Arch\_GAME Rewrite Documentation

# Iterations 1

*-“The Player, a Window, and an Update loop”*

Each iteration will be marked by a statement(quote) and clarified by a list of points.In this iteration, we will be focusing on laying a structurally sound foundation on which to build the remainder of the game. The update loop and render system will take precedence in this iteration and any classes created and implemented will be for the purpose of helping guide the understanding and organization of the base system.

## Classes in iteration 1:

* Game
* Level
* Entity
* Player
* GraphicsComponent
* PhysicsComponent
* EntitySpawner
* SpriteBatcher
* Batch

Game Class

The purpose of this class is to contain and structure the base loop and logic order of the game.

* Void processInput()
* Void update(float dt)
* Void render()

Level Class

This class acts as a shell for game levels. It manipulates data and manages multiple game processes

* Void load()
* Void getSpawnPoints()
* Void update(float dt)
* Void render(sf::RenderWindow\* window)

# Iteration 2

*“Movement, a map and the good ol game loop”*

This iteration will be about getting player input and further developing our player and level classes. We will hook the player up to a controller to see how the render system responds to a dynamic sprite, and we will be loading custom shapes. We will also implement maps and layering system