Athena

Generated by Doxygen 1.8.3.1

Tue May 6 2014 12:11:10

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Chapter 5

Namespace Documentation

5.1 Package Athena

Classes

- class **Debug**
- class Game1

  This is the main type for your game

5.2 Package AthenaEngine

Namespaces

- package Framework

Classes

- class AthenaEngine

5.3 Package AthenaEngine.Framework

Namespaces

- package Gameplay
- package Interfaces
- package Primatives
- package Systems
- package UI

Classes

- class Camera2D

  Camera2D

5.4 Package AthenaEngine.Framework.Gameplay

Namespaces

- package RPG

Classes

- class Character

  A character class holds important detail about each character such as their items, level, experience, skills, etc.
- class Level

  A Level object holds all details required to handle level drawing.
- class Tile

  A tile is used to draw levels.

5.5 Package AthenaEngine.Framework.Gameplay.RPG

Classes

- class Inventory

  Inventory.
- class Item

  A gameplay item can be held by a character.
- class ItemInstance

  An item instance is a particular instance of an item.

5.6 Package AthenaEngine.Framework.Interfaces

Classes

- interface ICollidable< T >

  I collidable.
- interface IDrawable

  I drawable.
- interface IFocusable

  I focusable.
- interface IMoveable

5.7 Package AthenaEngine.Framework.Primatives

Classes

- class BoundingBox2D

  BoundingBox2D is used for bounding boxes on 2D objects.
- class CollidableEntity

  The Entity class is used to store objects that have positions.
- class Directions
- class DrawableEntity

This is an entity which can be drawn.

- class Entity

  The Entity class is the superclass for anything.

5.8 Package AthenaEngine.Framework.Systems

Classes

- class **LevelLoaderXml**

  the LevelLoader is used to load levels.

- class ResourceManager< T >

  The ResourceManager class manages resources on behalf of the game.

- class Triggers

  Triggers.

5.9 Package AthenaEngine.Framework.UI

Classes

- class UI

  UI

- class UIButton

  User interface button.

5.10 Package AthenaTest

Namespaces

- package Engine_Tests

5.11 Package AthenaTest.Engine_Tests

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- package Primatives_Testing

5.12 Package AthenaTest.Engine_Tests.Primatives_Testing

Classes

- class BoundingBox2DTest

Chapter 6

Class Documentation

6.1 AthenaEngine.AthenaEngine Class Reference

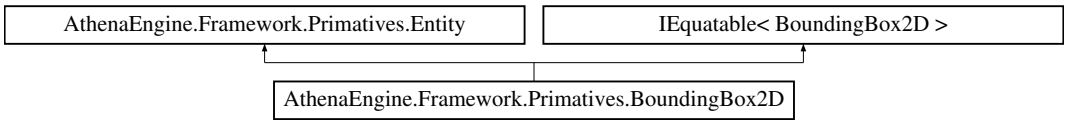
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/AthenaEngine.cs

6.2 AthenaEngine.Framework.Primitives.BoundingBox2D Class Reference

BoundingBox2D is used for bounding boxes on 2D objects.

Inheritance diagram for AthenaEngine.Framework.Primitives.BoundingBox2D:



Public Member Functions

- BoundingBox2D (Vector2 Position, Vector2 Size)

  Constructor for BoundingBox2D
- bool Equals (BoundingBox2D otherBounds)

  Check if the BoundingBox2D is equal to another BoundingBox2D
- bool CollidesWith (BoundingBox2D other)

  Check to see if this BoundingBox2D collides with an other BoundingBox.

Properties

- Rectangle Bounds `[get, set]`

Additional Inherited Members

6.2.1 Detailed Description

BoundingBox2D is used for bounding boxes on 2D objects.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 AthenaEngine.Framework.Primatives.BoundingBox2D.BoundingBox2D (Vector2 *Position,* Vector2 *Size*)

Constructor for BoundingBox2D

Parameters

min	x/y coordinates for the bounding box
max	width/height for the bounding box

6.2.3 Member Function Documentation

6.2.3.1 bool AthenaEngine.Framework.Primatives.BoundingBox2D.CollidesWith (**BoundingBox2D** *other*)

Check to see if this BoundingBox2D collides with an other BoundingBox.

Parameters

otherBounds	The other BoundingBox2D to compare with.

Returns

6.2.3.2 bool AthenaEngine.Framework.Primatives.BoundingBox2D.Equals (**BoundingBox2D** *otherBounds*)

Check if the BoundingBox2D is equal to another BoundingBox2D

Parameters

otherBounds	The other BoundingBox2D to check against.

Returns

6.2.4 Property Documentation

6.2.4.1 **Rectangle** AthenaEngine.Framework.Primatives.BoundingBox2D.Bounds `[get],[set],[protected]`

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

- Athena/Athena/AthenaEngine/Framework/Primatives/BoundingBox2D.cs

6.3 AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest Class Reference

Public Member Functions

- void Equality_WithSameRectangle_IsEqual ()
- void Equality_WithIdenticalRectangle_IsEqual ()
- void Equality_WithDifferentRectangle_IsNotEqual ()
- void Equality_WithItself_IsEqual ()

- void Collisions_WithItself_IsTrue ()
- void Collisions_WithTotallyDifferentRectangle_IsNotTrue ()
- void Collisions_WithEnvelopedRectangle_IsTrue ()
- void Collisions_WithRectangleOnLeft_IsFalse ()
- void Collisions_WithRectangleOnRight_IsFalse ()
- void Collisions_WithRectangleOnTop_IsFalse ()
- void Collisions_WithRectangleOnBottom_IsFalse ()
- void Collisions_WithRectangleCollidingLeft_IsTrue ()
- void Collisions_WithRectangleCollidingRight_IsTrue ()
- void Collisions_WithRectangleCollidingTop_IsTrue ()
- void Collisions_WithRectangleCollidingBottom_IsTrue ()

6.3.1 Member Function Documentation

6.3.1.1 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithEnvelopedRectangle_IsTrue ( )

6.3.1.2 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithItself_IsTrue ( )

