

Public Attributes

- int **cooldown**
- std::string **name**
- sf::SoundBuffer **soundBuffer**

The documentation for this class was generated from the following files:

- **Skill.h**
- **Skill.cpp**

4.17 Stats Struct Reference

Public Attributes

- std::string **Name**
- int **health**
- int **maxHealth**
- int **minDMG**
- int **maxDMG**
- int **dodge**
- int **accuracy**

The documentation for this struct was generated from the following file:

- **Stats.h**

4.18 Status Struct Reference

Public Attributes

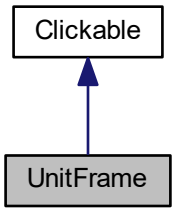
- std::string **type**
- int **dmg**
- int **duration**

The documentation for this struct was generated from the following file:

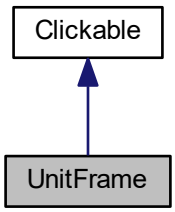
- **Status.h**

4.19 UnitFrame Class Reference

Inheritance diagram for UnitFrame:



Collaboration diagram for UnitFrame:



Public Member Functions

- void **Render** (sf::RenderTarget ∗target)
- **UnitFrame** (float x, float y, std::string charSpritePath)

Public Attributes

- int **width** = 171
- int **height** = 384

Protected Attributes

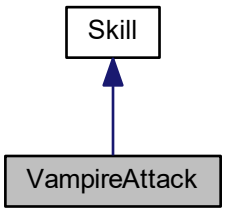
- sf::Sprite **characterSprite**
- sf::Texture **characterTexture**

The documentation for this class was generated from the following files:

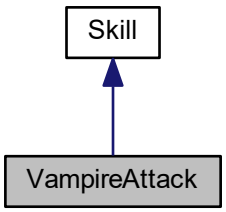
- **UnitFrame.h**
- **UnitFrame.cpp**

4.20 VampireAttack Class Reference

Inheritance diagram for VampireAttack:



Collaboration diagram for VampireAttack:



Public Member Functions

- virtual void **Function** (**Entity** ∗target, **Entity** ∗attacker, **Random** ∗random) override

Additional Inherited Members

The documentation for this class was generated from the following files:

- **VampireAttack.h**
- **VampireAttack.cpp**

Chapter 5

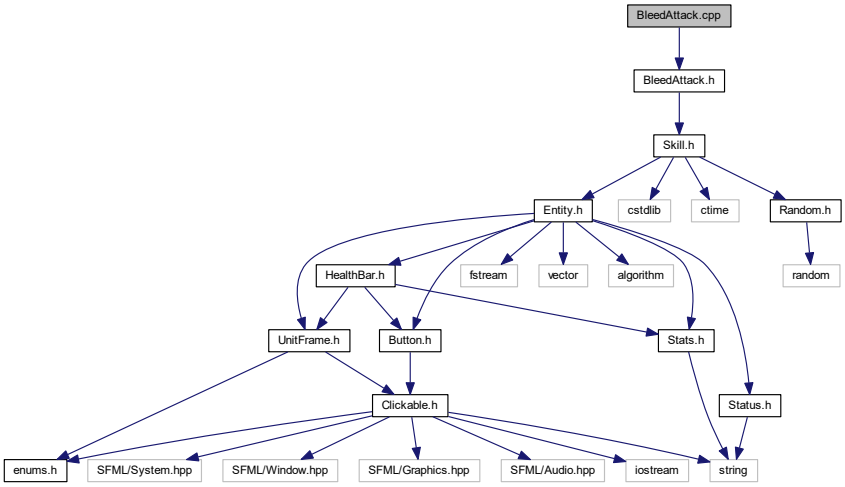
File Documentation

5.1 BleedAttack.cpp File Reference

Plik definicyjny klasy **BleedAttack** (p. 7).

```
#include "BleedAttack.h"
```

Include dependency graph for BleedAttack.cpp:



5.1.1 Detailed Description

Plik definicyjny klasy **BleedAttack** (p. 7).

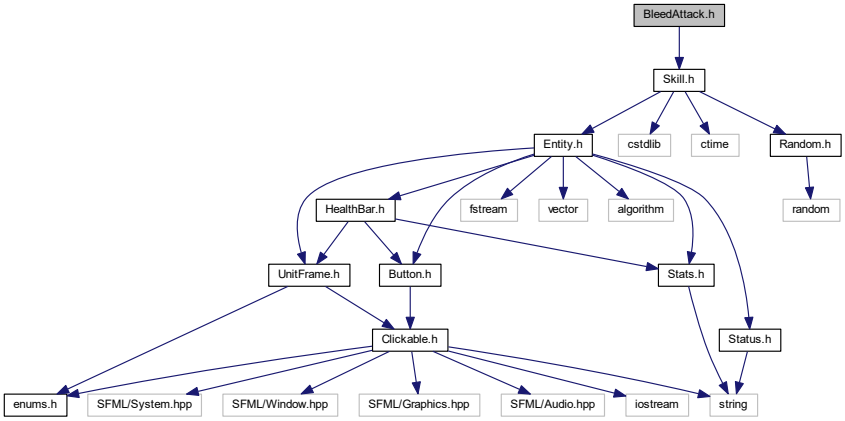
Plik Definicyjny klasy **BleedAttack** (p. 7).

5.2 BleedAttack.h File Reference

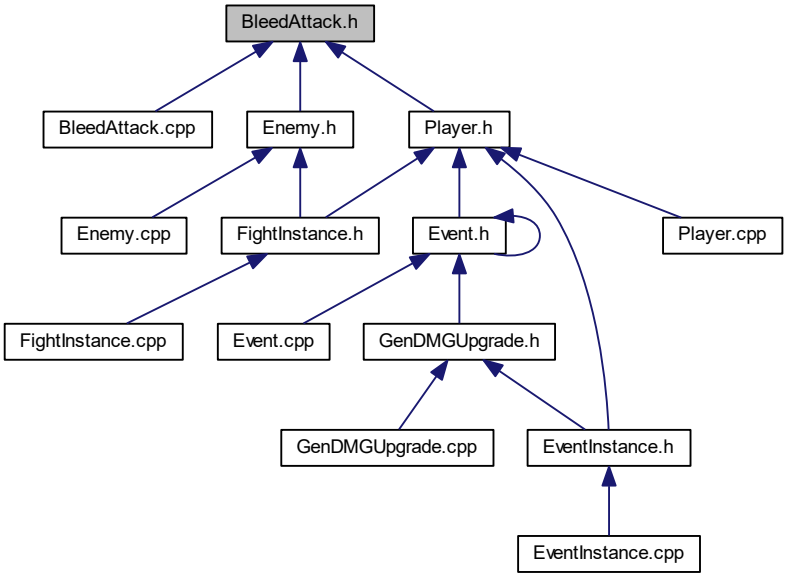
Plik naglowkowy klasy **BleedAttack** (p. 7).

```
#include "Skill.h"
```

Include dependency graph for BleedAttack.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **BleedAttack**

5.2.1 Detailed Description

Plik naglowkowy klasy **BleedAttack** (p. 7).

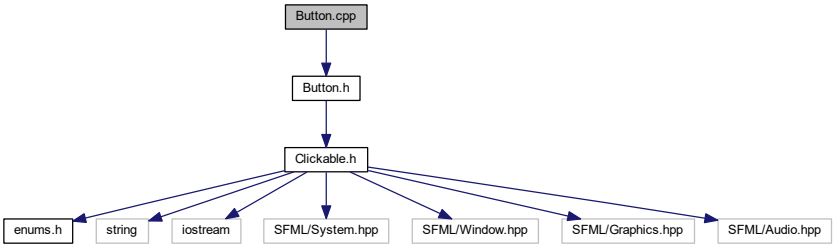
Plik naglowkowy klasy **BleedAttack** (p. 7).

5.3 Button.cpp File Reference

Plik definicyjny klasy **Button** (p. 8).

```
#include "Button.h"
```

Include dependency graph for Button.cpp:



5.3.1 Detailed Description

Plik definicyjny klasy **Button** (p. 8).

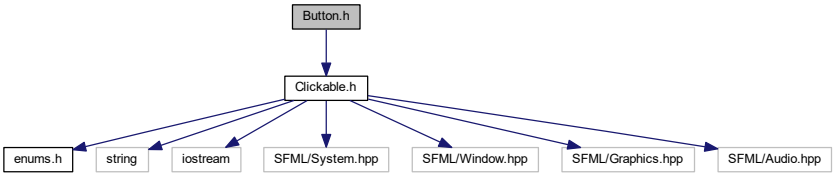
Plik definicyjny klasy **Button** (p. 8).

5.4 Button.h File Reference

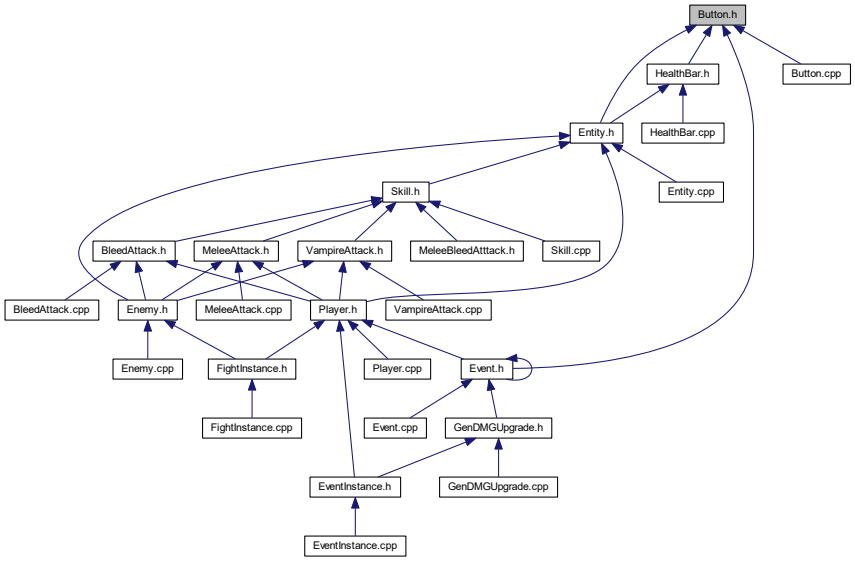
Plik naglowkowy klasy **Button** (p. 8).

```
#include "Clickable.h"
```

Include dependency graph for Button.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Button**

5.4.1 Detailed Description

Plik naglowkowy klasy **Button** (p. 8).

