



YARF

Yet Another Reckless Frog

Abdil Kaya

`abdil.kaya@student.uantwerpen.be`

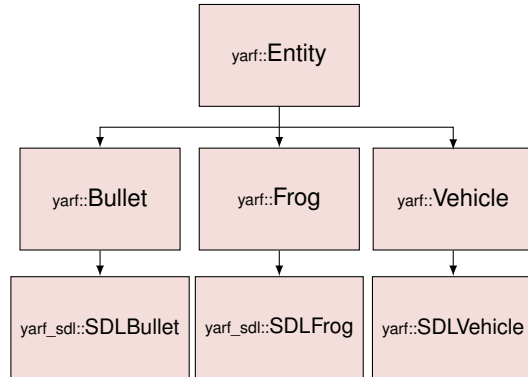
6-Advanced Programming Techniques
2015-2016



Entity Structure

A combination of inheritances

■ Implementation Inheritance



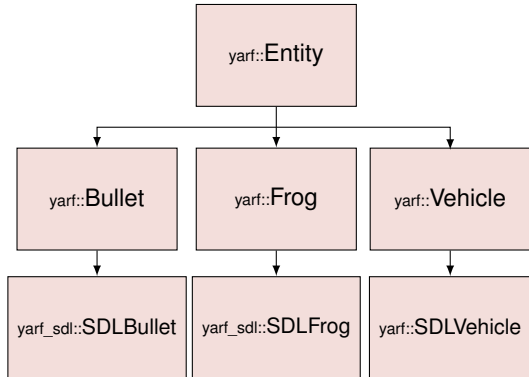


Entity Structure

A combination of inheritances

■ Implementation Inheritance

- implemented functions





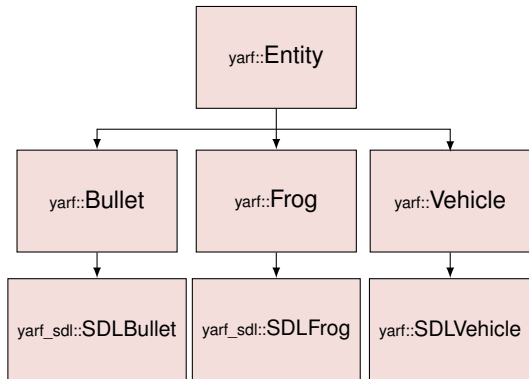
Entity Structure

A combination of inheritances

■ Implementation Inheritance

- implemented functions

■ Interface Inheritance





Entity Structure

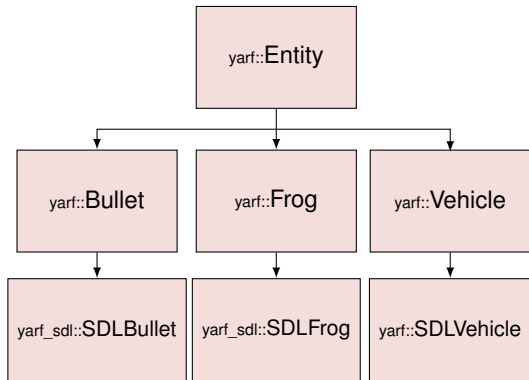
A combination of inheritances

■ Implementation Inheritance

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■ Interface Inheritance

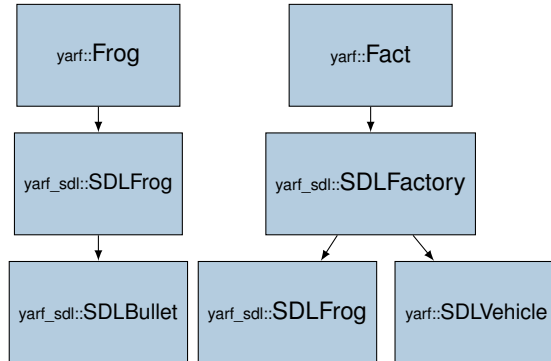
- (pure) virtual functions





Entity Creation

■ Fact as Abstract Factory

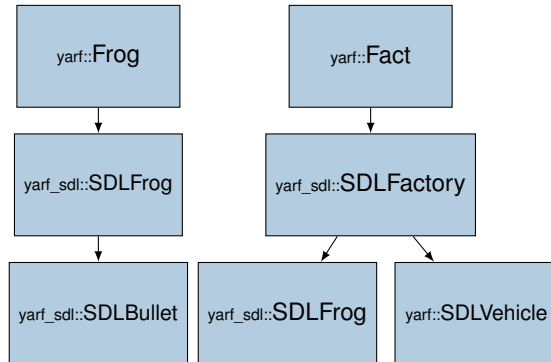




Entity Creation

■ Fact as Abstract Factory

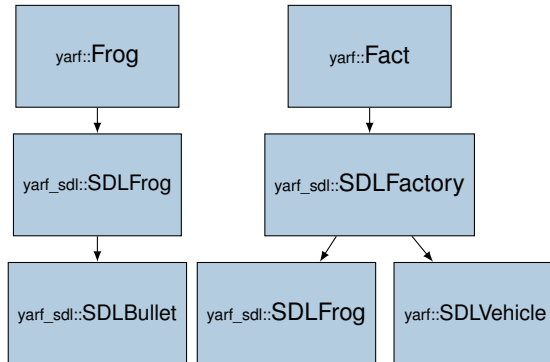
- Frog(s)
- Vehicles





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

- $[0, 4] \times [0, 3]$ axis

↓ *results in*

Visualisation Axis

- ?? x ?? axis



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Visualisation Axis

- ?? x ?? axis
- very scalable



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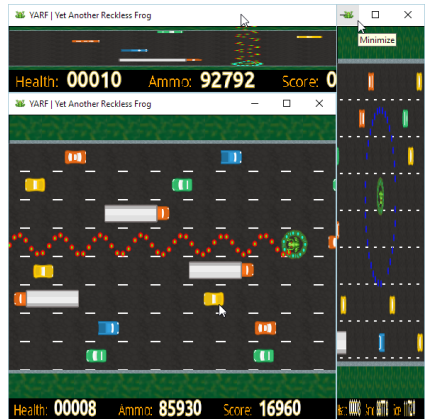