6.3.1.3 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleCollidingBottom_IsTrue ( )

6.3.1.4 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleCollidingLeft_IsTrue ( )

6.3.1.5 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleCollidingRight_IsTrue ( )

6.3.1.6 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleCollidingTop_IsTrue ( )

6.3.1.7 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleOnBottom_IsFalse ( )

6.3.1.8 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleOnLeft_IsFalse ( )

6.3.1.9 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleOnRight_IsFalse ( )

6.3.1.10 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithRectangleOnTop_IsFalse ( )

6.3.1.11 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Collisions_WithTotallyDifferentRectangle_IsNotTrue ( )

6.3.1.12 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Equality_WithDifferentRectangle_IsNotEqual ( )

6.3.1.13 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Equality_WithIdenticalRectangle_IsEqual ( )

6.3.1.14 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Equality_WithItself_IsEqual ( )

6.3.1.15 void AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest.Equality_WithSameRectangle_IsEqual ( )

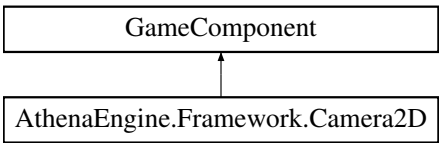
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaTest/Engine Tests/Primatives Testing/BoundingBox2DTest.cs

6.4 AthenaEngine.Framework.Camera2D Class Reference

Camera2D

Inheritance diagram for AthenaEngine.Framework.Camera2D:



Public Member Functions

- Camera2D (Game game)

  Initializes a new instance of the AthenaEngine.Framework.Camera2D class.
- override void Initialize ()

  Called when the GameComponent needs to be initialized.
- override void Update (GameTime gameTime)

  Update the specified gameTime.
- bool IsInView (Vector2 position, Texture2D texture)

  Determines whether the target is in view given the specified position. This can be used to increase performance by not drawing objects directly in the viewport

Protected Attributes

- float _viewportHeight
- float _viewportWidth

Properties

- Vector2 Position `[get, set]`

  Gets or sets the position.
- float Rotation `[get, set]`
- Vector2 Origin `[get, set]`
- float Scale `[get, set]`
- Vector2 ScreenCenter `[get, set]`
- Matrix Transform `[get, set]`
- IFocusable Focus `[get, set]`
- float MoveSpeed `[get, set]`

6.4.1 Detailed Description

Camera2D

6.4.2 Constructor & Destructor Documentation

6.4.2.1 AthenaEngine.Framework.Camera2D.Camera2D (Game *game*)

Initializes a new instance of the AthenaEngine.Framework.Camera2D class.

Parameters

game	Game.

6.4.3 Member Function Documentation

6.4.3.1 override void AthenaEngine.Framework.Camera2D.Initialize ( )

Called when the GameComponent needs to be initialized.

6.4.3.2 bool AthenaEngine.Framework.Camera2D.IsInView (Vector2 *position,* Texture2D *texture*)

Determines whether the target is in view given the specified position. This can be used to increase performance by not drawing objects directly in the viewport

Parameters

position	The position.
texture	The texture.

Returns

`true` if [is in view] [the specified position]; otherwise, `false`.

6.4.3.3 override void AthenaEngine.Framework.Camera2D.Update (GameTime *gameTime*)

Update the specified gameTime.

Parameters

gameTime	Game time.

6.4.4 Member Data Documentation

6.4.4.1 float AthenaEngine.Framework.Camera2D._viewportHeight [protected]

6.4.4.2 float AthenaEngine.Framework.Camera2D._viewportWidth [protected]

6.4.5 Property Documentation

6.4.5.1 IFocusable AthenaEngine.Framework.Camera2D.Focus [get], [set]

6.4.5.2 float AthenaEngine.Framework.Camera2D.MoveSpeed [get], [set]

6.4.5.3 Vector2 AthenaEngine.Framework.Camera2D.Origin [get], [set]

6.4.5.4 Vector2 AthenaEngine.Framework.Camera2D.Position [get], [set]

Gets or sets the position.

The position.

6.4.5.5 float AthenaEngine.Framework.Camera2D.Rotation [get], [set]

6.4.5.6 float AthenaEngine.Framework.Camera2D.Scale [get],[set]

6.4.5.7 Vector2 AthenaEngine.Framework.Camera2D.ScreenCenter [get],[set]

6.4.5.8 Matrix AthenaEngine.Framework.Camera2D.Transform [get],[set]

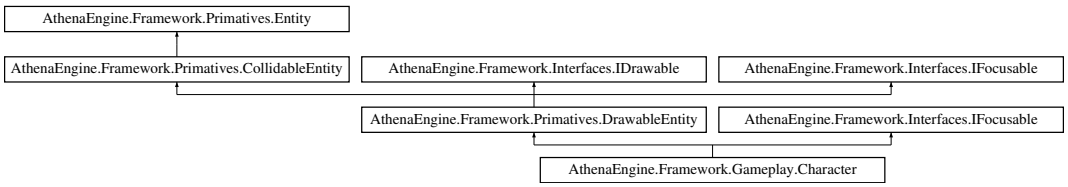
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Camera2D.cs

6.5 AthenaEngine.Framework.Gameplay.Character Class Reference

A character class holds important detail about each character such as their items, level, experience, skills, etc.

Inheritance diagram for AthenaEngine.Framework.Gameplay.Character:



Public Member Functions

- Character (Vector2 position, Vector2 size, SpriteBatch spriteBatch, Texture2D texture, Level level)

  Constructor for the Character class

Additional Inherited Members

6.5.1 Detailed Description

A character class holds important detail about each character such as their items, level, experience, skills, etc.