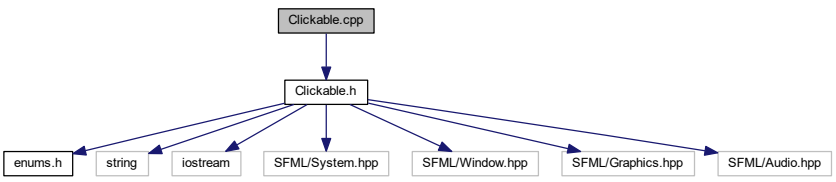
Plik naglowkowy klasy **Button** (p. 8).

5.5 Clickable.cpp File Reference

Plik definicyjny klasy **Clickable** (p. 9).

```
#include "Clickable.h"
```

Include dependency graph for Clickable.cpp:



5.5.1 Detailed Description

Plik definicyjny klasy **Clickable** (p. 9).

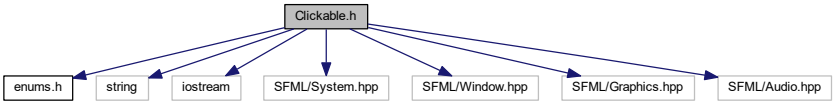
Plik definicyjny klasy **Clickable** (p. 9).

5.6 Clickable.h File Reference

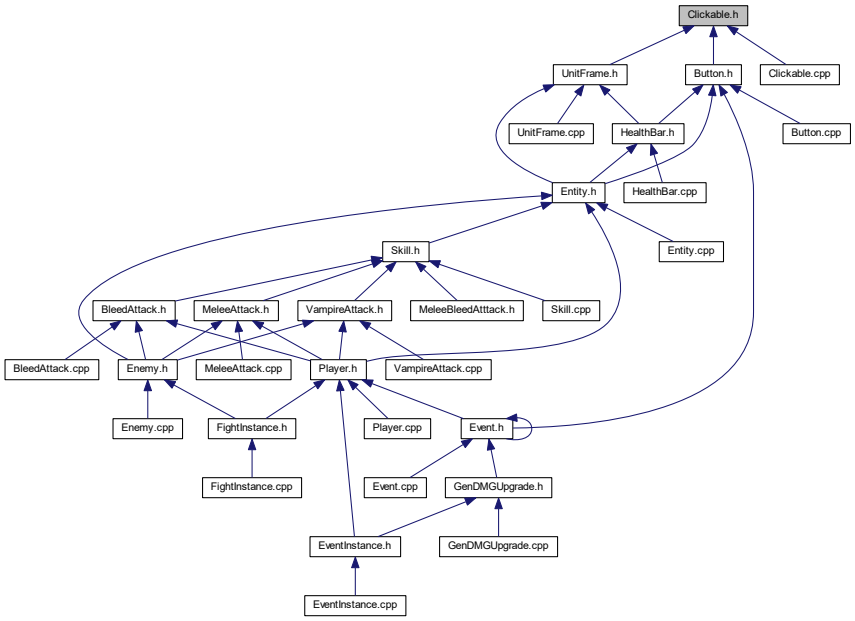
Plik naglowkowy klasy **Clickable** (p. 9).

```
#include "enums.h"
#include <string>
#include <iostream>
#include "SFML/System.hpp"
#include "SFML/Window.hpp"
#include "SFML/Graphics.hpp"
#include "SFML/Audio.hpp"
```

Include dependency graph for Clickable.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Clickable**

5.6.1 Detailed Description

Plik naglowkowy klasy **Clickable** (p. 9).

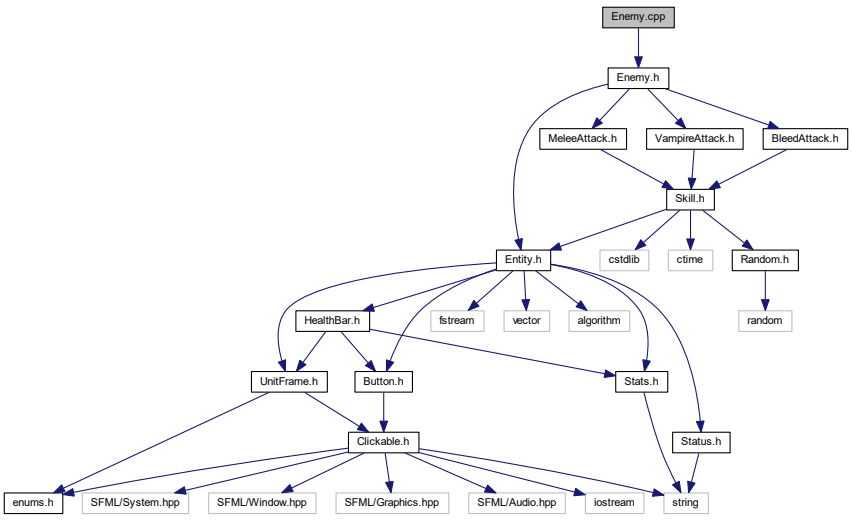
Plik naglowkowy klasy **Clickable** (p. 9).

5.7 Enemy.cpp File Reference

Plik definicyjny klasy **Enemy** (p. 10).

```
#include "Enemy.h"
```

Include dependency graph for Enemy.cpp:



5.7.1 Detailed Description

Plik definicyjny klasy **Enemy** (p. 10).

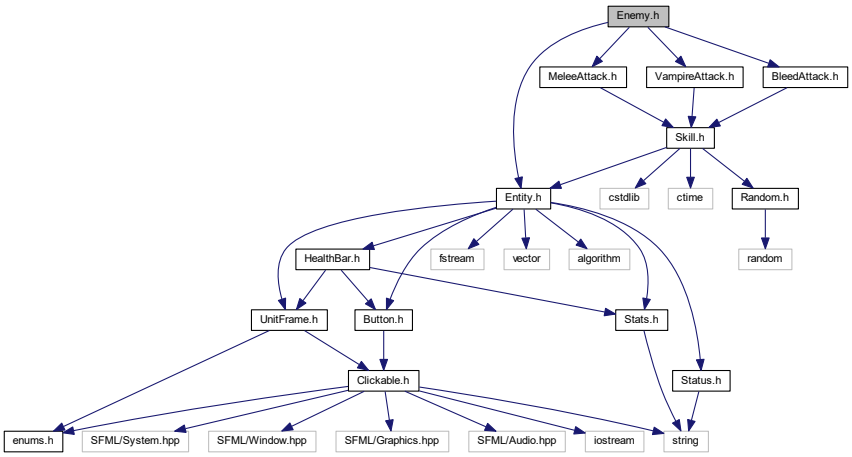
Plik definicyjny klasy **Enemy** (p. 10).

5.8 Enemy.h File Reference

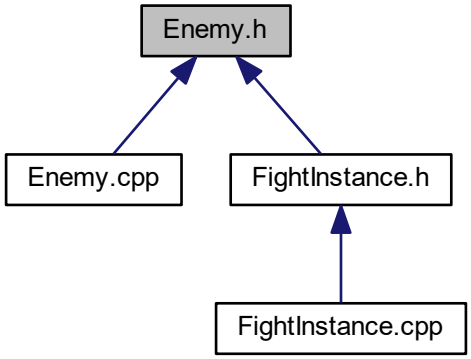
Plik naglowkowy klasy **Enemy** (p. 10).

```
#include "Entity.h"
#include "MeleeAttack.h"
#include "VampireAttack.h"
#include "BleedAttack.h"
```

Include dependency graph for Enemy.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Enemy**

5.8.1 Detailed Description

Plik naglowkowy klasy **Enemy** (p. 10).

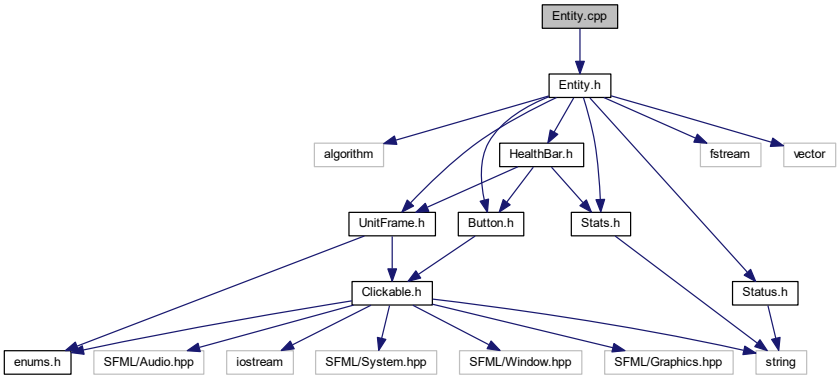
Plik naglowkowy klasy **Enemy** (p. 10).

