YARF
Yet Another Reckless Frog

Abdil Kaya
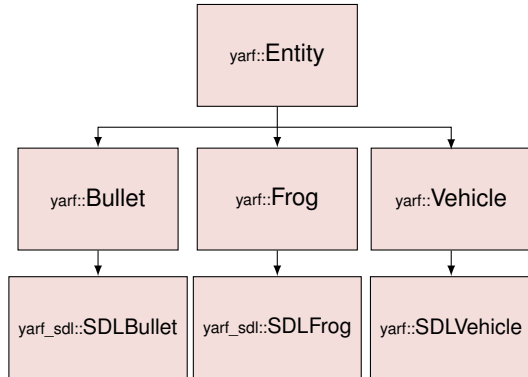
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█ Advanced Programming Techniques
2015-2016

Entity Structure
A combination of inheritances

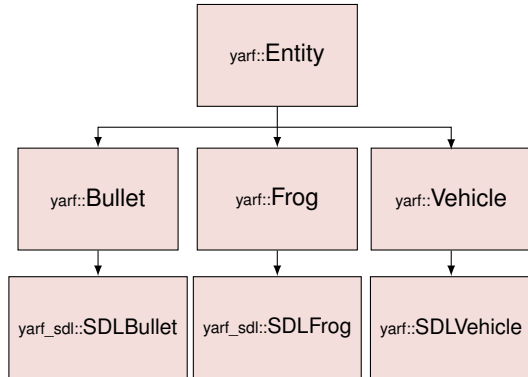■ Implementation Inheritance

Entity Structure
A combination of inheritances

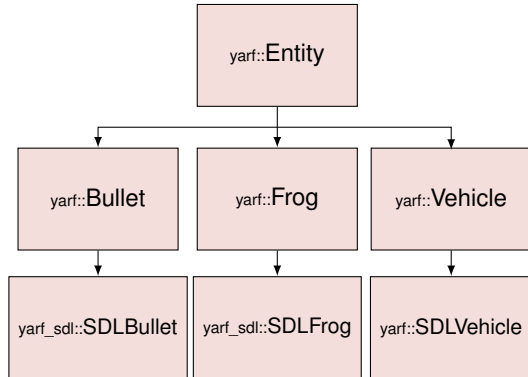- Implementation Inheritance
  - `implemented functions`

Entity Structure

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- **Implementation Inheritance**
  - `implemented functions`

- **Interface Inheritance**

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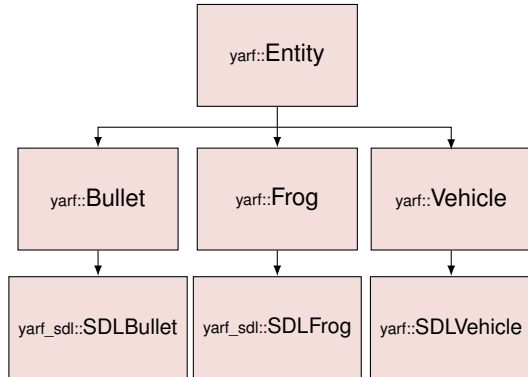
Entity Structure

A combination of inheritances

- **Implementation Inheritance**
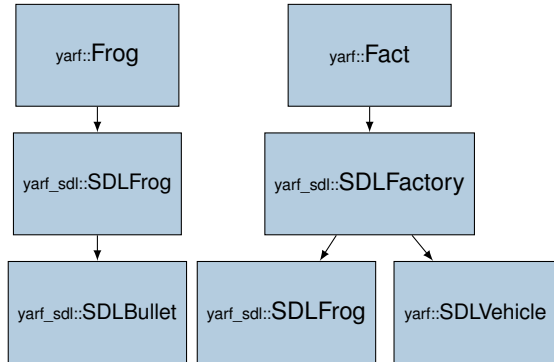 - `implemented functions`

- **Interface Inheritance**
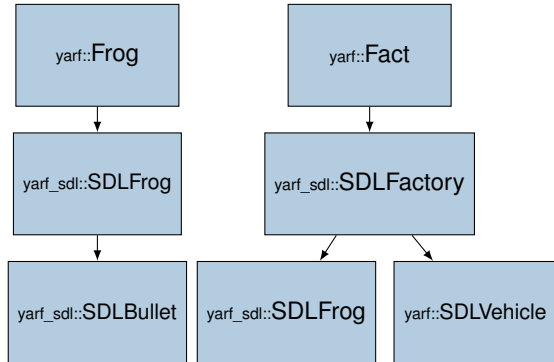 - `(pure) virtual functions`