6.5.2 Constructor & Destructor Documentation

6.5.2.1 AthenaEngine.Framework.Gameplay.Character.Character (Vector2 *position,* Vector2 *size,* SpriteBatch *spriteBatch,* Texture2D *texture,* Level *level*)

Constructor for the Character class

Parameters

position	The coordinates of the character
size	The size of the character
spriteBatch	Which spritebatch will draw the character
texture	What is the texture for the character

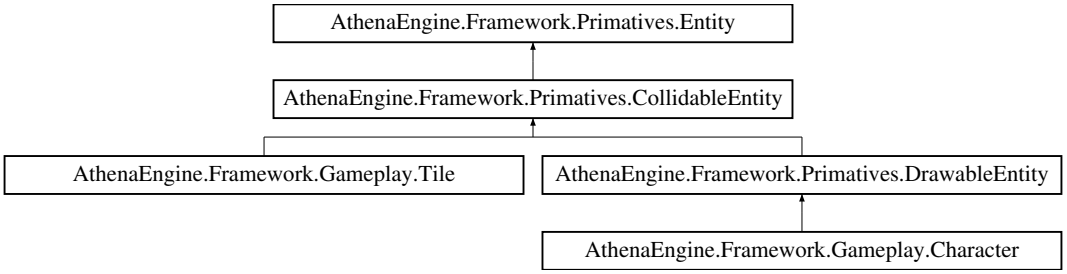
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Gameplay/Character.cs

6.6 AthenaEngine.Framework.Primatives.CollidableEntity Class Reference

The Entity class is used to store objects that have positions.

Inheritance diagram for AthenaEngine.Framework.Primatives.CollidableEntity:



Public Member Functions

- CollidableEntity (Vector2 position, Vector2 size, Level level)

  Constructor for the CollidableEntity class.
- bool CollidesWith (CollidableEntity entity)

  Check if the CollidableEntity collides with another CollidableEntity.
- bool CanMove (int direction)

  Determines whether this instance can move the specified direction.
- bool Move (int direction)

  Move the specified direction.

Public Attributes

- Level Level

Properties

- BoundingBox2D Bounds `[get, set]`

Additional Inherited Members

6.6.1 Detailed Description

The Entity class is used to store objects that have positions.

6.6.2 Constructor & Destructor Documentation

6.6.2.1 AthenaEngine.Framework.Primatives.CollidableEntity.CollidableEntity (Vector2 *position*, Vector2 *size*, Level *level*)

Constructor for the CollidableEntity class.

Parameters

position	x/y coordinates of the entity.
size	width/height of the entity.

6.6.3 Member Function Documentation

6.6.3.1 bool AthenaEngine.Framework.Primatives.CollidableEntity.CanMove (int *direction*)

Determines whether this instance can move the specified direction.

Returns

`true` if this instance can move the specified direction; otherwise, `false`.

Parameters

direction	If set to `true` direction.

6.6.3.2 bool AthenaEngine.Framework.Primatives.CollidableEntity.CollidesWith (CollidableEntity *entity*)

Check if the CollidableEntity collides with another CollidableEntity.

Parameters

entity	The entity to check against

Returns

Returns true if it does collide, otherwise false.

6.6.3.3 bool AthenaEngine.Framework.Primatives.CollidableEntity.Move (int *direction*)

Move the specified direction.

Parameters

direction	If set to `true` direction.

6.6.4 Member Data Documentation

6.6.4.1 Level AthenaEngine.Framework.Primatives.CollidableEntity.Level

6.6.5 Property Documentation

6.6.5.1 BoundingBox2D AthenaEngine.Framework.Primatives.CollidableEntity.Bounds `[get]`, `[set]`, `[protected]`

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

- Athena/Athena/AthenaEngine/Framework/Primatives/CollidableEntity.cs

6.7 AthenaEngine.Framework.Primatives.Directions Class Reference

Public Attributes

- const int LEFT = 0

- const int UP = 1
- const int RIGHT = 2
- const int DOWN = 3

6.7.1 Member Data Documentation

6.7.1.1 const int AthenaEngine.Framework.Primatives.Directions.DOWN = 3

6.7.1.2 const int AthenaEngine.Framework.Primatives.Directions.LEFT = 0

6.7.1.3 const int AthenaEngine.Framework.Primatives.Directions.RIGHT = 2

6.7.1.4 const int AthenaEngine.Framework.Primatives.Directions.UP = 1

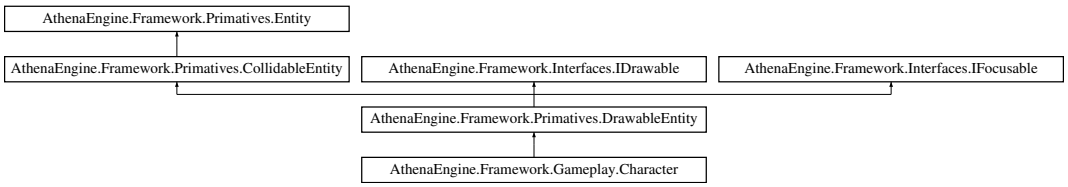
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Primatives/Directions.cs

6.8 AthenaEngine.Framework.Primatives.DrawableEntity Class Reference

This is an entity which can be drawn.

Inheritance diagram for AthenaEngine.Framework.Primatives.DrawableEntity:



Public Member Functions

- DrawableEntity (Vector2 position, Vector2 size, Rectangle SpriteSource, SpriteBatch spriteBatch, Texture2D tileset, Level level)

  This is the constructor for the DrawableEntity class.
- void Draw ()

  This draws the DrawableEntity.

Public Attributes

- Color SpriteColor
- Level level

Protected Attributes

- SpriteBatch SpriteController
- Texture2D SpriteSheet
- Rectangle SpriteSource

Properties

- Vector2 Position `[get, set]`

Additional Inherited Members

6.8.1 Detailed Description

This is an entity which can be drawn.

6.8.2 Constructor & Destructor Documentation

6.8.2.1 AthenaEngine.Framework.Primatives.DrawableEntity.DrawableEntity (Vector2 *position,* Vector2 *size,* Rectangle *SpriteSource,* SpriteBatch *spriteBatch,* Texture2D *tileset,* Level *level*)

This is the constructor for the DrawableEntity class.