5.9 Entity.cpp File Reference

Plik definicyjny klasy **Entity** (p. 11).

```
#include "Entity.h"
```

Include dependency graph for Entity.cpp:



5.9.1 Detailed Description

Plik definicyjny klasy **Entity** (p. 11).

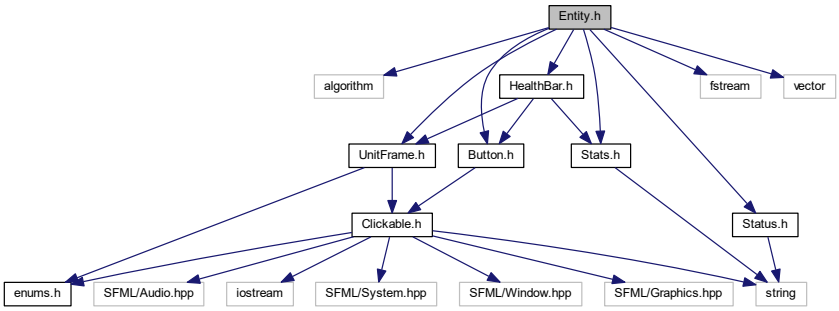
Plik definicyjny klasy **Entity** (p. 11).

5.10 Entity.h File Reference

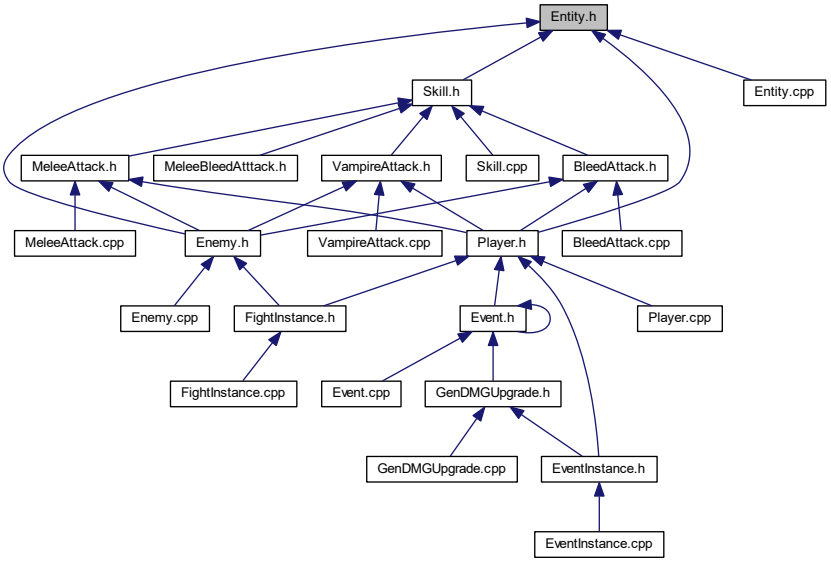
Plik naglowkowy klasy **Entity** (p. 11).

```
#include <algorithm>
#include "Stats.h"
#include "UnitFrame.h"
#include <fstream>
#include "Button.h"
#include "HealthBar.h"
#include "Status.h"
```

`#include <vector>`
Include dependency graph for Entity.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Entity**

5.10.1 Detailed Description

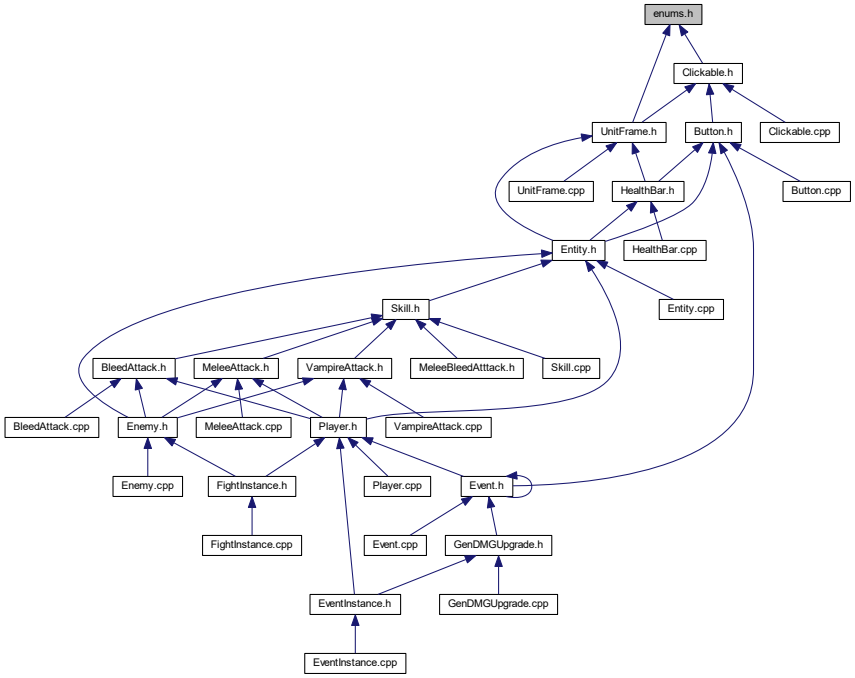
Plik naglowkowy klasy **Entity** (p. 11).

Plik naglowkowy klasy **Entity** (p. 11).

5.11 enums.h File Reference

Plik z Enumem opisujacy Stan przyciskow.

This graph shows which files directly or indirectly include this file:



Enumerations

- enum **button_states** { **BTN_IDLE** = 0, **BTN_HOVER**, **BTN_ACTIVE** }

5.11.1 Detailed Description

Plik z Enumem opisujacy Stan przyciskow.

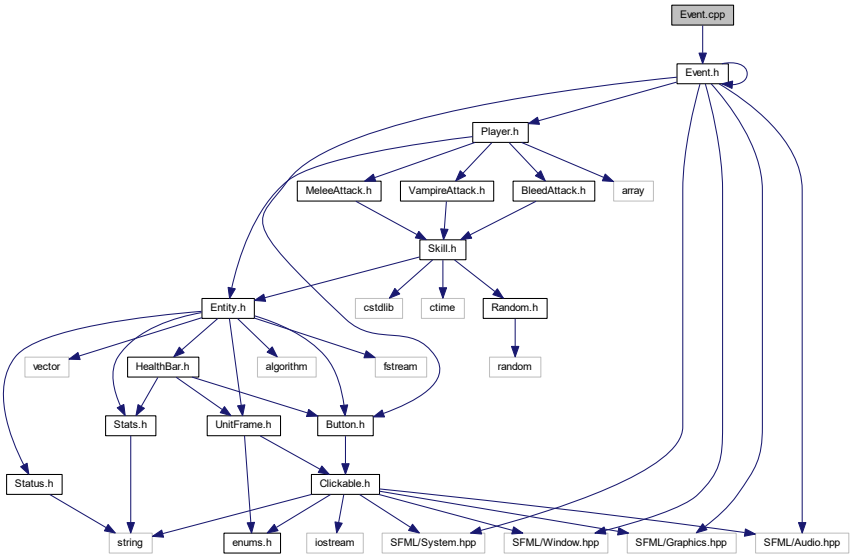
Opis stanow przyciskow.

5.12 Event.cpp File Reference

Plik definicyjny klasy **Event** (p. 12).

```
#include "Event.h"
```

Include dependency graph for Event.cpp:



5.12.1 Detailed Description

Plik definicyjny klasy **Event** (p. 12).

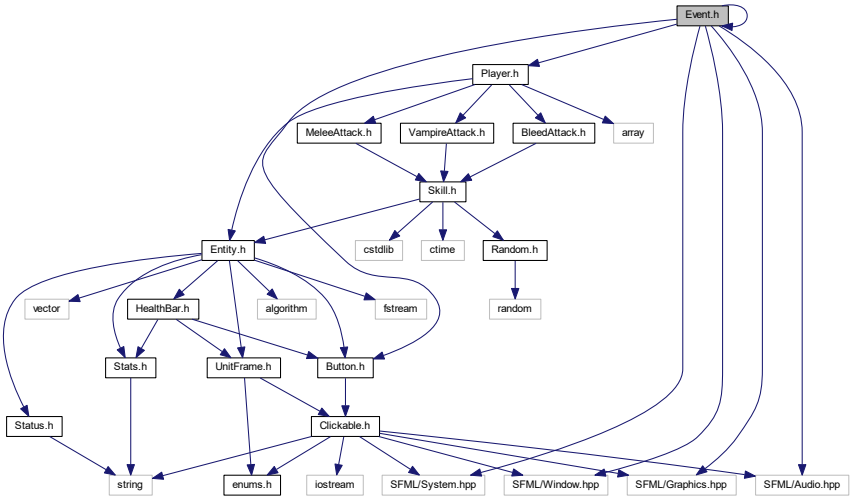
Plik definicyjny klasy **Event** (p. 12).