Entity Creation

- Fact as Abstract Factory

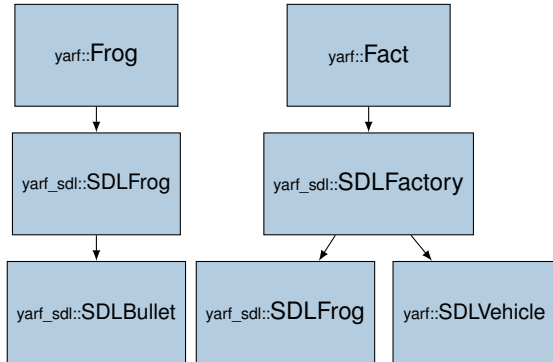# Entity Creation

- Fact as Abstract Factory
  - Frog(s)
  - Vehicles

Entity Creation

- Fact as Abstract Factory
  - Frog(s)
  - Vehicles

- Frog as Abstract Factory
  - Bullets

Additional Features

Mainly The Merits of Game/View Separation

Game Axis

- $[0, 4]$x$[0, 3]$ axis

↓ *results in*

Visualisation Axis
- ?? x ?? axis

Additional Features

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Game Axis

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- allows for high accuracy

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Visualisation Axis
- ?? x ?? axis
- very scalable

Additional Features
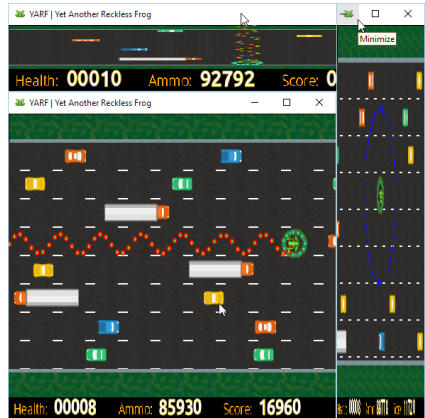
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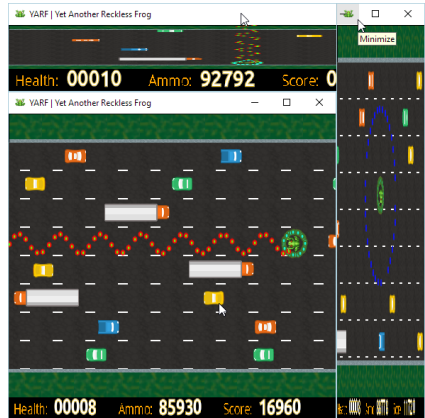- $[0, 4]$x$[0, 3]$ axis
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- constant/adjustable

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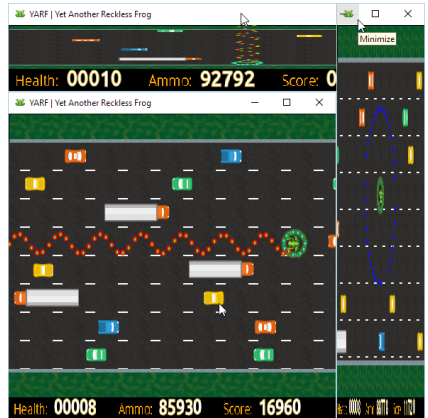- allows for high accuracy

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Multifunctional Bullets

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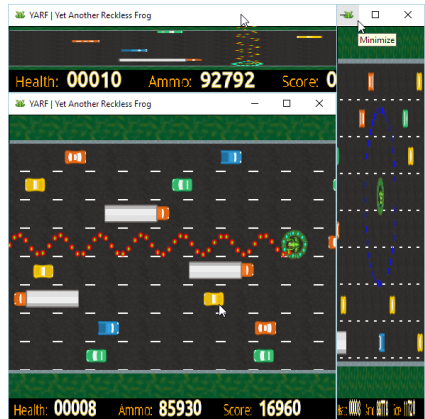*↓ results in*

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Multifunctional Bullets

- offence

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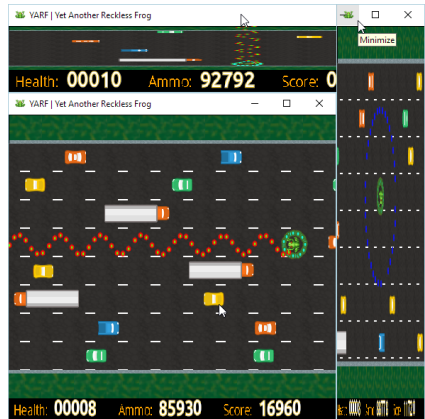
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Multifunctional Bullets

- offence
- defence

Additional Features

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Unfinished Features

1. Bonus Entities: ✗
2. Enemy Projectiles: ✗

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