Parameters

position	Where the DrawableEntity will start
size	The size in pixels of the DrawableEntity
spriteBatch	The SpriteBatch responsible for drawing the entity
texture	The texture used to draw the entity

6.8.3 Member Function Documentation

6.8.3.1 void AthenaEngine.Framework.Primatives.DrawableEntity.Draw ( )

This draws the DrawableEntity.

Implements AthenaEngine.Framework.Interfaces.IDrawable.

6.8.4 Member Data Documentation

6.8.4.1 Level AthenaEngine.Framework.Primatives.DrawableEntity.level

6.8.4.2 Color AthenaEngine.Framework.Primatives.DrawableEntity.SpriteColor

6.8.4.3 SpriteBatch AthenaEngine.Framework.Primatives.DrawableEntity.SpriteController `[protected]`

6.8.4.4 Texture2D AthenaEngine.Framework.Primatives.DrawableEntity.SpriteSheet `[protected]`

6.8.4.5 Rectangle AthenaEngine.Framework.Primatives.DrawableEntity.SpriteSource `[protected]`

6.8.5 Property Documentation

6.8.5.1 Vector2 AthenaEngine.Framework.Primatives.DrawableEntity.Position `[get]`, `[set]`

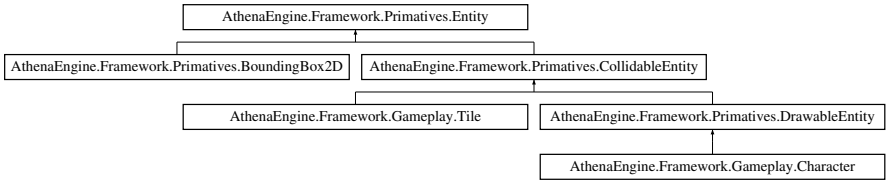
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Primatives/DrawableEntity.cs

6.9 AthenaEngine.Framework.Primatives.Entity Class Reference

The Entity class is the superclass for anything.

Inheritance diagram for AthenaEngine.Framework.Primatives.Entity:



Protected Member Functions

- void Move (int direction)

Protected Attributes

- Vector2 Position
- Vector2 Size

Properties

- Rectangle Rectangle `[get, set]`

  Gets or sets the rectangle.
- int X `[get, set]`
- int Y `[get, set]`
- int Width `[get, set]`
- int Height `[get, set]`

6.9.1 Detailed Description

The Entity class is the superclass for anything.

6.9.2 Member Function Documentation

6.9.2.1 void AthenaEngine.Framework.Primatives.Entity.Move (int *direction*) `[protected]`

6.9.3 Member Data Documentation

6.9.3.1 Vector2 AthenaEngine.Framework.Primatives.Entity.Position `[protected]`

6.9.3.2 Vector2 AthenaEngine.Framework.Primatives.Entity.Size `[protected]`

6.9.4 Property Documentation

6.9.4.1 int AthenaEngine.Framework.Primatives.Entity.Height `[get]`, `[set]`

6.9.4.2 Rectangle AthenaEngine.Framework.Primatives.Entity.Rectangle `[get]`, `[set]`, `[protected]`

Gets or sets the rectangle.

The rectangle.

6.9.4.3 int AthenaEngine.Framework.Primatives.Entity.Width [get], [set]

6.9.4.4 int AthenaEngine.Framework.Primatives.Entity.X [get], [set]

6.9.4.5 int AthenaEngine.Framework.Primatives.Entity.Y [get], [set]

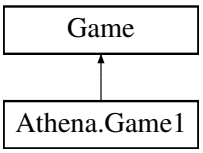
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Primatives/Entity.cs

6.10 Athena.Game1 Class Reference

This is the main type for your game

Inheritance diagram for Athena.Game1:



Public Member Functions

- Game1 ()

  The actual game class constructor.

Public Attributes

- SpriteFont font

Protected Member Functions

- override void Initialize ()

  Allows the game to perform any initialization it needs to before starting to run. This is where it can query for any required services and load any non-graphic related content. Calling base.Initialize will enumerate through any components and initialize them as well.
- override void LoadContent ()

  LoadContent will be called once per game and is the place to load all of your content.
- override void UnloadContent ()

  UnloadContent will be called once per game and is the place to unload all content.
- override void Update (GameTime gameTime)

  Allows the game to run logic such as updating the world, checking for collisions, gathering input, and playing audio.
- override void Draw (GameTime gameTime)

  This is called when the game should draw itself.

6.10.1 Detailed Description

This is the main type for your game

6.10.2 Constructor & Destructor Documentation

6.10.2.1 Athena.Game1.Game1 ( )

The actual game class constructor.

6.10.3 Member Function Documentation

6.10.3.1 override void Athena.Game1.Draw (GameTime *gameTime*) [protected]

This is called when the game should draw itself.

Parameters

gameTime	Provides a snapshot of timing values.

6.10.3.2 override void Athena.Game1.Initialize ( ) [protected]

Allows the game to perform any initialization it needs to before starting to run. This is where it can query for any required services and load any non-graphic related content. Calling base.Initialize will enumerate through any components and initialize them as well.

6.10.3.3 override void Athena.Game1.LoadContent ( ) [protected]

LoadContent will be called once per game and is the place to load all of your content.

6.10.3.4 override void Athena.Game1.UnloadContent ( ) [protected]

UnloadContent will be called once per game and is the place to unload all content.

6.10.3.5 override void Athena.Game1.Update (GameTime *gameTime*) [protected]

Allows the game to run logic such as updating the world, checking for collisions, gathering input, and playing audio.

Parameters

gameTime	Provides a snapshot of timing values.

6.10.4 Member Data Documentation

6.10.4.1 SpriteFont Athena.Game1.font

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

- Athena/Athena/Athena/Game1.cs

6.11 AthenaEngine.Framework.Interfaces.ICollidable< T > Interface Template Reference

I collidable.

Public Member Functions

- bool CollidesWith (T type)

6.11.1 Detailed Description

I collidable.