5.13 Event.h File Reference

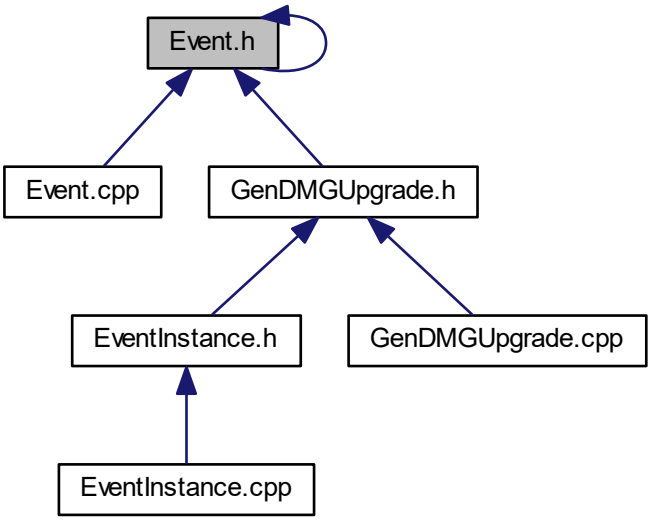
Plik naglowkowy klasy **Event** (p. 12).

```
#include "Button.h"
#include "Event.h"
#include "Player.h"
#include "SFML/System.hpp"
#include "SFML/Window.hpp"
#include "SFML/Graphics.hpp"
#include "SFML/Audio.hpp"
```

Include dependency graph for Event.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Event**

5.13.1 Detailed Description

Plik naglowkowy klasy **Event** (p. 12).

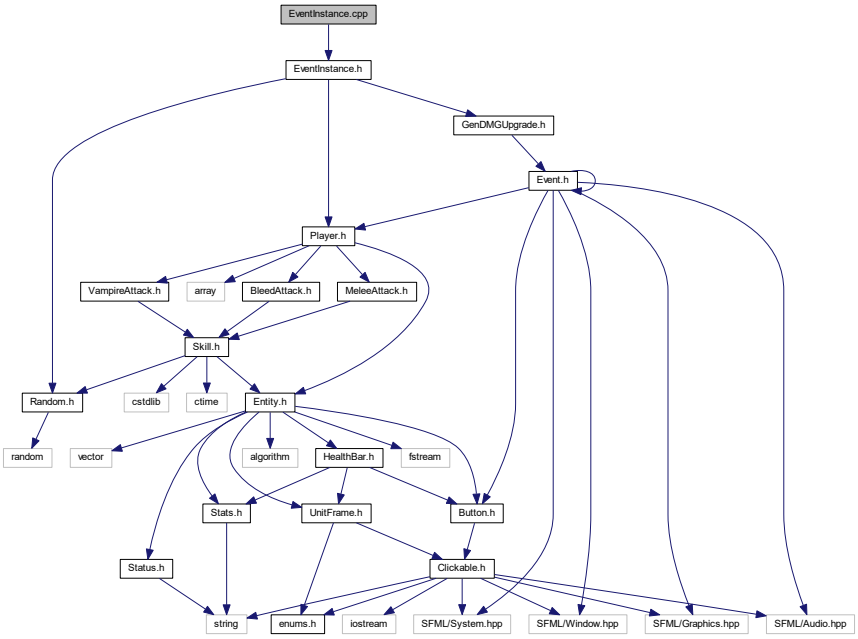
Plik naglowkowy klasy **Event** (p. 12).

5.14 EventInstance.cpp File Reference

Plik definicyjny klasy **EventInstance** (p. 13).

```
#include "EventInstance.h"
```

Include dependency graph for EventInstance.cpp:



5.14.1 Detailed Description

Plik definicyjny klasy **EventInstance** (p. 13).

Plik definicyjny klasy **EventInstance** (p. 13).

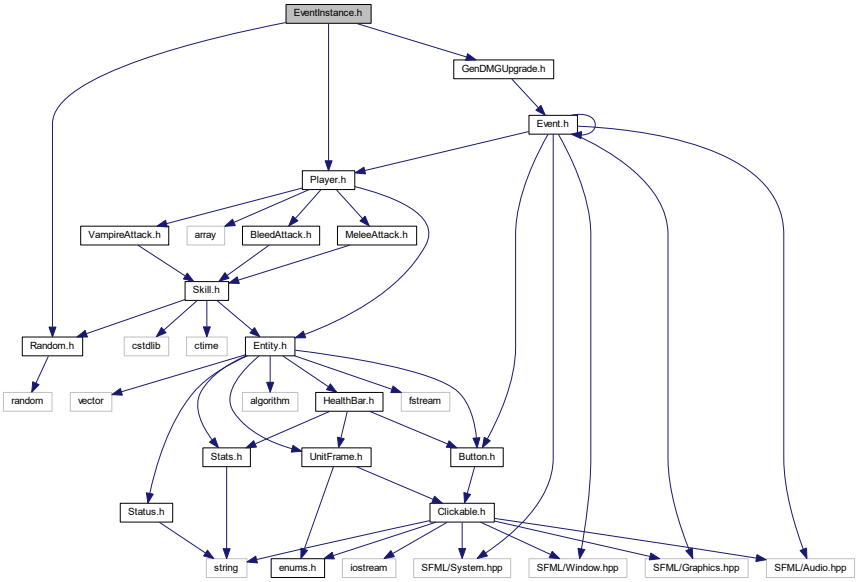
5.15 EventInstance.h File Reference

Plik naglowkowy klasy **EventInstance** (p. 13).

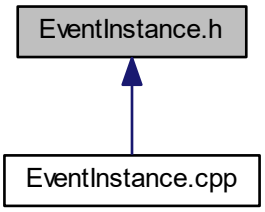
```
#include "GenDMGUpgrade.h"
#include "Player.h"
```

```
#include "Random.h"
```

Include dependency graph for EventInstance.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **EventInstance**

5.15.1 Detailed Description

Plik naglowkowy klasy **EventInstance** (p. 13).

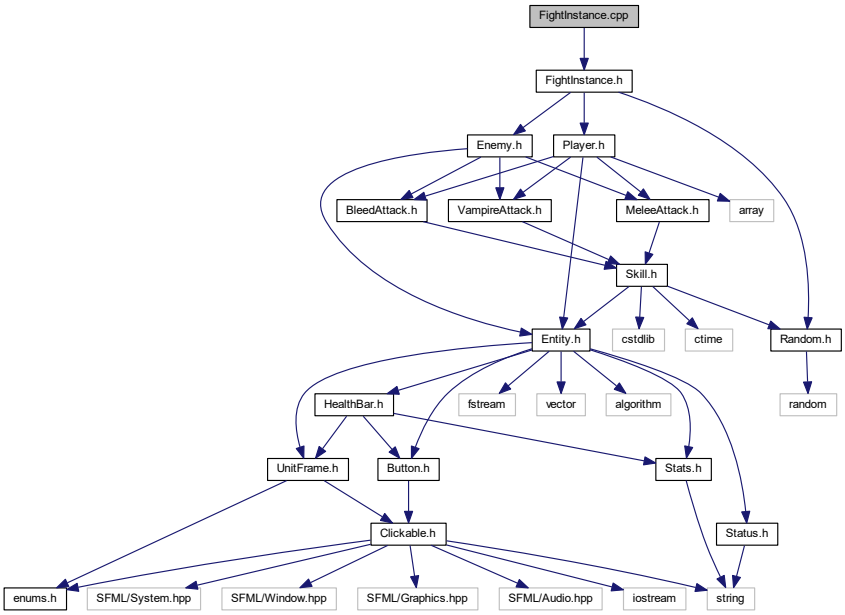
Plik naglowkowy klasy **EventInstance** (p. 13).

5.16 FightInstance.cpp File Reference

Plik naglowkowy klasy **FightInstance** (p. 14).

```
#include "FightInstance.h"
```

Include dependency graph for FightInstance.cpp:



5.16.1 Detailed Description

Plik naglowkowy klasy **FightInstance** (p. 14).

Plik naglowkowy klasy **FightInstance** (p. 14).

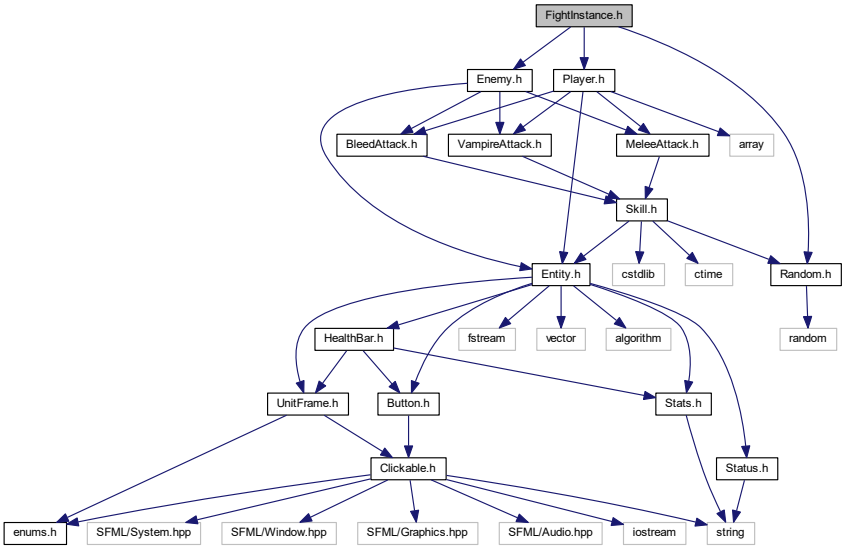
5.17 FightInstance.h File Reference

Plik naglowkowy klasy **FightInstance** (p. 14).

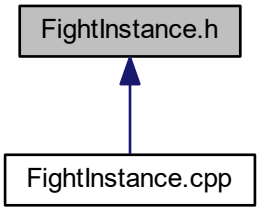
```
#include "Enemy.h"
#include "Player.h"
```

```
#include "Random.h"
```

Include dependency graph for FightInstance.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **FightInstance**

5.17.1 Detailed Description

Plik naglowkowy klasy **FightInstance** (p. 14).