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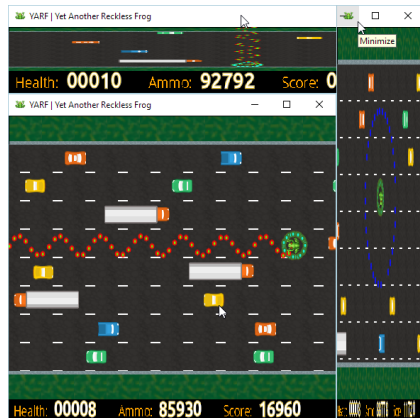
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TPS

- constant/adjustable





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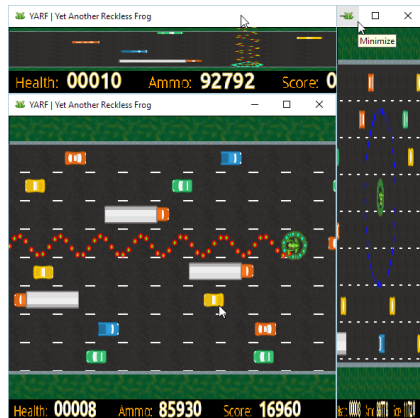
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TPS

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- game speeds unaffected





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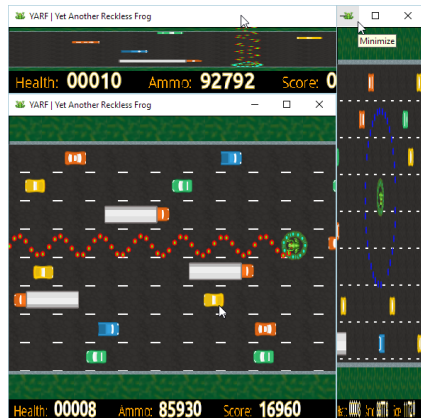
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- game speeds unaffected

Multifunctional Bullets





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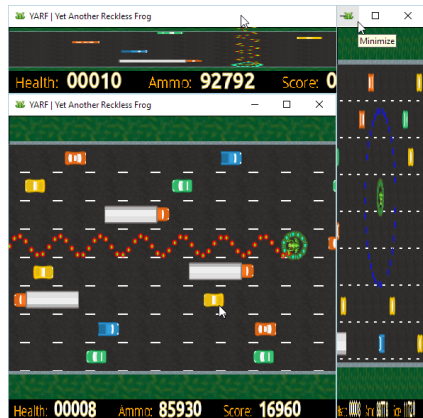
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Multifunctional Bullets

- offence





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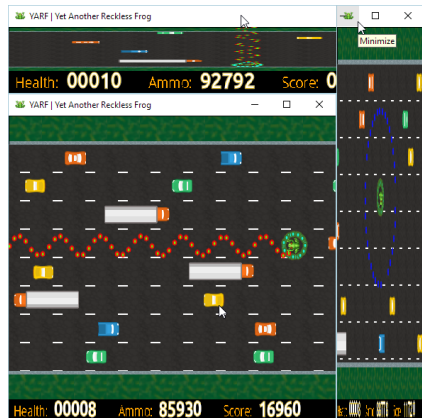
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TPS

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Multifunctional Bullets

- offence
- defence





Additional Features

A Single Texture Atlas

- Passed onto entities by its address





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- Allows for low memory usage ✓



▼	YARF.exe (32 bit)	0%	9.3 MB
	YARF Yet Another Reckless Frog		



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Unfinished Features

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

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