6.11.2 Member Function Documentation

6.11.2.1 bool AthenaEngine.Framework.Interfaces.ICollidable< T >.CollidesWith (T *type*)

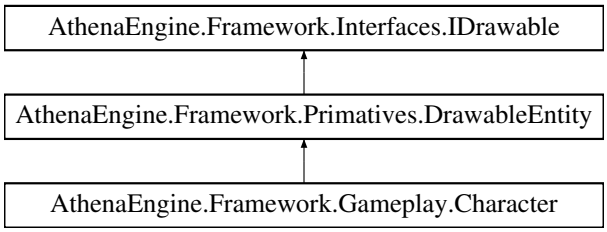
The documentation for this interface was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Interfaces/ICollidable.cs

6.12 AthenaEngine.Framework.Interfaces.IDrawable Interface Reference

I drawable.

Inheritance diagram for AthenaEngine.Framework.Interfaces.IDrawable:



Public Member Functions

- void Draw ()

  Draw this instance.

6.12.1 Detailed Description

I drawable.

6.12.2 Member Function Documentation

6.12.2.1 void AthenaEngine.Framework.Interfaces.IDrawable.Draw ( )

Draw this instance.

Implemented in AthenaEngine.Framework.Primatives.DrawableEntity.

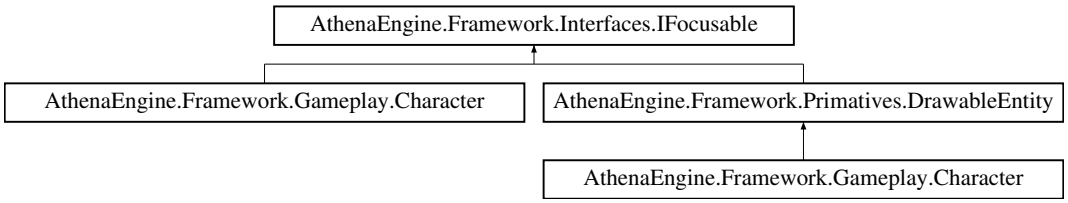
The documentation for this interface was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Interfaces/IDrawable.cs

6.13 AthenaEngine.Framework.Interfaces.IFocusable Interface Reference

I focusable.

Inheritance diagram for AthenaEngine.Framework.Interfaces.IFocusable:



Properties

- Vector2 Position `[get]`

  Gets the position.

6.13.1 Detailed Description

I focusable.

6.13.2 Property Documentation

6.13.2.1 Vector2 AthenaEngine.Framework.Interfaces.IFocusable.Position `[get]`

Gets the position.

The position.

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

- Athena/Athena/AthenaEngine/Framework/Interfaces/IFocusable.cs

6.14 AthenaEngine.Framework.Interfaces.IMoveable Interface Reference

Public Member Functions

- bool Move (string direction)
- bool CanMove (string direction)

6.14.1 Member Function Documentation

6.14.1.1 bool AthenaEngine.Framework.Interfaces.IMoveable.CanMove (string *direction*)

6.14.1.2 bool AthenaEngine.Framework.Interfaces.IMoveable.Move (string *direction*)

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

- Athena/Athena/AthenaEngine/Framework/Interfaces/IMoveable.cs

6.15 AthenaEngine.Framework.Gameplay.RPG.Inventory Class Reference

Inventory.

Public Member Functions

- void Add (Item item, int quantity)

  Add the specified item and quantity.

6.15.1 Detailed Description

Inventory.

6.15.2 Member Function Documentation

6.15.2.1 void AthenaEngine.Framework.Gameplay.RPG.Inventory.Add (Item *item*, int *quantity*)

Add the specified item and quantity.

Parameters

item	Item.
quantity	Quantity.

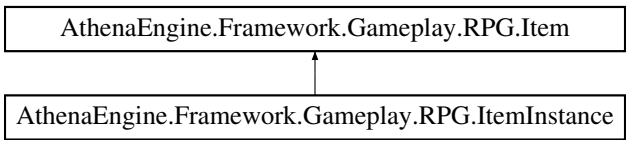
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Gameplay/RPG/Inventory.cs

6.16 AthenaEngine.Framework.Gameplay.RPG.Item Class Reference

A gameplay item can be held by a character.

Inheritance diagram for AthenaEngine.Framework.Gameplay.RPG.Item:



Public Member Functions

- Item (string name)

  Constructor for the item class

Properties

- string Name `[get, set]`

  The name of the item

6.16.1 Detailed Description

A gameplay item can be held by a character.

6.16.2 Constructor & Destructor Documentation

6.16.2.1 AthenaEngine.Framework.Gameplay.RPG.Item.Item (string *name*)

Constructor for the item class

Parameters

name	Name of the item

6.16.3 Property Documentation

6.16.3.1 string AthenaEngine.Framework.Gameplay.RPG.Item.Name [get], [set]

The name of the item

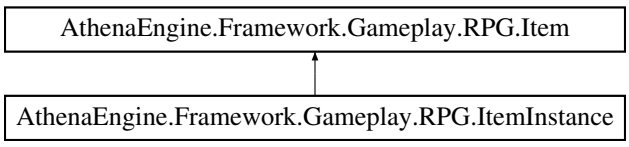
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Gameplay/RPG/Item.cs

6.17 AthenaEngine.Framework.Gameplay.RPG.ItemInstance Class Reference

An item instance is a particular instance of an item.

Inheritance diagram for AthenaEngine.Framework.Gameplay.RPG.ItemInstance:



Public Member Functions

- ItemInstance (Item item, int quantity)
  Constructor for the ItemInstance class.

Additional Inherited Members

6.17.1 Detailed Description

An item instance is a particular instance of an item.

6.17.2 Constructor & Destructor Documentation

6.17.2.1 AthenaEngine.Framework.Gameplay.RPG.ItemInstance.ItemInstance (Item *item*, int *quantity*)

Constructor for the ItemInstance class.

Parameters

item	The actual item of which this is an instance
quantity	How many of that item are in this particular instance?

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

- Athena/Athena/AthenaEngine/Framework/Gameplay/RPG/ItemInstance.cs

6.18 AthenaEngine.Framework.Gameplay.Level Class Reference

A Level object holds all details required to handle level drawing.