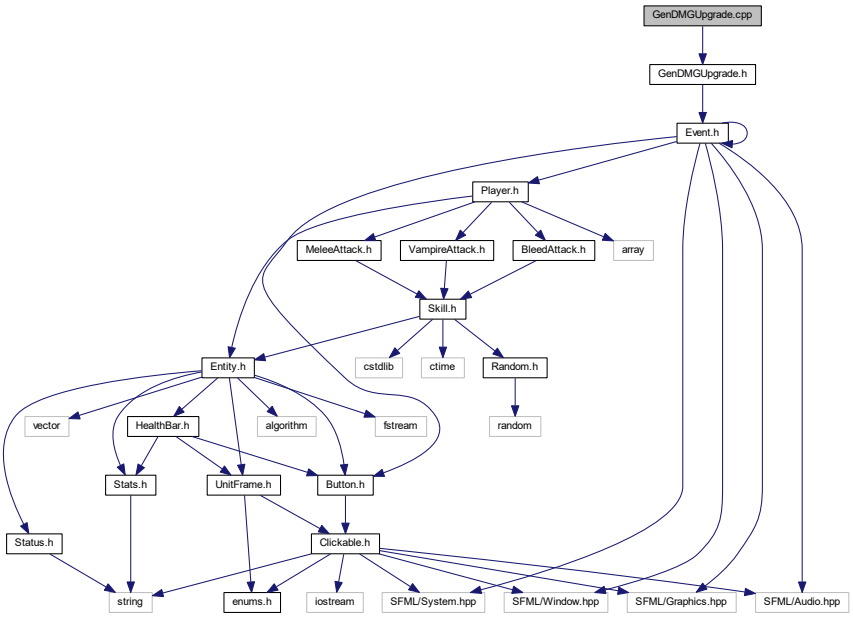
Plik naglowkowy klasy **FightInstance** (p. 14).

5.18 GenDMGUpgrade.cpp File Reference

Plik naglowkowy klasy **GenDMGUpgrade** (p. 18).

```
#include "GenDMGUpgrade.h"
```

Include dependency graph for GenDMGUpgrade.cpp:



5.18.1 Detailed Description

Plik naglowkowy klasy **GenDMGUpgrade** (p. 18).

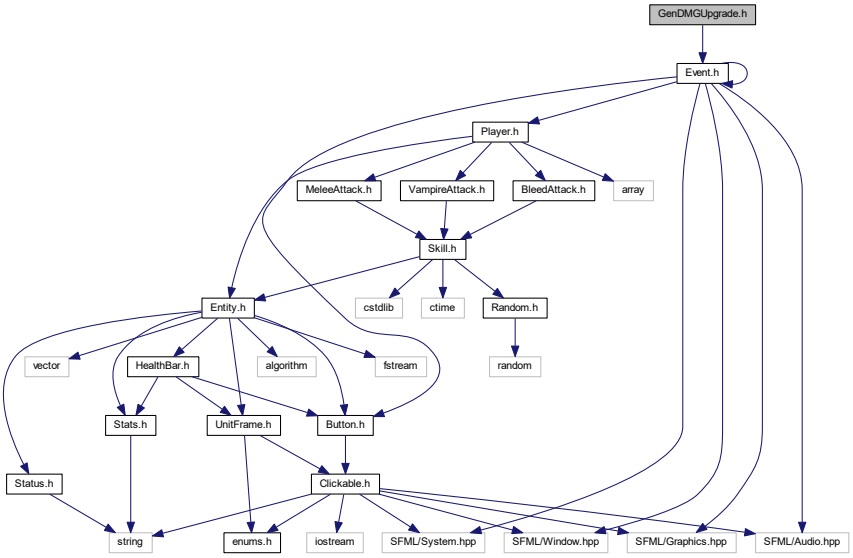
Plik naglowkowy klasy **GenDMGUpgrade** (p. 18).

5.19 GenDMGUpgrade.h File Reference

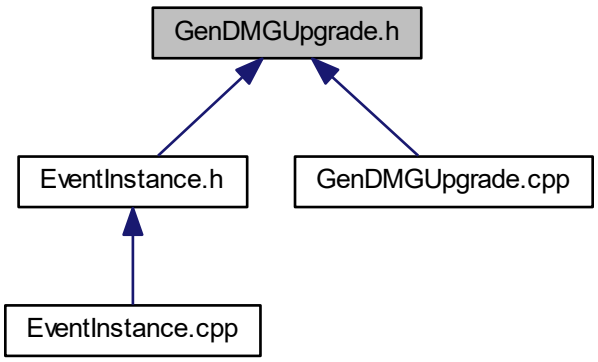
Plik naglowkowy klasy **GenDMGUpgrade** (p. 18).

```
#include "Event.h"
```

Include dependency graph for GenDMGUpgrade.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **GenDMGUpgrade**

5.19.1 Detailed Description

Plik naglowkowy klasy **GenDMGUpgrade** (p. 18).

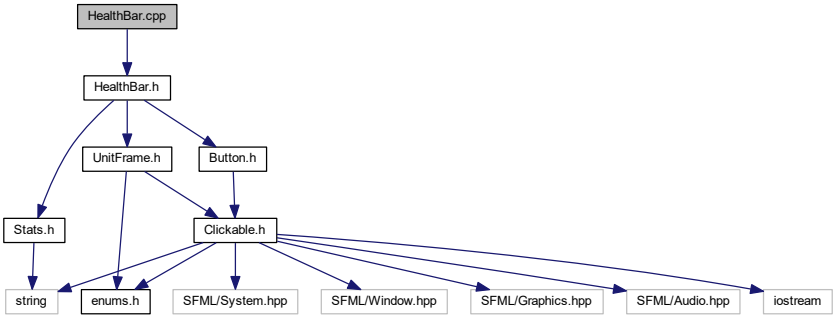
Plik naglowkowy klasy genDMGUpgrade.

5.20 HealthBar.cpp File Reference

Plik definicyjny klasy Healthbar.

```
#include "HealthBar.h"
```

Include dependency graph for HealthBar.cpp:



5.20.1 Detailed Description

Plik definicyjny klasy Healthbar.

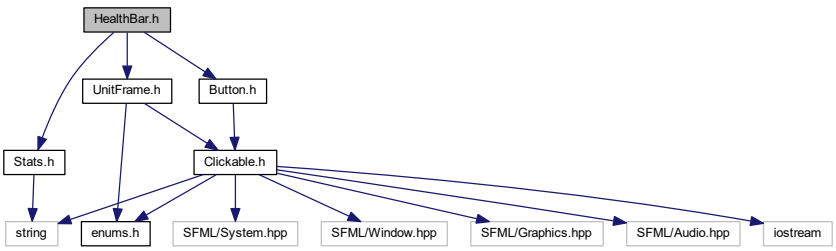
Plik definicyjny klasy Healthbar.

5.21 HealthBar.h File Reference

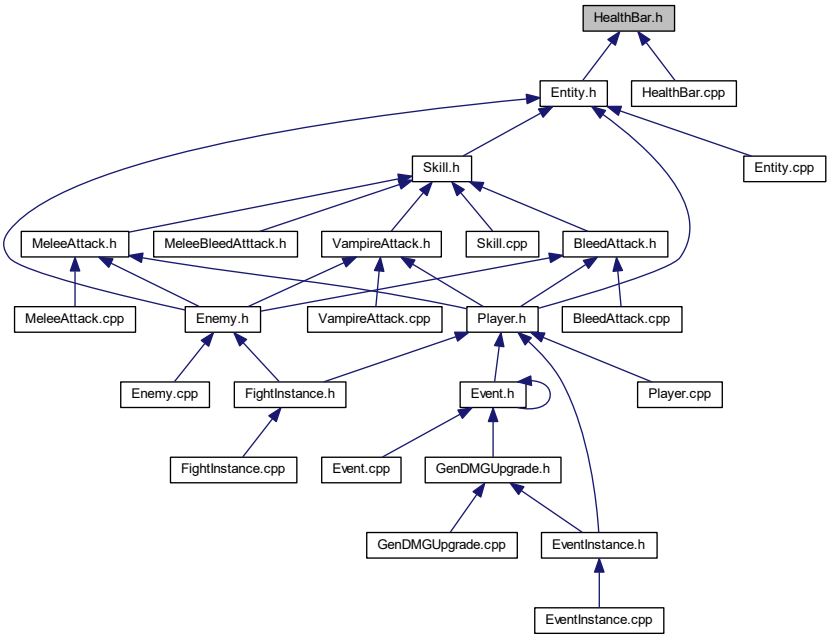
Plik naglowkowy klasy Healthbar.

```
#include "Stats.h"
#include "UnitFrame.h"
#include "Button.h"
```

Include dependency graph for HealthBar.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **HealthBar**

5.21.1 Detailed Description

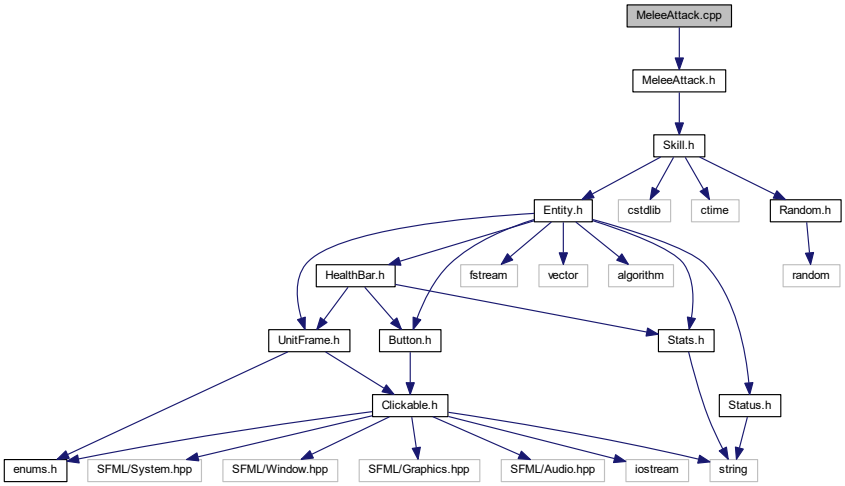
Plik naglowkowy klasy Healthbar.

