**GAME** Assumptions UI\_Element Button GUI Assumption 9, 10, 12 9: We have a enum containing all types of UI\_elements Assumption 10,11 SDL\_Rect\* button\_idle SDL\_Rect\* my\_box Assumption 10 10: We have some bools regarding logic: started, to\_delete, SDL Rect\* button selected UIElement\* elementArray[MAX\_ELEMENTS] bools that check exepctions, etc. iPoint position SDL\_Rect\* button\_pressed UIElement\* InGameMenuUIElements[15]
UIElement\* HUDUIElements[15] iPoint local\_position j1Module\* listener UI\_type type bool dragable 11: We have an enum containing all possible button states bool pressed UIElement\* elementDragged 12: There is a "define" of MAX\_ELEMENTS bool focused Button(int x, int y, UIElement\* father, j1Module\* listeners[10], SDL\_Rect\* SDL\_Texture\* atlas buttonIdle, SDL\_Rect\* buttonSelected, SDL\_Rect\* buttonPressed, bool p2SString atlasFileName SDL\_Texture\* texture dragable) UIElement\* father ~Button() UIElement\* CoinsWindow p2SString name bool Start() UIElement\* LifesWindow bool Draw() UIElement\* ScoreWindow UIElement() void Speaker(j1Module\* listener) UIElement(int x, int y, UIElement\* father, bool void HandleInput() dragable, UI\_type type) virtual ~UIElement() j1Gui() virtual bool Start() Text virtual ~j1Gui() bool Update() bool Awake(pugi::xml\_node&) virtual bool PostUpdate() bool Start() \_TTF\_Font\* font\_Tex virtual bool Draw() p2SString string bool PreUpdate() bool PostUpdate() UIElement\* GetFather() bool CleanUp() Text(int x, int y, UIElement\* father, \_TTF\_Font\* font, p2SString &text, bool dragable) bool MouseUnderElement(int x, int y) void Drag(int x, int y) UIElement\* CreateButton(int x, int y, UIElement\* father, j1Module\* listeners[10], SDL\_Rect\* buttonIdle, SDL\_Rect\* buttonSelected, SDL\_Rect\* buttonPressed, virtual void Move() bool Start() virtual void HandleInput() bool dragable) bool Draw() UIElement\* CreateUIWindow(int x, int y, UIElement\* father, SDL\_Rect\* rect, bool dragable) UIElement\* CreateText(int x, int y, UIElement\* father, \_TTF\_Font\* font, p2SString &text, bool dragable) ScrollBar UIElement\* CreateInputText(int x, int y, UIElement\* father, \_TTF\_Font\* font, p2SString& text, bool dragable, p2SString& name)
UIElement\* CreateScrollBar(int x, int y, UIElement\* father, j1Module\* listener, Assumption 10 SDL Rect\* thumbldle SDL\_Rect\* thumbPressed SDL\_Rect\* bar, SDL\_Rect\* thumbsIdle, SDL\_Rect\* thumbsPressed) int value j1Module\* listener SDL\_Texture\* GetAtlas() const bool vertical void ListenerUI(UIElement\* UI\_element) void DeleteElement(UIElement\* element) ScrollBar(int x, int y, UIElement\* father, j1Module\* listener, SDL\_Rect\* thumbsIdle, void DragElement() 0. SDL\_Rect\* thumbsPressed, bool vertical, p2SString &name) void CheckFocusedElements() ~ScrollBar() bool Start() void CreateHUD() void ManageHUD() bool Draw() void DestroyHUD() void Speak() void Move() void ManageInGameMenu() void HandleInput() void CreateInGameMenu() void DestroyInGameMenu() void CreateSettingsWindow(UIElement\* father) void DestroySettingsWindow() InputText Window int cursorPos const SDL\_Rect\* rect p2SString previousText Window(int x, int y, UIElement\* father, SDL\_Rect\* rect, InputText(int x, int y, UIElement\* father, bool dragable) ~Window() \_TTF\_Font\* font, p2SString& text, bool dragable, p2SString& name) bool Start() void HandleInput() bool Draw() bool Draw()