Public Member Functions

- Level (string levelName, SpriteBatch spriteBatch, ResourceManager< Texture2D > resourceManager)

  Object constructor for the Level class.
- void Draw ()

  Draw the level.

Public Attributes

- List< Tile > TileList

6.18.1 Detailed Description

A Level object holds all details required to handle level drawing.

6.18.2 Constructor & Destructor Documentation

6.18.2.1 AthenaEngine.Framework.Gameplay.Level.Level (string *levelName,* SpriteBatch *spriteBatch,* ResourceManager< Texture2D > *resourceManager*)

Object constructor for the Level class.

Parameters

levelName	The name of the level to load.
spriteBatch	The spritebatch to draw the level with.
resource-Manager	The resourceManager handling the games' textures.

6.18.3 Member Function Documentation

6.18.3.1 void AthenaEngine.Framework.Gameplay.Level.Draw ( )

Draw the level.

6.18.4 Member Data Documentation

6.18.4.1 List<Tile> AthenaEngine.Framework.Gameplay.Level.TileList

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

- Athena/Athena/AthenaEngine/Framework/Gameplay/Level.cs

6.19 AthenaEngine.Framework.Systems.ResourceManager< T > Class Template Reference

The ResourceManager class manages resources on behalf of the game.

Public Member Functions

- ResourceManager (Game game)

  Creates a new ResourceManager to manage resources for a game.
- T Add (string key, T resource)

  Add a new resource to the resources list maintained by the ResourceManager.
- T Get (string key)

  Gets the resource stored associated with a key.

6.19.1 Detailed Description

The ResourceManager class manages resources on behalf of the game.

Template Parameters

T	The type of resource to manage

6.19.2 Constructor & Destructor Documentation

6.19.2.1 AthenaEngine.Framework.Systems.ResourceManager< T >.ResourceManager (Game *game*)

Creates a new ResourceManager to manage resources for a game.

Parameters

game	The game to manage resources for.

6.19.3 Member Function Documentation

6.19.3.1 T AthenaEngine.Framework.Systems.ResourceManager< T >.Add (string *key*, T *resource*)

Add a new resource to the resources list maintained by the ResourceManager.

Parameters

key	The key to associate the resource with
resource	The resource associated with the key

Returns

6.19.3.2 T AthenaEngine.Framework.Systems.ResourceManager< T >.Get (string *key*)

Gets the resource stored associated with a key.

Parameters

key	The key to find the resource associated with.

Returns

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

- Athena/Athena/AthenaEngine/Framework/Systems/ResourceManager.cs

6.20 AthenaEngine.Framework.Systems.LevelLoaderXml.Sprite Class Reference

Public Member Functions

- Sprite (int x, int y, string name, bool collides)

Public Attributes

- int X
- int Y
- string Name
- bool Collides

6.20.1 Constructor & Destructor Documentation

6.20.1.1 AthenaEngine.Framework.Systems.LevelLoaderXml.Sprite.Sprite (int *x*, int *y*, string *name*, bool *collides*)

6.20.2 Member Data Documentation

6.20.2.1 bool AthenaEngine.Framework.Systems.LevelLoaderXml.Sprite.Collides

6.20.2.2 string AthenaEngine.Framework.Systems.LevelLoaderXml.Sprite.Name

6.20.2.3 int AthenaEngine.Framework.Systems.LevelLoaderXml.Sprite.X

6.20.2.4 int AthenaEngine.Framework.Systems.LevelLoaderXml.Sprite.Y

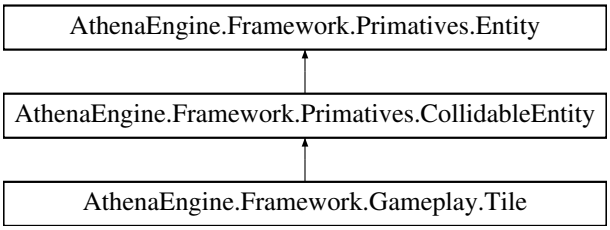
The documentation for this class was generated from the following file:

- Athena/Athena/AthenaEngine/Framework/Systems/LevelLoaderXml.cs

6.21 AthenaEngine.Framework.Gameplay.Tile Class Reference

A tile is used to draw levels.

Inheritance diagram for AthenaEngine.Framework.Gameplay.Tile:



Public Member Functions

- Tile (int x, int y, string TileSet, int xOffset, int yOffset, Level level)

  Class constructor for a new Tile object.
- void MakeDrawable (SpriteBatch spriteBatch, ResourceManager< Texture2D > resoureManager)

  Make a tile drawable by giving it a texture and a spriteBatch.
- void Draw ()

  Draw the tile.
- void FireTrigger (object[] args)

  Fires the trigger.
- void AddTrigger (string triggerName)

  Adds the trigger.

Public Attributes

- bool Collides = false
- DrawableEntity Sprite
- bool HasTrigger = false

Additional Inherited Members

6.21.1 Detailed Description

A tile is used to draw levels.

6.21.2 Constructor & Destructor Documentation

6.21.2.1 AthenaEngine.Framework.Gameplay.Tile.Tile (int *x,* int *y,* string *TileSet,* int *xOffset,* int *yOffset,* Level *level*)

Class constructor for a new Tile object.

Parameters

x	The X coordinate of the new tile.
y	The Y coordinate of the new tile.

6.21.3 Member Function Documentation

6.21.3.1 void AthenaEngine.Framework.Gameplay.Tile.AddTrigger (string *triggerName*)

Adds the trigger.

Parameters

triggerName	Trigger name.

6.21.3.2 void AthenaEngine.Framework.Gameplay.Tile.Draw ( )

Draw the tile.

6.21.3.3 void AthenaEngine.Framework.Gameplay.Tile.FireTrigger (object[] *args*)

Fires the trigger.

Parameters

args	Arguments.

6.21.3.4 void AthenaEngine.Framework.Gameplay.Tile.MakeDrawable (SpriteBatch *spriteBatch,* ResourceManager< Texture2D > *resoureManager*)

Make a tile drawable by giving it a texture and a spriteBatch.