Plik naglowkowy klasy Healthbar.

5.22 MeleeAttack.cpp File Reference

Plik definicyjny klasy **MeleeAttack** (p. 19).

```
#include "MeleeAttack.h"
```
Include dependency graph for MeleeAttack.cpp:



5.22.1 Detailed Description

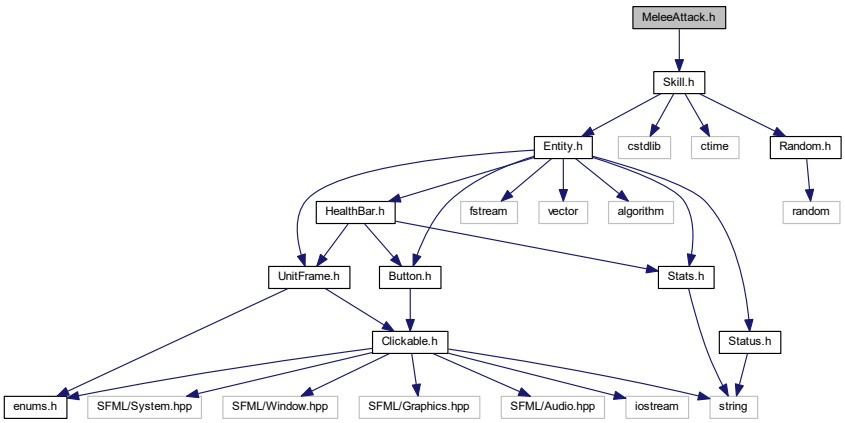
Plik definicyjny klasy **MeleeAttack** (p. 19).

Plik Definicyjny klasy **MeleeAttack** (p. 19).

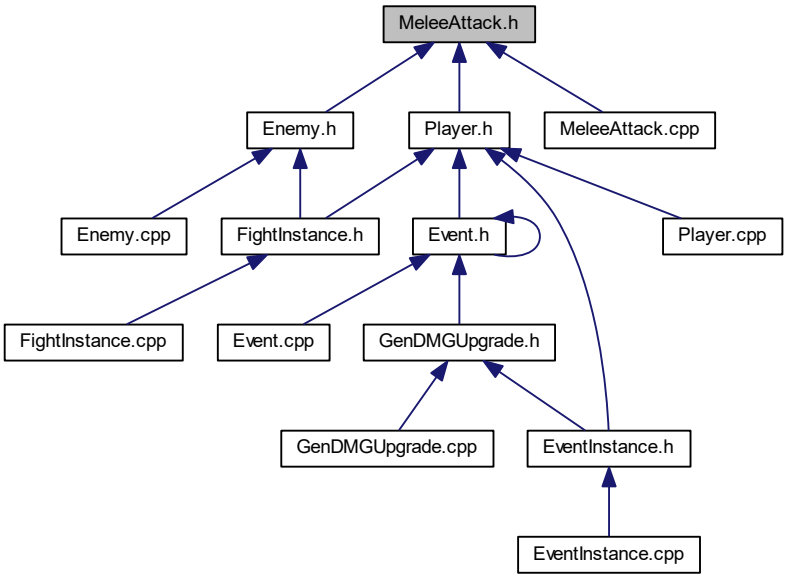
5.23 MeleeAttack.h File Reference

Plik naglowkowy klasy **MeleeAttack** (p. 19).

```
#include "Skill.h"
```
Include dependency graph for MeleeAttack.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **MeleeAttack**

5.23.1 Detailed Description

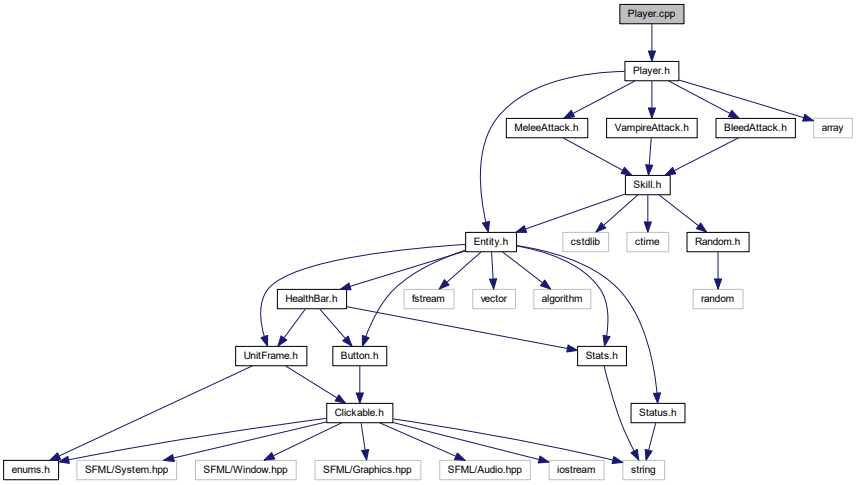
Plik naglowkowy klasy **MeleeAttack** (p. 19).

Plik naglowkowy klasy **MeleeAttack** (p. 19).

5.24 Player.cpp File Reference

Plik definicyjny klasy **Player** (p. 21).

```
#include "Player.h"
```
Include dependency graph for Player.cpp:



5.24.1 Detailed Description

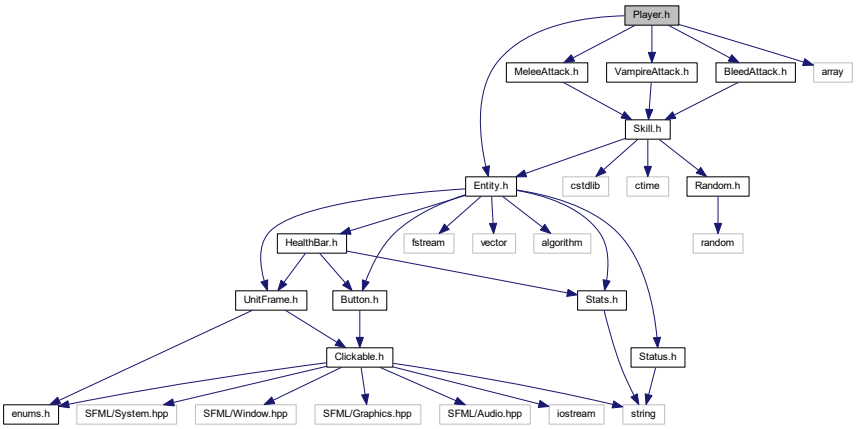
Plik definicyjny klasy **Player** (p. 21).

Plik definicyjny klasy **Player** (p. 21).

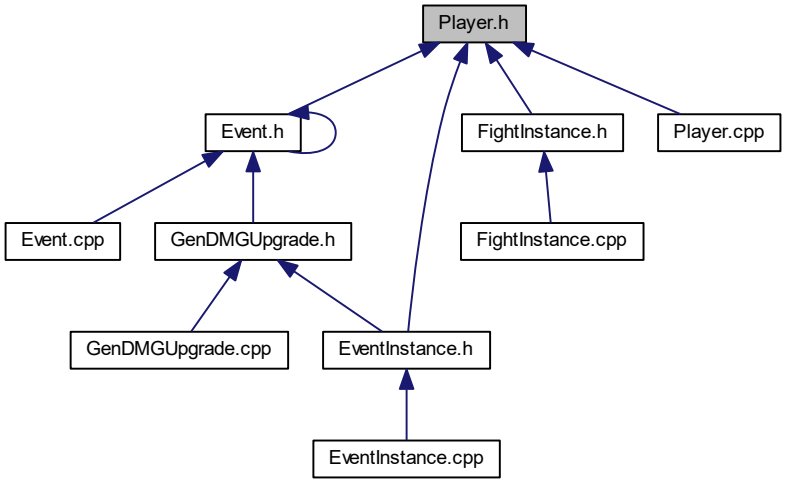
5.25 Player.h File Reference

Plik naglowkowy klasy **Player** (p. 21).

```
#include "Entity.h"
#include <array>
#include "MeleeAttack.h"
#include "VampireAttack.h"
#include "BleedAttack.h"
```
Include dependency graph for Player.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Player**

5.25.1 Detailed Description

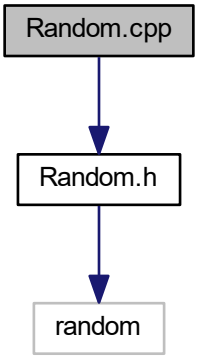
Plik naglowkowy klasy **Player** (p. 21).

Plik naglowkowy klasy **Player** (p. 21).

5.26 Random.cpp File Reference

Plik definicyjny klasy **Random** (p. 22).

```
#include "Random.h"
```
Include dependency graph for Random.cpp:



5.26.1 Detailed Description

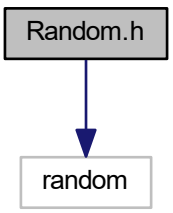
Plik definicyjny klasy **Random** (p. 22).

Plik definicyjny klasy **Random** (p. 22).

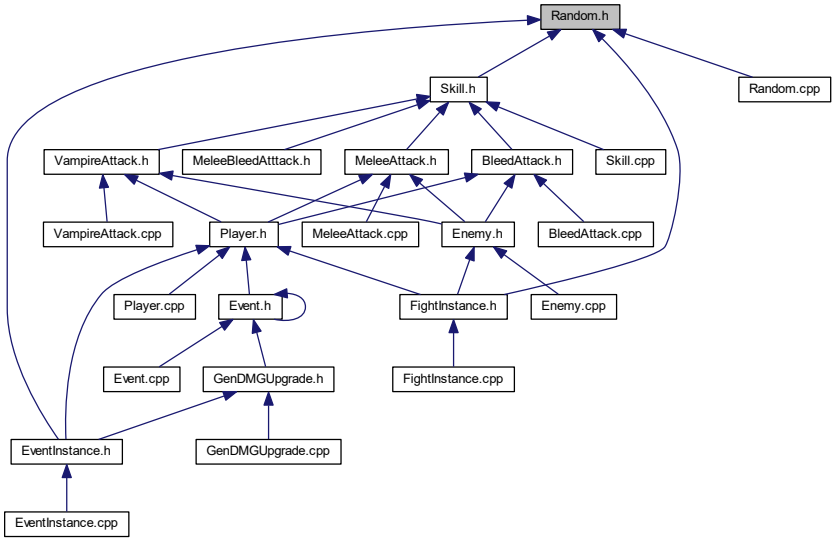
5.27 Random.h File Reference

Plik naglowkowy klasy **Random** (p. 22).

```
#include <random>
```
Include dependency graph for Random.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Random**

5.27.1 Detailed Description

Plik naglowkowy klasy **Random** (p. 22).

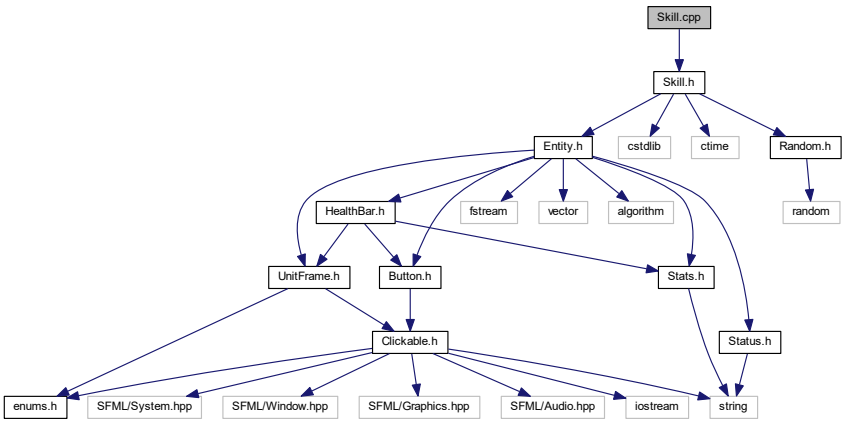
Plik naglowkowy klasy **Random** (p. 22).

5.28 Skill.cpp File Reference

Plik definicyjny klasy **Skill** (p. 22).

```
#include "Skill.h"
```

Include dependency graph for Skill.cpp:



5.28.1 Detailed Description

Plik definicyjny klasy **Skill** (p. 22).

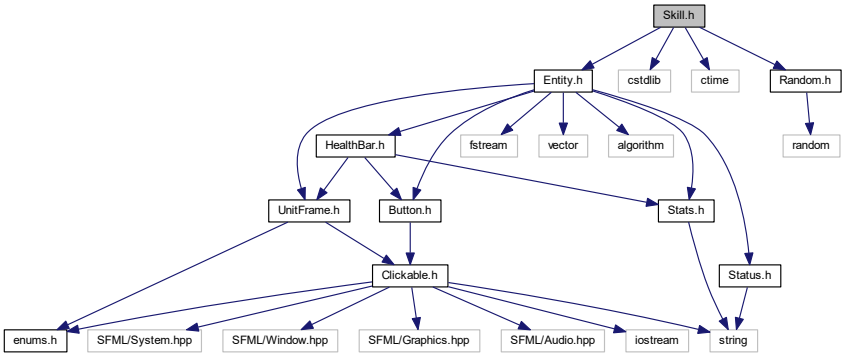
Plik Definicyjny klasy **Skill** (p. 22).

5.29 Skill.h File Reference

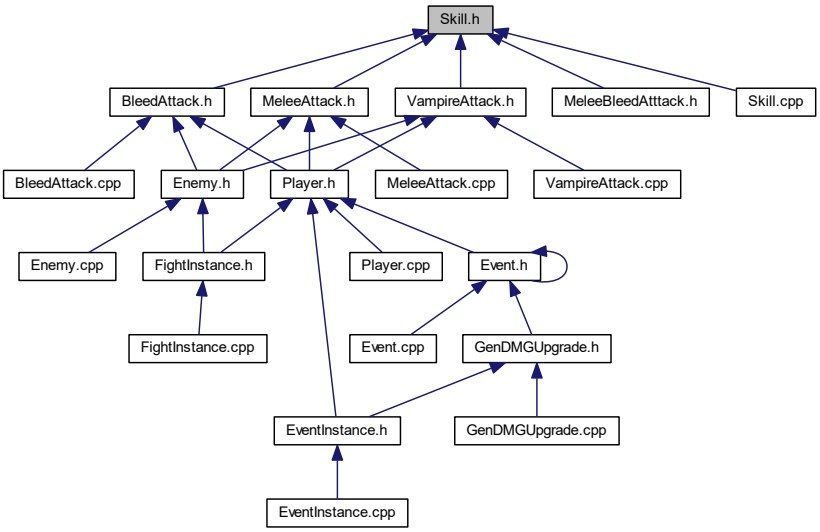
Plik naglowkowy klasy **Skill** (p. 22).

```
#include "Entity.h"
#include <cstdlib>
#include <ctime>
#include "Random.h"
```

Include dependency graph for Skill.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **Skill**

5.29.1 Detailed Description

Plik naglowkowy klasy **Skill** (p. 22).

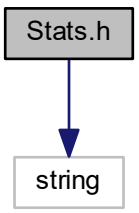
Plik naglowkowy klasy **Skill** (p. 22).

5.30 Stats.h File Reference

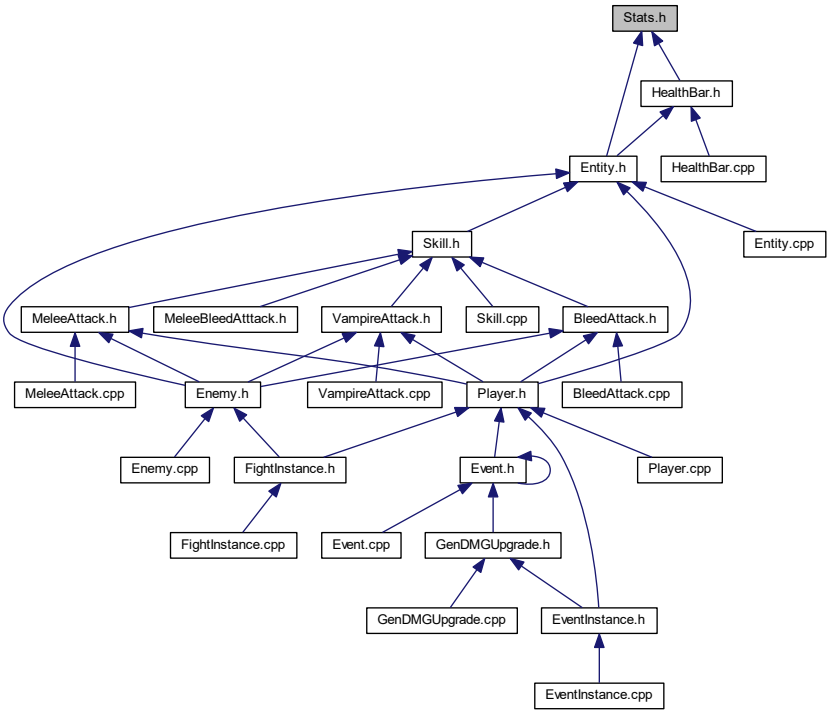
Struktura opisujaca statystyki.

```
#include <string>
```

Include dependency graph for Stats.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct **Stats**

5.30.1 Detailed Description

Struktura opisujaca statystyki.

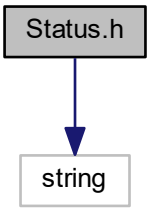
Struktura opisujaca statystyki.

5.31 Status.h File Reference

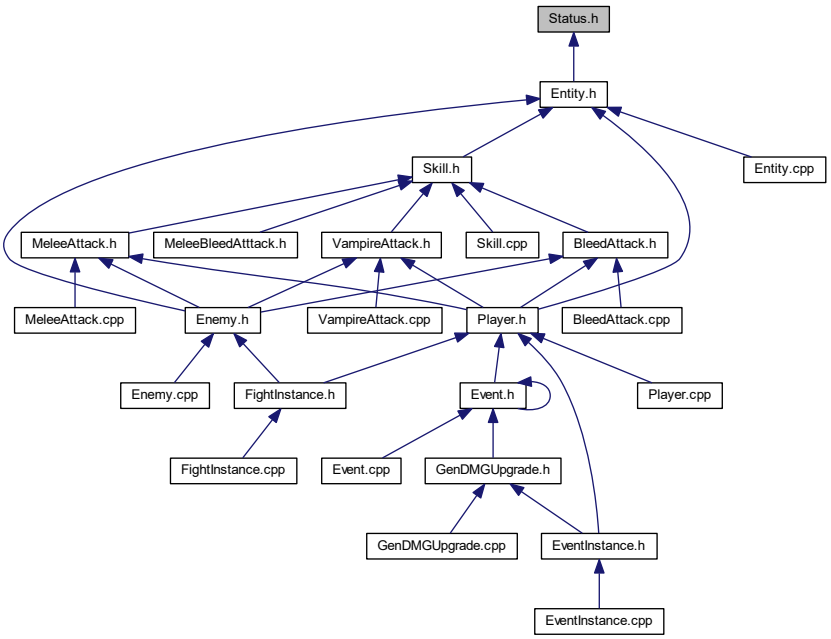
Struktura opisujaca statusy.

```
#include <string>
```

Include dependency graph for Status.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct **Status**

5.31.1 Detailed Description

Struktura opisujaca statusy.