Parameters

spriteBatch	The SpriteBatch to draw the tile with.
texture	The texture to draw the tile with.

6.21.4 Member Data Documentation

6.21.4.1 bool AthenaEngine.Framework.Gameplay.Tile.Collides = false

6.21.4.2 bool AthenaEngine.Framework.Gameplay.Tile.HasTrigger = false

6.21.4.3 DrawableEntity AthenaEngine.Framework.Gameplay.Tile.Sprite

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

- Athena/Athena/AthenaEngine/Framework/Gameplay/Tile.cs

6.22 AthenaEngine.Framework.Systems.Triggers Class Reference

Triggers.

Static Public Member Functions

- static void test ()

  This was used to test

- static void encounter ()

  Random encounter test

6.22.1 Detailed Description

Triggers.

6.22.2 Member Function Documentation

6.22.2.1 static void AthenaEngine.Framework.Systems.Triggers.encounter ( ) [static]

Random encounter test

6.22.2.2 static void AthenaEngine.Framework.Systems.Triggers.test ( ) [static]

This was used to test

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

- Athena/Athena/AthenaEngine/Framework/Systems/Triggers.cs

6.23 AthenaEngine.Framework.UI.UI Class Reference

UI

Public Member Functions

- UI (SpriteBatch spriteBatch, ResourceManager< Texture2D > textureManager, ResourceManager< SpriteFont > fontManager)

  Initializes a new instance of the AthenaEngine.Framework.UI.UI class.
- void AddButton (Vector2 position, string label)

  Adds the button.
- void Draw ()

  Draw this instance.

Public Attributes

- Level Level

6.23.1 Detailed Description

UI

6.23.2 Constructor & Destructor Documentation

6.23.2.1 AthenaEngine.Framework.UI.UI.UI (SpriteBatch *spriteBatch,* ResourceManager< Texture2D > *textureManager,* ResourceManager< SpriteFont > *fontManager*)

Initializes a new instance of the AthenaEngine.Framework.UI.UI class.

Parameters

spriteBatch	Sprite batch.
textureManager	Texture manager.
fontManager	Font manager.

6.23.3 Member Function Documentation

6.23.3.1 void AthenaEngine.Framework.UI.UI.AddButton (Vector2 *position,* string *label*)

Adds the button.

Parameters

position	Position.
label	Label.

6.23.3.2 void AthenaEngine.Framework.UI.UI.Draw ( )

Draw this instance.

6.23.4 Member Data Documentation

6.23.4.1 Level AthenaEngine.Framework.UI.UI.Level

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

- Athena/Athena/AthenaEngine/Framework/UI/UI.cs

6.24 AthenaEngine.Framework.UI.UIButton Class Reference

User interface button.

Public Member Functions

- UIButton (Rectangle rectangle, SpriteBatch spriteBatch, Texture2D texture, Color color, string label, SpriteFont font)

  Initializes a new instance of the AthenaEngine.Framework.UI.UIButton class.
- void Draw ()

  Draw this instance.

Public Attributes

- Level Level

6.24.1 Detailed Description

User interface button.

6.24.2 Constructor & Destructor Documentation

6.24.2.1 AthenaEngine.Framework.UI.UIButton.UIButton (Rectangle *rectangle,* SpriteBatch *spriteBatch,* Texture2D *texture,* Color *color,* string *label,* SpriteFont *font*)

Initializes a new instance of the AthenaEngine.Framework.UI.UIButton class.

Parameters

rectangle	Rectangle.
spriteBatch	Sprite batch.
texture	Texture.
color	Color.
label	Label.
font	Font.

6.24.3 Member Function Documentation

6.24.3.1 void AthenaEngine.Framework.UI.UIButton.Draw ( )

Draw this instance.

6.24.4 Member Data Documentation

6.24.4.1 Level AthenaEngine.Framework.UI.UIButton.Level

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

- Athena/Athena/AthenaEngine/Framework/UI/UIButton.cs

Chapter 7

File Documentation

7.1 Athena/Athena/Athena/Debug.cs File Reference

Classes

- class **Athena.Debug**

Namespaces

- package Athena

7.2 Athena/Athena/Athena/Game1.cs File Reference

Classes

- class Athena.Game1
  This is the main type for your game

Namespaces

- package Athena

7.3 Athena/Athena/Athena/Program.cs File Reference

Namespaces

- package Athena

7.4 Athena/Athena/Athena/Properties/AssemblyInfo.cs File Reference

7.5 Athena/Athena/AthenaEngine/Properties/AssemblyInfo.cs File Reference

7.6 Athena/Athena/AthenaTest/Properties/AssemblyInfo.cs File Reference

7.7 Athena/Athena/AthenaEngine/AthenaEngine.cs File Reference

Classes

- class AthenaEngine.AthenaEngine

Namespaces

- package AthenaEngine

7.8 Athena/Athena/AthenaEngine/Framework/Camera2D.cs File Reference

Classes

- class AthenaEngine.Framework.Camera2D

  Camera2D

Namespaces

- package AthenaEngine.Framework

7.9 Athena/Athena/AthenaEngine/Framework/Gameplay/Character.cs File Reference

Classes

- class AthenaEngine.Framework.Gameplay.Character

  A character class holds important detail about each character such as their items, level, experience, skills, etc.

Namespaces

- package AthenaEngine.Framework.Gameplay

7.10 Athena/Athena/AthenaEngine/Framework/Gameplay/Level.cs File Reference

Classes

- class AthenaEngine.Framework.Gameplay.Level

  A Level object holds all details required to handle level drawing.

Namespaces

- package AthenaEngine.Framework.Gameplay

7.11 Athena/Athena/AthenaEngine/Framework/Gameplay/RPG/Inventory.cs File Reference

Classes

- class AthenaEngine.Framework.Gameplay.RPG.Inventory

  Inventory.

Namespaces

- package AthenaEngine.Framework.Gameplay.RPG

7.12 Athena/Athena/AthenaEngine/Framework/Gameplay/RPG/Item.cs File Reference

Classes

- class AthenaEngine.Framework.Gameplay.RPG.Item

  A gameplay item can be held by a character.