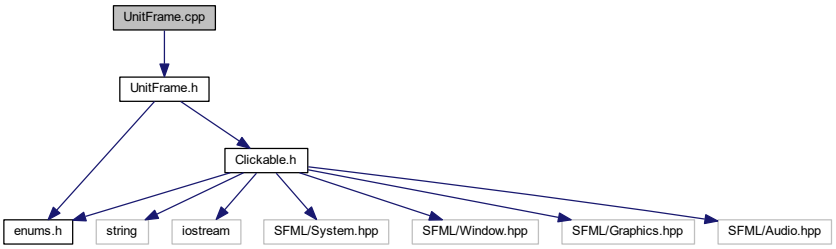
Struktura opisujaca statusy.

5.32 UnitFrame.cpp File Reference

Plik definicyjny klasy **UnitFrame** (p. 24).

```
#include "UnitFrame.h"
```

Include dependency graph for UnitFrame.cpp:



5.32.1 Detailed Description

Plik definicyjny klasy **UnitFrame** (p. 24).

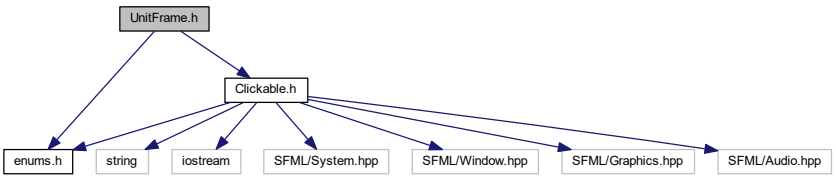
Plik definicyjny klasy **UnitFrame** (p. 24).

5.33 UnitFrame.h File Reference

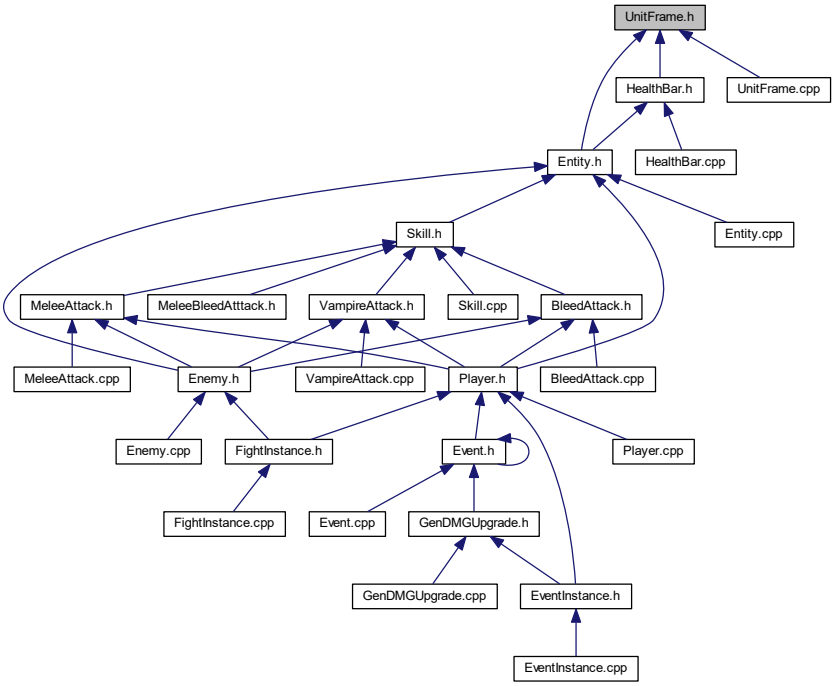
Plik naglowkowy klasy Unitframe.

```
#include "enums.h"
#include "Clickable.h"
```

Include dependency graph for UnitFrame.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **UnitFrame**

5.33.1 Detailed Description

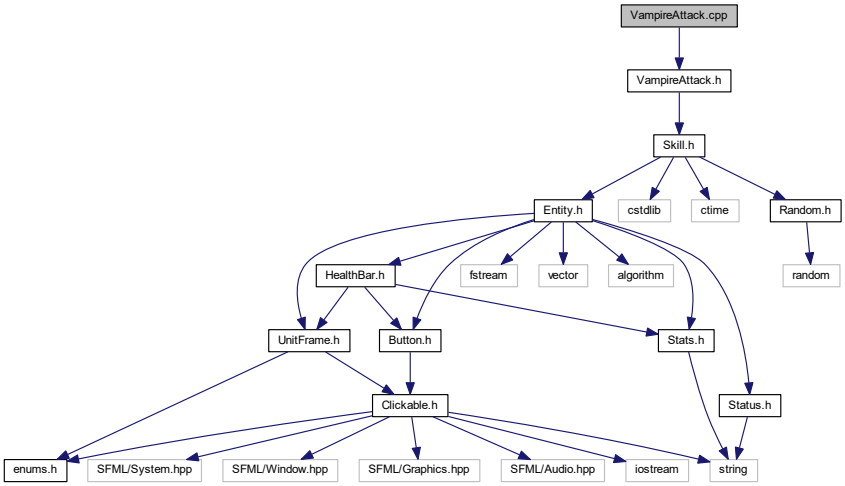
Plik naglowkowy klasy Unitframe.

Plik naglowkowy klasy **UnitFrame** (p. 24).

5.34 VampireAttack.cpp File Reference

Plik definicyjny klasy **VampireAttack** (p. 25).

```
#include "VampireAttack.h"
```
Include dependency graph for VampireAttack.cpp:



5.34.1 Detailed Description

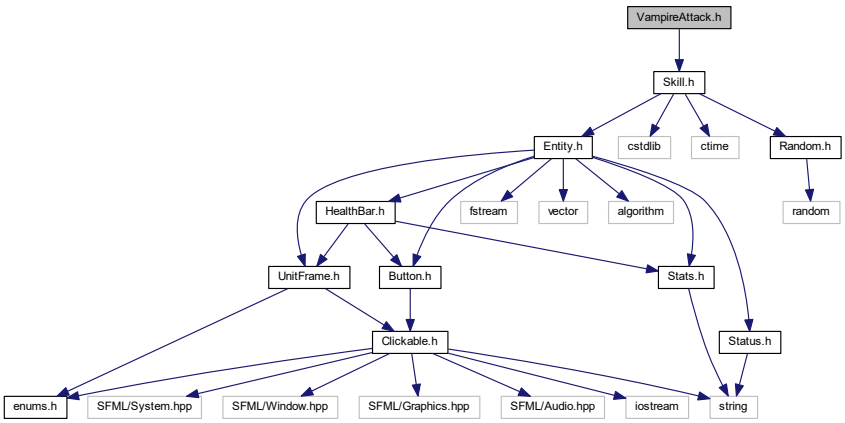
Plik definicyjny klasy **VampireAttack** (p. 25).

Plik Definicyjny klasy **VampireAttack** (p. 25).

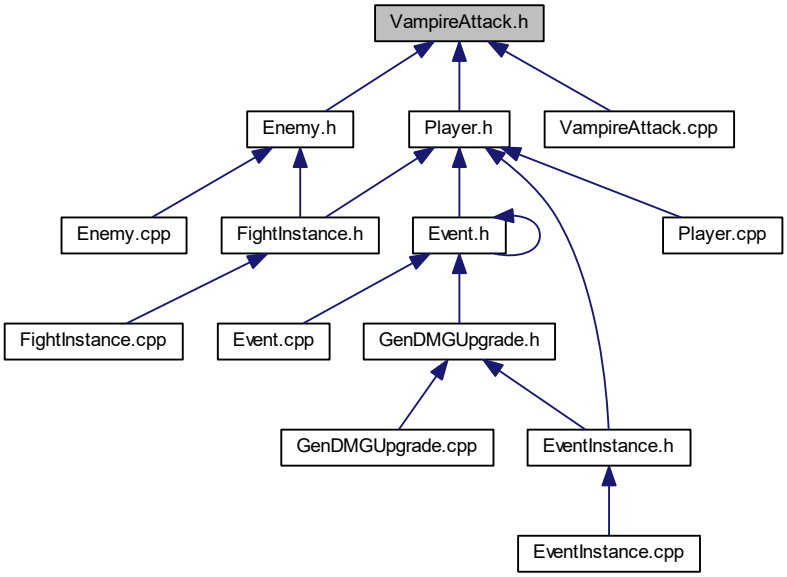
5.35 VampireAttack.h File Reference

Plik naglowkowy klasy **VampireAttack** (p. 25).

```
#include "Skill.h"
```
Include dependency graph for VampireAttack.h:



This graph shows which files directly or indirectly include this file:



Classes

- class **VampireAttack**

5.35.1 Detailed Description

Plik naglowkowy klasy **VampireAttack** (p. 25).

Plik naglowkowy klasy **VampireAttack** (p. 25).

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