Namespaces

- package AthenaEngine.Framework.Gameplay.RPG

7.13 Athena/Athena/AthenaEngine/Framework/Gameplay/RPG/ItemInstance.cs File Reference

Classes

- class AthenaEngine.Framework.Gameplay.RPG.ItemInstance

  An item instance is a particular instance of an item.

Namespaces

- package AthenaEngine.Framework.Gameplay.RPG

7.14 Athena/Athena/AthenaEngine/Framework/Gameplay/Tile.cs File Reference

Classes

- class AthenaEngine.Framework.Gameplay.Tile

  A tile is used to draw levels.

Namespaces

- package AthenaEngine.Framework.Gameplay

7.15 Athena/Athena/AthenaEngine/Framework/Interfaces/ICollidable.cs File Reference

Classes

- interface AthenaEngine.Framework.Interfaces.ICollidable< T >

  I collidable.

Namespaces

- package AthenaEngine.Framework.Interfaces

7.16 Athena/Athena/AthenaEngine/Framework/Interfaces/IDrawable.cs File Reference

Classes

- interface AthenaEngine.Framework.Interfaces.IDrawable

  I drawable.

Namespaces

- package AthenaEngine.Framework.Interfaces

7.17 Athena/Athena/AthenaEngine/Framework/Interfaces/IFocusable.cs File Reference

Classes

- interface AthenaEngine.Framework.Interfaces.IFocusable

  I focusable.

Namespaces

- package AthenaEngine.Framework.Interfaces

7.18 Athena/Athena/AthenaEngine/Framework/Interfaces/IMoveable.cs File Reference

Classes

- interface AthenaEngine.Framework.Interfaces.IMoveable

Namespaces

- package AthenaEngine.Framework.Interfaces

7.19 Athena/Athena/AthenaEngine/Framework/Primatives/BoundingBox2D.cs File Reference

Classes

- class AthenaEngine.Framework.Primatives.BoundingBox2D

  BoundingBox2D is used for bounding boxes on 2D objects.

Namespaces

- package AthenaEngine.Framework.Primatives

7.20 Athena/Athena/AthenaEngine/Framework/Primatives/CollidableEntity.cs File Reference

Classes

- class AthenaEngine.Framework.Primatives.CollidableEntity

  The Entity class is used to store objects that have positions.

Namespaces

- package AthenaEngine.Framework.Primatives

7.21 Athena/Athena/AthenaEngine/Framework/Primatives/Directions.cs File Reference

Classes

- class AthenaEngine.Framework.Primatives.Directions

Namespaces

- package AthenaEngine.Framework.Primatives

7.22 Athena/Athena/AthenaEngine/Framework/Primatives/DrawableEntity.cs File Reference

Classes

- class AthenaEngine.Framework.Primatives.DrawableEntity

  This is an entity which can be drawn.

Namespaces

- package AthenaEngine.Framework.Primatives

7.23 Athena/Athena/AthenaEngine/Framework/Primatives/Entity.cs File Reference

Classes

- class AthenaEngine.Framework.Primatives.Entity

  The Entity class is the superclass for anything.

Namespaces

- package AthenaEngine.Framework.Primatives

7.24 Athena/Athena/AthenaEngine/Framework/Systems/LevelLoaderXml.cs File Reference

Classes

- class **AthenaEngine.Framework.Systems.LevelLoaderXml**

  the LevelLoader is used to load levels.
- class AthenaEngine.Framework.Systems.LevelLoaderXml.Sprite

Namespaces

- package AthenaEngine.Framework.Systems

7.25 Athena/Athena/AthenaEngine/Framework/Systems/ResourceManager.cs File Reference

Classes

- class AthenaEngine.Framework.Systems.ResourceManager< T >

  The ResourceManager class manages resources on behalf of the game.

Namespaces

- package AthenaEngine.Framework.Systems

7.26 Athena/Athena/AthenaEngine/Framework/Systems/Triggers.cs File Reference

Classes

- class AthenaEngine.Framework.Systems.Triggers

  Triggers.

Namespaces

- package AthenaEngine.Framework.Systems

7.27 Athena/Athena/AthenaEngine/Framework/UI/UI.cs File Reference

Classes

- class AthenaEngine.Framework.UI.UI
  UI

Namespaces

- package AthenaEngine.Framework.UI

7.28 Athena/Athena/AthenaEngine/Framework/UI/UIButton.cs File Reference

Classes

- class AthenaEngine.Framework.UI.UIButton
  User interface button.

Namespaces

- package AthenaEngine.Framework.UI

7.29 Athena/Athena/AthenaEngine/obj/Debug/TemporaryGeneratedFile_036C0B5B-1481-4323-8D20-8F5ADCB23D92.cs File Reference

7.30 Athena/Athena/AthenaTest/obj/Debug/TemporaryGeneratedFile_036C0B5B-1481-4323-8D20-8F5ADCB23D92.cs File Reference

7.31 Athena/Athena/AthenaEngine/obj/Debug/TemporaryGeneratedFile_5937a670-0e60-4077-877b-f7221da3dda1.cs File Reference

7.32 Athena/Athena/AthenaTest/obj/Debug/TemporaryGeneratedFile_5937a670-0e60-4077-877b-f7221da3dda1.cs File Reference

7.33 Athena/Athena/AthenaEngine/obj/Debug/TemporaryGeneratedFile_E7A71F73-0F8D-4B9B-B56E-8E70B10BC5D3.cs File Reference

7.34 Athena/Athena/AthenaTest/obj/Debug/TemporaryGeneratedFile_E7A71F73-0F8D-4-B9B-B56E-8E70B10BC5D3.cs File Reference

7.35 Athena/Athena/AthenaTest/Engine Tests/Primatives Testing/BoundingBox2DTest.cs File Reference

Classes

- class AthenaTest.Engine_Tests.Primatives_Testing.BoundingBox2DTest

Namespaces

- package AthenaTest.Engine_Tests.Primatives_Testing

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